14/20-Pin, Low-Power, High-Performance Microcontroller with XLP Technology

PIC18F04/05/14/15Q20

Introduction

The PIC18-Q20 microcontroller family is one of the smallest PIC18 product families available in 14/20-pin devices for sensor-interfacing, real-time control and communication applications.

This family showcases the Improved Inter-Integrated Circuit® (I3C) Target module with a higher communication rate and a 10-bit 300 ksps ADC with Computation for responsive sensor designs. The family features a Multi-Voltage I/O (MVIO) interface with multiple pins powered by V_{DDIO2} and V_{DDIO3} that allows for these pins to operate at a different voltage domain than the rest of the microcontroller. The family also features the 8-bit Signal Routing Port module to interconnect digital peripherals without using external pins.

Additional features include vectored interrupt controller with fixed latency for handling interrupts; a system bus arbiter; Direct Memory Access (DMA) capabilities; two UART with support for asynchronous modes and (for the Full-Featured UART) DMXand DALI® lighting control standards and LIN protocol; individual SPI and I^2C modules; and a programmable 32-bit CRC with memory scan.

This family also includes Memory Access Partition (MAP) featuring a user-configurable Storage Area Flash (SAF) with One-Time Programmability to support users in bootloader applications. Also included is a separate Device Information Area (DIA) to store factory calibration values, to help improve temperature sensor accuracy.

PIC18-Q20 Family Types

Table 1. Memory Overview

Devices	PIC18F04Q20	PIC18F05Q20	PIC18F06Q20
	PIC18F14Q20	PIC18F15Q20	PIC18F16Q20
Program Flash Memory	16 KB	32 KB	64 KB
Data SRAM	1 KB	2 KB	4 KB
Data EEPROM	256B	256B	256B
Memory Access Partition (MAP)	Yes	Yes	Yes
Device Information Area (DIA)	Yes	Yes	Yes

Table 2. Peripheral Overview

Feature	PIC18F04Q20	PIC18F14Q20
	PIC18F05Q20	PIC18F15Q20
	PIC18F06Q20	PIC18F16Q20
Pins	14	20
I/O Pins	11	16
Peripheral Pin Select (PPS)	Yes	Yes
Multi-Voltage I/O (MVIO) Pins	2 (on V_{DDIO2})	4 (2 on V_{DDIO2} and V_{DDIO3} each)
High-Voltage Tolerant Pins	2	4
Signal Routing Port (8-Pin)	1	1
8-Bit Timer with HLT (TMR2)	2	2
16-Bit Timers (TMR0/1)	2	2
16-Bit Universal Timer (UTMR)	2	2

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Feature	PIC18F04Q20 PIC18F05Q20 PIC18F06Q20	PIC18F14Q20 PIC18F15Q20 PIC18F16Q20
16-Bit Dual PWM	2	2
Capture/Compare/PWM (CCP)	2	2
Complementary Waveform Generator (CWG)	1	1
Configurable Logic Cell (CLC)	4	4
10-Bit Analog-to-Digital Converter with Computation (ADCC) External Channels	8	11
High/Low-Voltage Detect (HLVD)	1	1
Serial Peripheral Interface (SPI)	1	1
Inter-Integrated Circuit (I^2C)	1 Host, up to 2 Clients[(1)]	1 Host, up to 3 Clients[(1)]
Improved Inter-Integrated Circuit (I3C®)	1 Target	2 Targets
Universal Asynchronous Receiver Transmitter (UART)	1	1
UART with Protocol Support	1	1
Direct Memory Access (DMA) Channels	4	4
Windowed Watchdog Timer (WWDT)	Yes	Yes
32-Bit CRC with Scanner	Yes	Yes
Vectored Interrupts	Yes	Yes
Interrupt-on-Change (IOC)	Yes	Yes
Peripheral Module Disable (PMD)	Yes	Yes
Temperature Indicator	Yes	Yes

Note:

1. The I3C Target module can be configured to operate as an I^2C Client module when the device is connected to an I^2C Bus with no I3C Controllers.

Features

- C Compiler Optimized RISC Architecture
- Operating Speed:
  - DC – 64 MHz clock input
  - 62.5 ns minimum instruction cycle
- Four Direct Memory Access (DMA) Controllers:
  - Data transfers to SFR/GPR spaces from either Program Flash Memory, Data EEPROM or SFR/GPR spaces
  - User-programmable source and destination sizes
  - Hardware and software-triggered data transfers
- Vectored Interrupt Capability:
  - Selectable high/low priority
  - Fixed interrupt latency of three instruction cycles
  - Programmable vector table base address
  - Backwards compatible with previous interrupt capabilities
- 128-Level Deep Hardware Stack
- Low-Current Power-on Reset (POR)
- Configurable Power-up Timer (PWRT)
- Brown-out Reset (BOR)
- Low-Power BOR (LPBOR) Option
- Windowed Watchdog Timer (WWDT):
  - Watchdog Reset on too long or too short interval between watchdog clear events
  - Variable prescaler selection
  - Variable window size selection

Operating Characteristics

- Operating Voltage Range (V_{DD}):
  - 1.8V to 5.5V
- Multi-Voltage I/O (MVIO) Range (V_{DDIO2} and V_{DDIO3}):
  - 1.62V to 5.5V (3.63V with I3C enabled)
  - High-Voltage tolerant MVIO-powered pins support I3C communication down to 0.95V
- Temperature Range:
  - Industrial: -40°C to 85°C
  - Extended: -40°C to 125°C

Memory

- Up to 64 KB of Program Flash Memory
- Up to 4 KB of Data SRAM Memory
- 256 Bytes Data EEPROM
- Memory Access Partition: The Program Flash Memory Can Be Partitioned into:
  - Application Block
  - Boot Block
  - Storage Area Flash (SAF) Block

- Programmable Code Protection and Write Protection
- Device Information Area (DIA) Stores:
  - Temperature indicator factory calibrated data
  - Fixed Voltage Reference (FVR) measurement data
  - Microchip Unique Identifier
- Device Characteristics Information (DCI) Area Stores:
  - Program/erase row sizes
  - Pin count details
  - EEPROM size
- Direct, Indirect and Relative Addressing Modes

Power-Saving Functionality

- Doze: CPU and Peripherals Running at Different Cycle Rates (CPU Is Typically Slower)
- Idle: CPU Halted While Peripherals Operate
- Sleep: Lowest Power Consumption
- Peripheral Module Disable (PMD):
  - Ability to selectively disable hardware module to minimize active power consumption of unused peripherals
- Low-Power Mode Features:
  - Sleep: < 1 µA typical @ 3V
  - Operating Current:
    - 48 µA @ 32 kHz, 3V, typical

Digital Peripherals

- Two 16-Bit Pulse-Width Modulators (PWM):
  - Dual outputs for each PWM module
  - Integrated 16-bit timer/counter
  - Double-buffered user registers for duty cycles
  - Right/Left/Center/Variable Aligned modes of operation
  - Multiple clock and Reset signal selections
- Two 16-Bit Timers (TMR0/1)
- Two 8-Bit Timers (TMR2/4) with Hardware Limit Timer (HLT)
- Two 16-Bit Universal Timers (TU16A/16B):
  - New Timer module that combines most of the operations of all legacy timers (TMR0/1/2, SMT, CCP) into one single timer
  - Two 16-bit timers can be chained together to create a combined 32-bit timer
- Four Configurable Logic Cells (CLC):
  - Integrated combinational and sequential logic
- One Complementary Waveform Generator (CWG):
  - Rising and falling edge dead-band control
  - Full-bridge, half-bridge, one-channel drive
  - Multiple signal sources
  - Programmable dead band

  - Fault-shutdown input
- Two Capture/Compare/PWM (CCP) Modules:
  - 16-bit resolution for Capture/Compare modes
  - 10-bit resolution for PWM mode
- Programmable CRC with Memory Scan:
  - Reliable data/program memory monitoring for Fail-Safe operation (e.g., Class B)
  - Calculate 32-bit CRC over any portion of Program Flash Memory
- Two UART Modules:
  - One module (UART1) supports LIN host and client, DMX mode, DALI gear and device protocols
  - Asynchronous UART, RS-232, RS-485 compatible
  - Automatic and user timed BREAK period generation
  - Automatic checksums
  - Programmable Stop bits (1, 1.5 and 2 Stop bits)
  - Wake-up on BREAK reception
  - DMA compatible
- One SPI Module:
  - Configurable length bytes
  - Arbitrary length data packets
  - Transmit-without-receive and receive-without-transmit options
  - Transfer byte counter
  - Separate transmit and receive buffers with 2-byte FIFO and DMA capabilities
- One I^{2}C Module, SMBus, PMBus™ Compatible:
  - Supports Standard mode (100 kHz), Fast mode (400 kHz) and Fast mode Plus (1 MHz) modes of operation
  - 7-bit and 10-bit Addressing modes with Address Masking modes
  - Dedicated address, transmit and receive buffers and DMA capabilities
  - Bus collision detection with arbitration
  - Bus time-out detection and handling
  - I^{2}C, SMBus 2.0 and SMBus 3.0, and 1.8V input level selections
  - Separate transmit and receive buffers with 2-byte FIFO and DMA capabilities
  - Multi-Host mode, including self-addressing
  - Built-in Error Detection and Recovery
- Up To Two I3C Modules:
  - Supports I3C target device mode only
  - Can be used as an I^{2}C Client module
  - Adheres to MIPI I3C Basic Specification 1.0
  - Supports Target Reset Action (RSTACT) CCC from MIPI I3C Specification 1.1
  - Supports Dynamic Address Assignment, Common Command Codes (CCC), Direct and Broadcast addressing
  - Transfer speeds up to 12.5 Mbps in SDR mode
  - Recognizes HDR Entry and Exit patterns
  - Support for In-Band Interrupt (IBI) and Hot-Join

  - Supports 7-bit configurable target static address
  - I^2C backward-compatible with static addressing for I^2C transfers
  - Built-in Error Detection and Recovery
- Device I/O Port Features:
  - 11 I/O pins including two Multi-Voltage I/O (MVIO) pins powered by V_{DDIO2} (PIC18F04/05/06Q20)
  - 16 I/O pins including two Multi-Voltage I/O (MVIO) pins powered by V_{DDIO2} and two MVIO pins powered by V_{DDIO3} (PIC18F14/15/16Q20)
  - MVIO pins support a voltage range of 1.62V through 5.5V
  - Support for 0.95-3.63V I3C communication at up to 12.5 MHz on MVIO pins
  - Individually programmable I/O direction, open-drain, slew rate and weak pull-up control
  - Low-Voltage interface on all I/O pins using LVBUF input buffer
  - Selectable I3C and I^2C input buffers on MVIO pins
  - Interrupt-on-change on most pins
  - Three programmable external interrupt pins
- One Signal Routing Port Module:
  - 8 signal routing pins per module
  - Supports software read/write and customizable input/output control
  - Supports flip-flops and clock source selection for Hardware State Machine and shift register applications
  - Integration with PPS, Interrupt-on-Change and DMA/ADC triggers available
- Peripheral Pin Select (PPS):
  - Enables pin mapping of digital I/O (except I3C signals)

Analog Peripherals

- 10-Bit Analog-to-Digital Converter with Computation (ADCC):
  - Up to 11 external channels and five internal channels
  - Supports grouping of external channels
  - Up to 300 ksps
  - Automated math functions on input signals:
    - Averaging, filter calculations, oversampling and threshold comparison
  - Operates in Sleep
  - Five internal analog channels
  - Hardware Capacitive Voltage Divider (CVD) Support:
    - Adjustable Sample-and-Hold capacitor array
    - Guard ring digital output drive
    - Automates touch sampling and reduces software size and CPU usage when touch or proximity sensing is required
- Voltage Reference:
  - Fixed Voltage Reference with 1.024V, 2.048V and 4.096V output levels
  - Internal connections to ADC

Clocking Structure

- High-Precision Internal Oscillator Block (HFINTOSC):
  - Selectable frequencies up to 64 MHz

  - ±1% at calibration
  - Active Clock Tuning of HFINTOSC for better accuracy
- 32 kHz Low-Power Internal Oscillator (LFINTOSC)
- External 32 kHz Crystal Oscillator (SOSC)
- External High-Frequency Oscillator Block:
  - Configurable HS Crystal mode up to 32 MHz
  - Digital Clock Input mode
  - 4x PLL with external sources
- Fail-Safe Clock Monitor:
  - Allows for operational recovery if external clock stops
- Oscillator Start-up Timer (OST):
  - Ensures stability of crystal oscillator sources

Programming/Debug Features

- In-Circuit Serial Programming™ (ICSP™) via Two Pins
- In-Circuit Debug (ICD) with Three Breakpoints via Two Pins
- Debug Integrated On-Chip

PIC18-Q20 Block Diagram

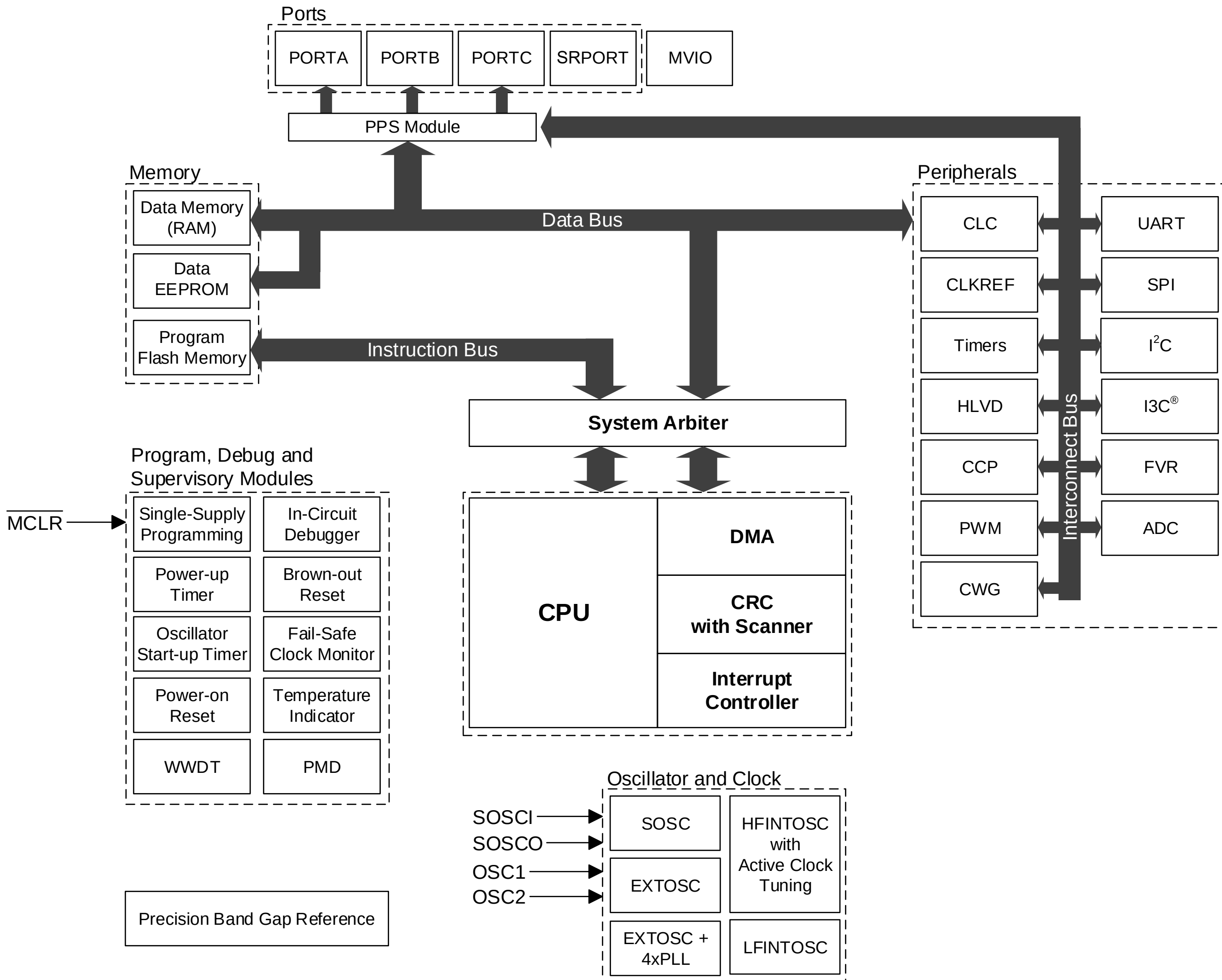


Table of Contents

1. Packages

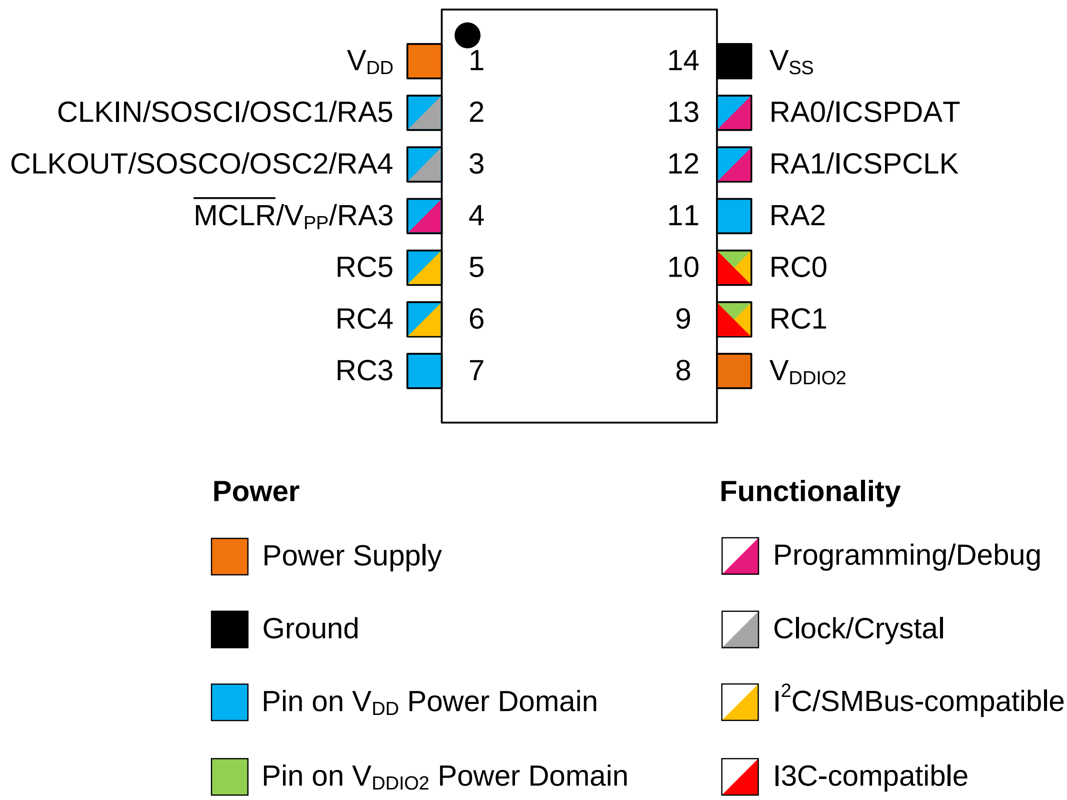
Table 1-1. Packages

Device	14-Pin SOIC	14-Pin TSSOP	20-Pin PDIP	20-Pin SOIC	20-Pin SSOP	20-Pin VQFN
PIC18F04Q20	•	•				
PIC18F05Q20	•	•				
PIC18F06Q20	•	•				
PIC18F14Q20			•	•	•	•
PIC18F15Q20			•	•	•	•
PIC18F16Q20			•	•	•	•

2. Pin Diagrams

2.1

Figure 2-1. 14-Pin SOIC 14-Pin TSSOP



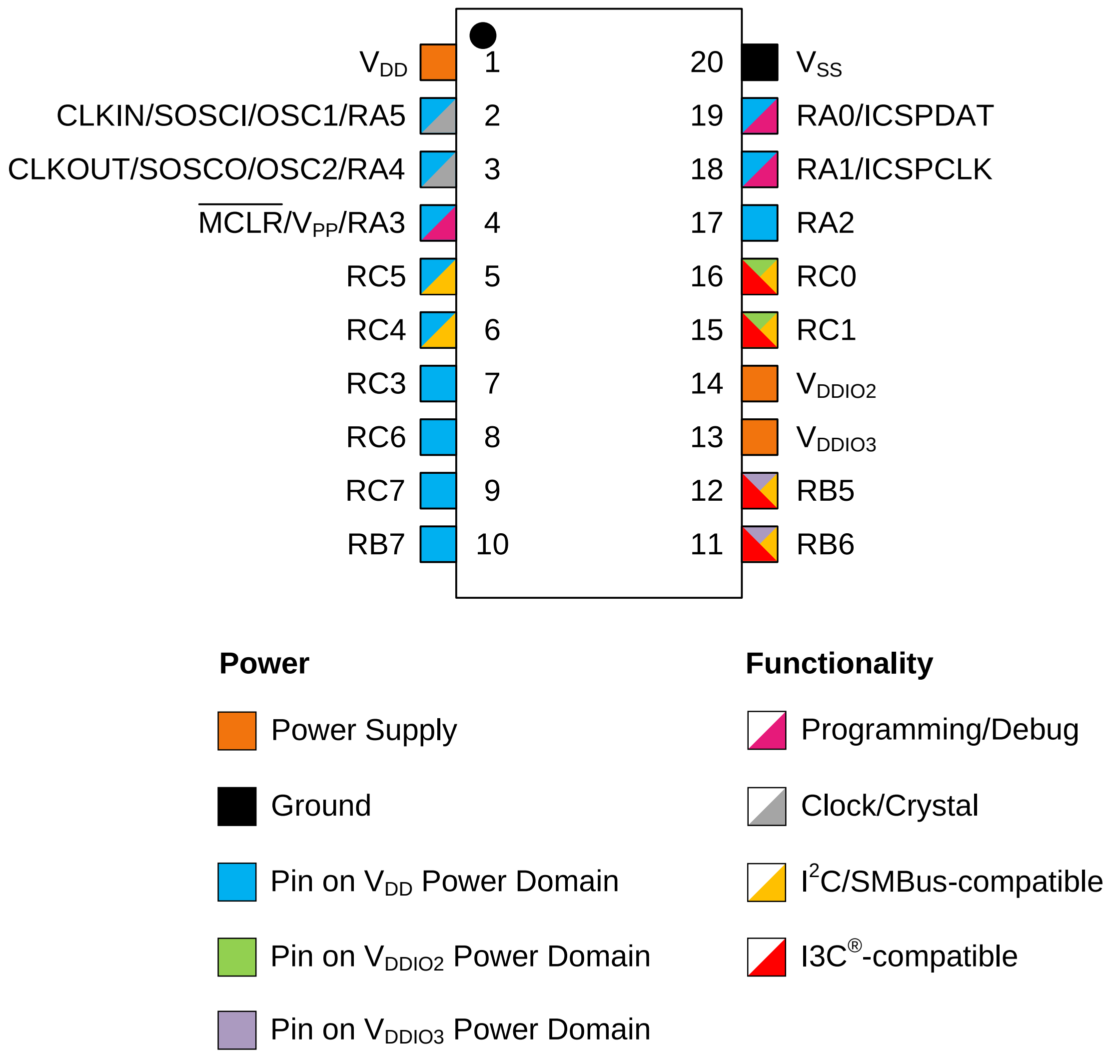
2.2

Figure 2-2.

20-Pin PDIP

20-Pin SOIC

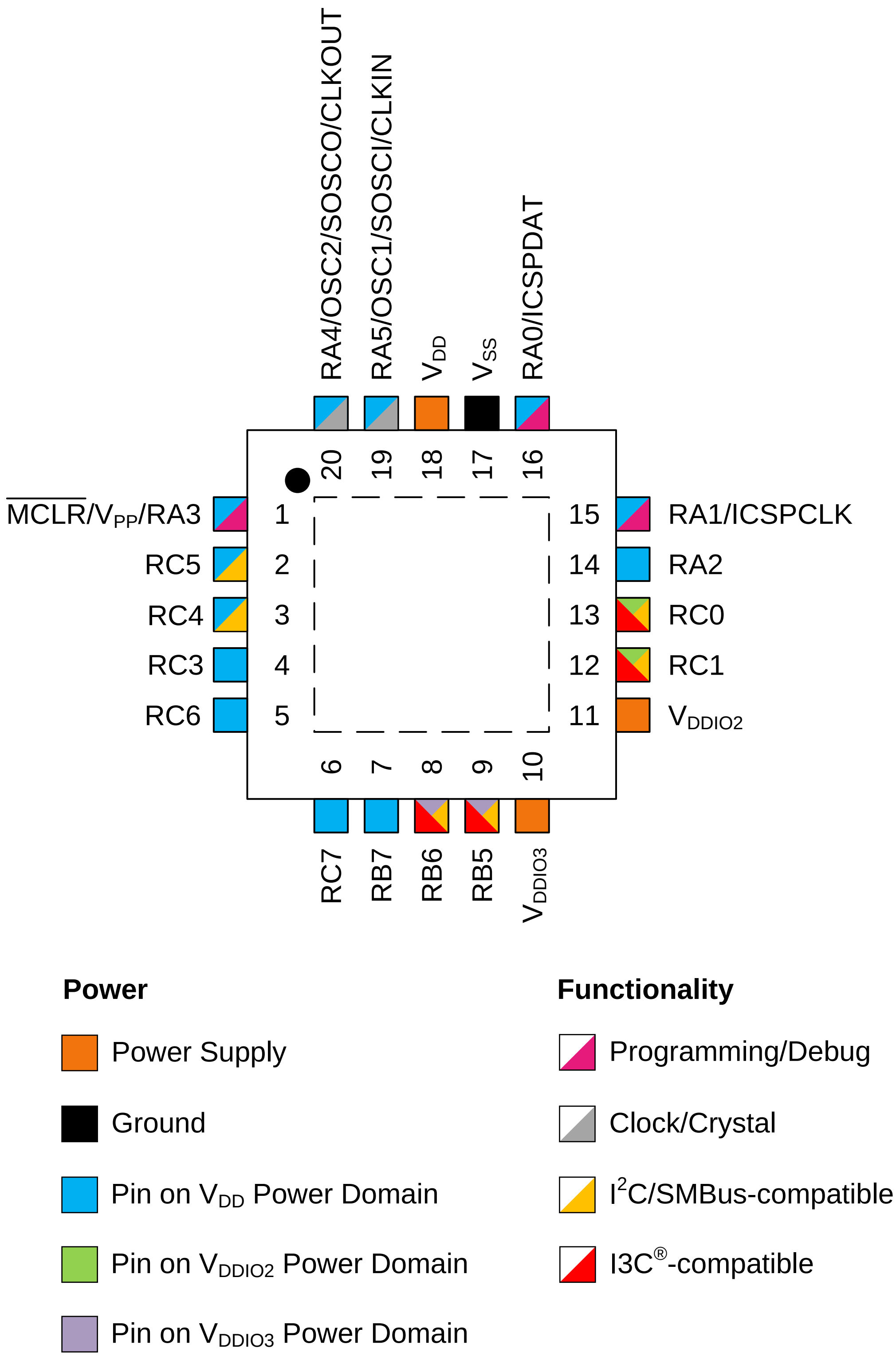
20-Pin SSOP



2.3

Figure 2-3.

20-Pin VQFN


RA4/OSC2/SOSCO/CLKOUT
RA5/OSC1/SOSCI/CLKIN
VDD
VSS
RA0/ICSPDAT
20
19
18
17
16
MCLR/VPP/RA3
RC5
RC4
RC3
RC6
1
2
3
4
5
15
14
13
12
11
RA1/ICSPCLK
RA2
RC0
RC1
VDDIO2
6
7
8
9
10
RC7
RB7
RB6
RB5
VDDIO3
Power
Power Supply
Ground
Pin on VDD Power Domain
Pin on VDDIO2 Power Domain
Pin on VDDIO3 Power Domain
Functionality
Programming/Debug
Clock/Crystal
I2C/SMBus-compatible
I3C®-compatible

3. Pin Allocation Tables

Table 3-1. 14-Pin Allocation Table

I/O	14-Pin SOIC/ TSSOP	A/D	Reference	Timers	16-Bit PWM/CCP	CWG	CLC	SPI	I^2C	I3C®	UART	IOC	Interrupts	Basic
RA0	13	ANA0	—	—	—	—	—	—	—	—	—	IOCA0	—	ICDDAT ICSPDAT
RA1	12	ANA1	VREF+ (ADC)	TUIN0[1]	—	—	—	—	—	—	—	IOCA1	—	ICDCLK ICSPCLK
RA2	11	ANA2	VREF- (ADC)	T0CKI[1]	—	CWG1IN[1]	—	—	—	—	—	IOCA2	INT0[1]	—
RA3	4	—	—	—	—	—	—	—	—	—	—	IOCA3	—	$\overline{MCLR}$ V_{PP}
RA4	3	ANA4	—	T1G[1]	—	—	—	—	—	—	—	IOCA4	INT1[1]	CLKOUT SOSCO OSC2
RA5	2	ANA5	—	T1CKI[1] T2IN[1]	PWM1ERS[1]	—	CLCIN3[1]	—	—	—	—	IOCA5	INT2[1]	CLKIN SOSCI OSC1
RC0[7, 8]	10	—	—	TUIN1[1]	—	—	—	SCK1[1]	SCL1[3,4]	I3C1_SCL[5]	CTS2[1]	IOCC0	—	—
RC1[7, 8]	9	—	—	T4IN[1]	PWM2ERS[1]	—	CLCIN2[1]	SDI1[1]	SDA1[3,4]	I3C1_SDA[5]	RX2[1]	IOCC1	—	—
RC3	7	ANC3 ADACT[1]	—	—	CCP2IN[1] PWMIN1[1]	—	CLCIN0[1]	SS1[1]	—[3,4]	—	—	IOCC3	—	—
RC4	6	ANC4	—	—	—	—	CLCIN1[1]		—[3,4]	—	CTS1[1]	IOCC4	—	—
RC5	5	ANC5	—	—	CCP1IN[1] PWMIN0[1]	—	—	—	—	—	RX1[1]	IOCC5	—	—
V_{DD}[6]	1	—	—	—	—	—	—	—	—	—	—	—	—	V_{DD}
V_{DDIO2}[6]	8	—	—	—	—	—	—	—	—	—	—	—	—	V_{DDIO2}
V_{SS}	14	—	—	—	—	—	—	—	—	—	—	—	—	V_{SS}
OUT[2]	—	ADCGRDA ADCGRDB	—	TMR0 TU16A TU16B	PWM11 PWM12 PWM21 PWM22 CCP1 CCP2	CWG1A CWG1B CWG1C CWG1D	CLC1OUT CLC2OUT CLC3OUT CLC4OUT	SS1 SCK1 SDO1	SDA1 SCL1	—	DTR1 RTS1 TX1 DTR2 RTS2 TX2	—	—	—

Notes:

1. This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.
2. All digital output signals shown in these rows are PPS remappable. These signals may be mapped to output onto one of several PORTx pin options.
3. This is a bidirectional signal. For normal module operation, the firmware will map this signal to the same pin in both the PPS input and PPS output registers.
4. These pins are configured for I^2C logic levels; the SCLx/SDAx signals may be assigned to any of these pins. PPS assignments to the other pins (e.g., RB1) will operate, but input logic levels will be standard LVBUF/ST as selected by the INLVL register, instead of the I^2C specific or SMBus input buffer thresholds.
5. These pins are configured for I3C® logic levels and are not PPS remappable. MVIO must be enabled on these pins to be compliant with the I3C bus standards.
6. A 0.1 uF bypass capacitor to V_{SS} is required on the V_{DD} and V_{DDIOx} pins.
7. MVIO pins, powered by V_{DDIO2}.
8. High-voltage tolerant pins.

Table 3-2. 20-Pin Allocation Table

I/O	20-Pin PDIP/ SOIC/ SSOP	20-Pin VQFN	A/D	Reference	Timers	16-Bit PWM/CCP	CWG	CLC	SPI	I^2C	I3C®	UART	IOC	Interrupts	Basic
RA0	19	16	ANA0	—	—	—	—	—	—	—	—	—	IOCA0	—	ICDDAT ICSPDAT
RA1	18	15	ANA1	VREF+ (ADC)	TUIN0(1)	—	—	—	—	—	—	—	IOCA1	—	ICDCLK ICSPCLK
RA2	17	14	ANA2	VREF- (ADC)	T0CKI(1)	—	CWG1IN(1)	CLCIN0(1)	—	—	—	—	IOCA2	INT0(1)	—
RA3	4	1	—	—	—	—	—	—	—	—	—	—	IOCA3	—	$\overline{MCLR}$ V_{PP}
RA4	3	20	ANA4	—	T1G(1)	—	—	—	—	—	—	—	IOCA4	INT1(1)	CLKOUT SOSCO OSC2
RA5	2	19	ANA5	—	T2IN(1) T1CKI(1)	PWM1ERS (1)	—	—	—	—	—	—	IOCA5	INT2(1)	CLKIN SOSCI OSC1
RB5(8, 9)	12	9	—	—	—	—	—	CLCIN3(1)	SDI1(1)	SDA1(3,4)	I3C2_SDA(5)	RX1(1)	IOCB5	—	—
RB6(8, 9)	11	8	—	—	—	—	—	CLCIN2(1)	SCK1(1)	SCL1(3,4)	I3C2_SCL(5)	—	IOCB6	—	—
RB7	10	7	ANB7	—	—	—	—	—	—	—	—	CTS1(1)	IOCB7	—	—
RC0(7, 9)	16	13	—	—	TUIN1(1)	—	—	—	—	—(3,4)	I3C1_SCL(5)	CTS2(1)	IOCC0	—	—
RC1(7, 9)	15	12	—	—	T4IN(1)	PWM2ERS (1)	—	—	—	—(3,4)	I3C1_SDA(5)	RX2(1)	IOCC1	—	—
RC3	7	4	ANC3 ADACT(1)	—	—	CCP2IN(1) PWMIN1(1)	—	CLCIN1(1)	—	—	—	—	IOCC3	—	—
RC4	6	3	ANC4	—	T3G(1)	—	—	—	—	—(3,4)	—	—	IOCC4	—	—
RC5	5	2	ANC5	—	T3CKI(1)	CCP1IN(1) PWMIN0(1)	—	—	—	—(3,4)	—	—	IOCC5	—	—
RC6	8	5	ANC6	—	—	—	—	—	SS1(1)	—	—	—	IOCC6	—	—
RC7	9	6	ANC7	—	—	—	—	—	—	—	—	—	IOCC7	—	—
V_{DD}(6)	1	18	—	—	—	—	—	—	—	—	—	—	—	—	V_{DD}
V_{DDIO2}(6)	14	11	—	—	—	—	—	—	—	—	—	—	—	—	V_{DDIO2}
V_{DDIO3}(6)	13	10	—	—	—	—	—	—	—	—	—	—	—	—	V_{DDIO3}
V_{SS}	20	17	—	—	—	—	—	—	—	—	—	—	—	—	V_{SS}
OUT(2)	—	—	ADCGRDA ADCGRDB	—	TMR0 TU16A TU16B	PWM11 PWM12 PWM21 PWM22 CCP1 CCP2	CWG1A CWG1B CWG1C CWG1D	CLC1OUT CLC2OUT CLC3OUT CLC4OUT	SS1 SCK1 SDO1	SDA1 SCL1	—	DTR1 RTS1 TX1 DTR2 RTS2 TX2	—	—	—

...........continued

I/O	20-Pin PDIP/ SOIC/ SSOP	20-Pin VQFN	A/D	Reference	Timers	16-Bit PWM/CCP	CWG	CLC	SPI	I^2C	I3C®	UART	IOC	Interrupts	Basic

Notes:

1. This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.
2. All digital output signals shown in these rows are PPS remappable. These signals may be mapped to output onto one of several PORTx pin options.
3. This is a bidirectional signal. For normal module operation, the firmware will map this signal to the same pin in both the PPS input and PPS output registers.
4. These pins are configured for I^2C logic levels; the SCLx/SDAx signals may be assigned to any of these pins. PPS assignments to the other pins (e.g., RB1) will operate, but input logic levels will be standard LVBUF/ST as selected by the INLVL register, instead of the I^2C specific or SMBus input buffer thresholds.
5. These pins are configured for I3C® logic levels and are not PPS remappable. MVIO must be enabled on these pins to be compliant with the I3C bus standards.
6. A 0.1 uF bypass capacitor to V_{SS} is required on the V_{DD} and V_{DDIOx} pins.
7. MVIO pins, powered by V_{DDIO2}.
8. MVIO pins, powered by V_{DDIO3}.
9. High-voltage tolerant pins.

4. Guidelines for Getting Started with PIC18-Q20 Microcontrollers

4.1 Basic Connection Requirements

Getting started with the PIC18-Q20 family of 8-bit microcontrollers requires attention to a minimal set of device pin connections before proceeding with development.

The following pins must always be connected:

- All V_{DD} and V_{SS} pins (see the Power Supply Pins section)
- $\overline{MCLR}$ pin (see the Master Clear ($\overline{MCLR}$) Pin section)

These pins must also be connected if they are being used in the end application:

- ICSPCLK/ICSPDAT pins used for In-Circuit Serial Programming™ (ICSP™) and debugging purposes (see the In-Circuit Serial Programming (ICSP) Pins section)
- OSCI and OSCO pins when an external oscillator source is used (see the External Oscillator Pins section)

Additionally, the following pins may be required:

- V_{REF}+/V_{REF}- pins are used when external voltage reference for analog modules is implemented

The minimum mandatory connections are shown in the figure below.

Figure 4-1. Recommended Minimum Connections

4.2 Power Supply Pins

4.2.1 Decoupling Capacitors

Consider the following criteria when using decoupling capacitors:

- Value and type of capacitor: A 0.1 µF (100 nF), 10-20V capacitor is recommended. The capacitor needs to be a low-ESR device, with a resonance frequency in the range of 200 MHz and higher. Ceramic capacitors are recommended.
- Placement on the printed circuit board: The decoupling capacitors need to be placed as close to the pins as possible. It is recommended to place the capacitors on the same side of the board as the device. If space is constricted, the capacitor can be placed on another layer on the PCB using a via; however, ensure that the trace length from the pin to the capacitor is no greater than 0.25 inch (6 mm).
- Handling high-frequency noise: If the board is experiencing high-frequency noise (upward of tens of MHz), add a second ceramic type capacitor in parallel to the above described decoupling capacitor. The value of the second capacitor can be in the range of 0.01 µF to 0.001 µF. Place this second capacitor next to each primary decoupling capacitor. In high-speed circuit designs, consider implementing a decade pair of capacitances as close to the power and ground pins as possible (e.g., 0.1 µF in parallel with 0.001 µF).
- Maximizing performance: On the board layout from the power supply circuit, run the power and return traces to the decoupling capacitors first and then to the device pins. This ensures that the decoupling capacitors are first in the power chain. Equally important is to keep the trace length between the capacitor and the power pins to a minimum, thereby reducing PCB trace inductance.

4.2.2 Tank Capacitors

On boards with power traces running longer than six inches in length, it is suggested to use a tank capacitor for integrated circuits, including microcontrollers, to supply a local power source. The value of the tank capacitor will be determined based on the trace resistance that connects the power supply source to the device and the maximum current drawn by the device in the application.

In other words, select the tank capacitor that meets the acceptable voltage sag at the device. Typical values range from 4.7 µF to 47 µF.

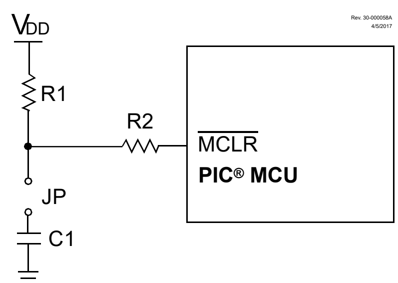
4.3 Master Clear ($\overline{\text{MCLR}}$) Pin

The $\overline{\text{MCLR}}$ pin provides two specific device functions: Device Reset and Device Programming and Debugging. If programming and debugging are not required in the end application, a direct connection to V_{DD} may be all that is required. The addition of other components, to help increase the application's resistance to spurious Resets from voltage sags, may be beneficial. A typical configuration is shown in Figure 4-1. Other circuit designs may be implemented, depending on the application's requirements.

During programming and debugging, the resistance and capacitance that can be added to the pin must be considered. Device programmers and debuggers drive the $\overline{\text{MCLR}}$ pin. Consequently, specific voltage levels (V_{IH} and V_{IL}) and fast signal transitions must not be adversely affected. Therefore, specific values of R1 and C1 will need to be adjusted based on the application and PCB requirements. For example, it is recommended that the capacitor, C1, be isolated from the $\overline{\text{MCLR}}$ pin during programming and debugging operations by using a jumper (Figure 4-2). The jumper is replaced for normal run-time operations.

Any components associated with the $\overline{\text{MCLR}}$ pin need to be placed within 0.25 inch (6 mm) of the pin.

Figure 4-2. Example of $\overline{\text{MCLR}}$ Pin Connections



Notes:

1. R1 ≤ 10 kΩ is recommended. A suggested starting value is 10 kΩ. Ensure that the $\overline{\text{MCLR}}$ pin V_{IH} and V_{IL} specifications are met.
2. R2 ≤ 470Ω will limit any current flowing into $\overline{\text{MCLR}}$ from the extended capacitor, C1, in the event of $\overline{\text{MCLR}}$ pin breakdown, due to Electrostatic Discharge (ESD) or Electrical Overstress (EOS). Ensure that the $\overline{\text{MCLR}}$ pin V_{IH} and V_{IL} specifications are met.

4.4 In-Circuit Serial Programming™ (ICSP™) Pins

The ICSPCLK and ICSPDAT pins are used for ICSP and debugging purposes. It is recommended to keep the trace length between the ICSP connector and the ICSP pins on the device as short as possible. If the ICSP connector is expected to experience an ESD event, a series resistor is recommended, with the value in the range of a few tens of ohms, not to exceed 100Ω.

Pull-up resistors, series diodes and capacitors on the ICSPCLK and ICSPDAT pins are not recommended as they can interfere with the programmer/debugger communications to the device. If such discrete components are an application requirement, they need to be removed from the circuit during programming and debugging. Alternatively, refer to the AC/DC characteristics and timing requirements information in the respective device Flash programming specification for information on capacitive loading limits as well as pin input voltage high (V_{IH}) and input low (V_{IL}) requirements.

For device emulation, ensure that the "Communication Channel Select" pins (i.e., ICSPCLK/ICSPDAT) programmed into the device match the physical connections for the ICSP to the Microchip debugger/emulator tool.

4.5 External Oscillator Pins

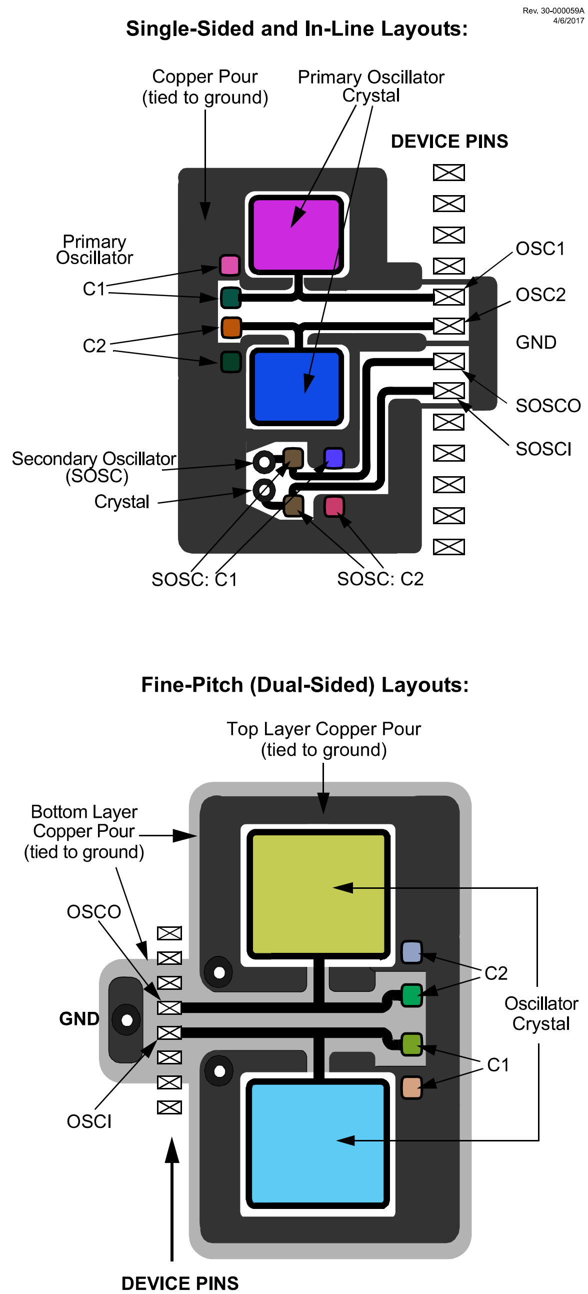
Many microcontrollers have options for at least two oscillators: A high-frequency primary oscillator and a low-frequency secondary oscillator.

The oscillator circuit needs to be placed on the same side of the board as the device. Place the oscillator circuit close to the respective oscillator pins with no more than 0.5 inch (12 mm) between the circuit components and the pins. The load capacitors have to be placed next to the oscillator itself, on the same side of the board.

Use a grounded copper pour around the oscillator circuit to isolate it from surrounding circuits. The grounded copper pour needs to be routed directly to the MCU ground. Do not run any signal traces or power traces inside the ground pour. Also, if using a two-sided board, avoid any traces on the other side of the board where the crystal is placed.

Layout suggestions are shown in the following figure. In-line packages may be handled with a single-sided layout that completely encompasses the oscillator pins. With fine-pitch packages, it is not always possible to completely surround the pins and components. A suitable solution is to tie the broken guard sections to a mirrored ground layer. In all cases, the guard trace(s) must be returned to ground.

Figure 4-3. Suggested Placement of the Oscillator Circuit



In planning the application's routing and I/O assignments, ensure that adjacent PORT pins and other signals in close proximity to the oscillator are benign (i.e., free of high frequencies, short rise and fall times, and other similar noise).

For additional information and design guidance on oscillator circuits, refer to these Microchip application notes, available at the corporate website (www.microchip.com):

- AN826, *"Crystal Oscillator Basics and Crystal Selection for rfPIC™ and PICmicro® Devices"*
- AN849, *"Basic PICmicro® Oscillator Design"*
- AN943, *"Practical PICmicro® Oscillator Analysis and Design"*
- AN949, *"Making Your Oscillator Work"*

4.6 Unused I/Os

Unused I/O pins need to be configured as outputs and driven to a Logic Low state. Alternatively, connect a 1 kΩ to 10 kΩ resistor to V_{SS} on unused pins to drive the output to logic low.

5. Register and Bit Naming Conventions

5.1 Register Names

When there are multiple instances of the same peripheral in a device, the Peripheral Control registers will be depicted as the concatenation of a peripheral identifier, peripheral instance, and control identifier. The Control registers section will show just one instance of all the register names with an 'x' in the place of the peripheral instance number. This naming convention may also be applied to peripherals when there is only one instance of that peripheral in the device to maintain compatibility with other devices in the family that contain more than one.

5.2 Bit Names

There are two variants for bit names:

- Short name: Bit function abbreviation
- Long name: Peripheral abbreviation + short name

5.2.1 Short Bit Names

Short bit names are an abbreviation for the bit function. For example, some peripherals are enabled with the EN bit. The bit names shown in the registers are the short name variant.

Short bit names are useful when accessing bits in C programs. The general format for accessing bits by the short name is RegisterNamebits.ShortName. For example, the enable bit, ON, in the ADCON0 register can be set in C programs with the instruction `ADCON0bits.ON = 1`.

Short names are not useful in assembly programs because the same name may be used by different peripherals in different bit positions. When it occurs, during the include file generation, the short bit name instances are appended with an underscore plus the name of the register where the bit resides, to avoid naming contentions.

5.2.2 Long Bit Names

Long bit names are constructed by adding a peripheral abbreviation prefix to the short name. The prefix is unique to the peripheral, thereby making every long bit name unique. The long bit name for the ADC enable bit is the ADC prefix, AD, appended with the enable bit short name, ON, resulting in the unique bit name ADON.

Long bit names are useful in both C and assembly programs. For example, in C the ADCON0 enable bit can be set with the `ADON = 1` instruction. In assembly, this bit can be set with the `BSF ADCON0,ADON` instruction.

5.2.3 Bit Fields

Bit fields are two or more adjacent bits in the same register. Bit fields adhere only to the short bit naming convention. For example, the three Least Significant bits of the ADCON2 register contain the ADC Operating Mode Selection bit. The short name for this field is MD and the long name is ADMD. Bit field access is only possible in C programs. The following example demonstrates a C program instruction for setting the ADC to operate in Accumulate mode:

```
ADCON2bits.MD = 0b001;
```

Individual bits in a bit field can also be accessed with long and short bit names. Each bit is the field name appended with the number of the bit position within the field. For example, the Most Significant MODE bit has the short bit name MD2 and the long bit name is ADMD2. The following two examples demonstrate assembly program sequences for setting the ADC to operate in Accumulate mode:

```
MOVLW  ~(1<<MD2 | 1<<MD1)
ANDWF  ADCON2,F
```

```
MOVLW   1<<MD0
IORWF   ADCON2,F
```

```
BCF     ADCON2,ADMD2
BCF     ADCON2,ADMD1
BSF     ADCON2,ADMD0
```

5.3 Register and Bit Naming Exceptions

5.3.1 Status, Interrupt and Mirror Bits

Status, Interrupt enables, Interrupt flags and Mirror bits are contained in registers that span more than one peripheral. In these cases, the bit name shown is unique so there is no prefix or short name variant.

6. Register Legend

Table 6-1. Register Legend

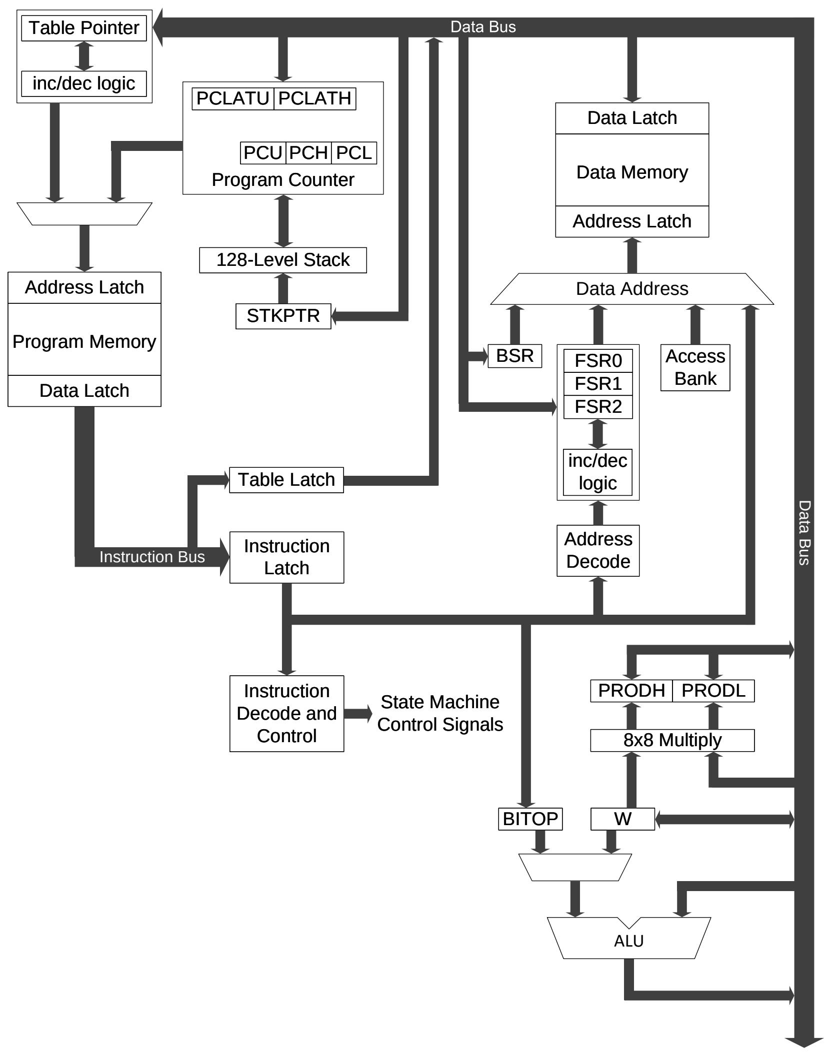
Symbol	Definition
R	Readable bit
W	Writable bit
HS	Hardware settable bit
HC	Hardware clearable bit
S	Set only bit
C	Clear only bit
U	Unimplemented bit, read as ‘0’
‘1’	Bit value is set
‘0’	Bit value is cleared
x	Bit value is unknown
u	Bit value is unchanged
q	Bit value depends on condition
m	Bit value is predefined

7. PIC18 CPU

This family of devices contains a PIC18 8-bit CPU core based on the modified Harvard architecture. The PIC18 CPU supports:

- System arbitration which decides memory access allocation depending on user priorities
- Vectored interrupt capability with automatic two-level deep context saving
- 127-level deep hardware stack with overflow and underflow Reset capabilities
- Support Direct, Indirect, and Relative Addressing modes
- 8x8 hardware multiplier

Figure 7-1. Family Block Diagram



7.1 System Arbitration

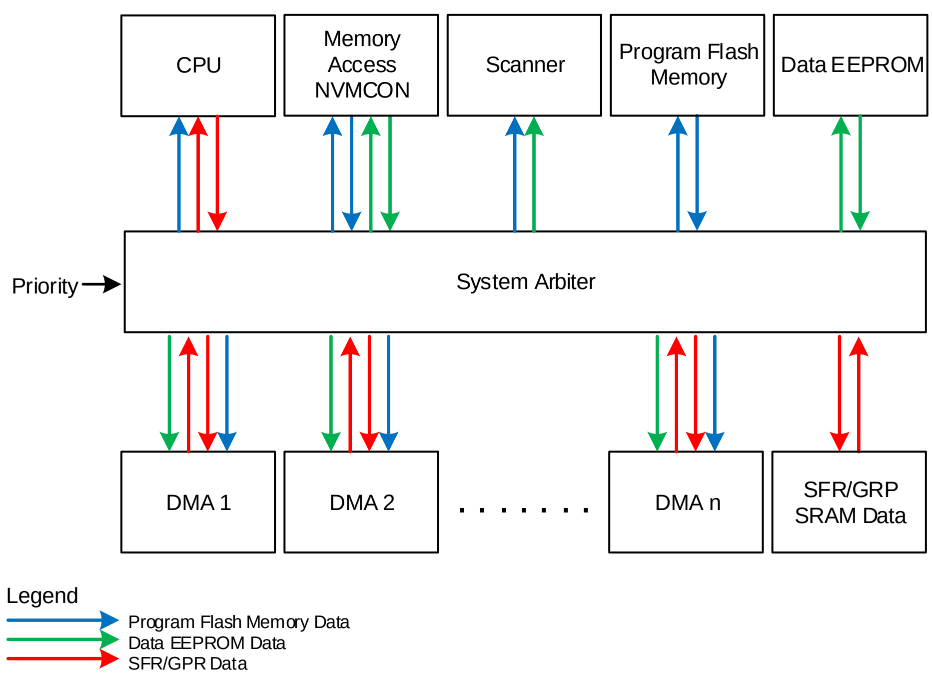
The system arbiter resolves memory access between the system level selections (i.e., Main, Interrupt Service Routine) and peripheral selection (e.g., DMA and Scanner) based on user-assigned priorities. A block diagram of the system arbiter can be found below. Each of the system level and peripheral selections has its own priority selection registers. Memory access priority is resolved using the number written to the corresponding Priority registers, '0' being the highest priority selection and the maximum value being the lowest priority. All system level and peripheral level selections default to the lowest priority configuration. If the same value is in two or more Priority registers, priority is given to the higher-listed selection according to the following table.

Important: When the PRLOCKED bit is set, the Non Volatile Memory (NVM) module has a fixed priority of '0' that cannot be changed. If an interrupt is desired when an NVM read/write operation is in progress, then the ISR priority level must be set to '0'. The NVM module priority is ignored when PRLOCKED bit is cleared.

Table 7-1. Default Priorities

Selection		Priority Register Reset Value
System Level	ISR	7
	MAIN	7
Peripheral	DMA1	7
	DMA2	7
	DMA3	7
	DMA4	7
	SCANNER	7

Figure 7-2. System Arbiter Block Diagram



7.1.1 Priority Lock

The system arbiter grants memory access to the peripheral selections (DMAx, Scanner) as long as the PRLOCKED bit is set. Priority selections are locked by setting the PRLOCKED bit. Setting and clearing this bit requires a special sequence as an extra precaution against inadvertent changes. The following code examples demonstrate the Priority Lock and Priority Unlock sequences.

Example 7-1. Priority Lock Sequence

```
INTCON0bits.GIE = 0;          // Disable Interrupts;
PRLOCK = 0x55;
PRLOCK = 0xAA;
PRLOCKbits.PRLOCKED = 1;      // Grant memory access to peripherals;
INTCON0bits.GIE = 1;          // Enable Interrupts;
```

Example 7-2. Priority Unlock Sequence

```
INTCON0bits.GIE = 0;          // Disable Interrupts;
PRLOCK = 0x55;
PRLOCK = 0xAA;
PRLOCKbits.PRLOCKED = 0;      // Allow changing priority settings;
INTCON0bits.GIE = 1;          // Enable Interrupts;
```

7.2 Memory Access Scheme

The user can assign priorities to both system level and peripheral selections based on which the system arbiter grants memory access. Consider the following priority scenarios between ISR, MAIN and peripherals.

7.2.1 ISR Priority > Main Priority > Peripheral Priority

When the peripheral priority (e.g., DMA, Scanner) is lower than ISR and MAIN priority, and the peripheral requires:

1. Access to the Program Flash Memory, then the peripheral waits for an instruction cycle in which the CPU does not need to access the PFM (such as a branch instruction) and uses that cycle to do its own Program Flash Memory access, unless a PFM Read/Write operation is in progress.
2. Access to the SFR/GPR, then the peripheral waits for an instruction cycle in which the CPU does not need to access the SFR/GPR (such as `MOVLW`, `CALL`, `NOP`) and uses that cycle to do its own SFR/GPR access.
3. Access to the Data EEPROM, then the peripheral has access to Data EEPROM unless a Data EEPROM Read/Write operation is being performed.

This results in the lowest throughput for the peripheral to access the memory and does so without any impact on execution times.

7.2.2 Peripheral Priority > ISR Priority > Main Priority

When the peripheral priority (DMA, Scanner) is higher than ISR and MAIN priority, the CPU operation is stalled when the peripheral requests memory. The CPU is held in its current state until the peripheral completes its operation. This results in the highest throughput for the peripheral to access the memory but has the cost of stalling other execution while it occurs.

7.2.3 ISR Priority > Peripheral Priority > Main Priority

In this case, interrupt routines and peripheral operation (DMAx, Scanner) will stall the Main loop. Interrupt will preempt peripheral operation, which results in lowest interrupt latency.

7.2.4 Peripheral 1 Priority > ISR Priority > Main Priority > Peripheral 2 Priority

In this case, the Peripheral 1 will stall the execution of the CPU. However, Peripheral 2 can access the memory in cycles unused by Peripheral 1, ISR and the Main Routine.

7.3 8x8 Hardware Multiplier

This device includes an 8x8 hardware multiplier as part of the ALU within the CPU. The multiplier performs an unsigned operation and yields a 16-bit result that is stored in the product register, PROD. The multiplier's operation does not affect any flags in the STATUS register.

Making multiplication a hardware operation allows it to be completed in a single instruction cycle. This has the advantages of higher computational throughput and reduced code size for multiplication algorithms and allows the device to be used in many applications previously reserved for digital signal processors. A comparison of various hardware and software multiply operations, along with the savings in memory and execution time, is shown in Table 7-2.

Table 7-2. Performance Comparison for Various Multiply Operations

Routine	Multiply Method	Program Memory (Words)	Cycles (Max)	Time			
				@ 64 MHz	@ 40 MHz	@ 10 MHz	@ 4 MHz
8x8 unsigned	Without hardware multiply	13	69	4.3 μs	6.9 μs	27.6 μs	69 μs
	Hardware multiply	1	1	62.5 ns	100 ns	400 ns	1 μs
8x8 signed	Without hardware multiply	33	91	5.7 μs	9.1 μs	36.4 μs	91 μs
	Hardware multiply	6	6	375 ns	600 ns	2.4 μs	6 μs
16x16 unsigned	Without hardware multiply	21	242	15.1 μs	24.2 μs	96.8 μs	242 μs
	Hardware multiply	28	28	1.8 μs	2.8 μs	11.2 μs	28 μs
16x16 signed	Without hardware multiply	52	254	15.9 μs	25.4 μs	102.6 μs	254 μs
	Hardware multiply	35	40	2.5 μs	4.0 μs	16.0 μs	40 μs

7.3.1 Operation

Example 7-3 shows the instruction sequence for an 8x8 unsigned multiplication. Only one instruction is required when one of the arguments is already loaded in the WREG register. Example 7-4 shows the sequence to do an 8x8 signed multiplication. To account for the sign bits of the arguments, each argument's Most Significant bit (MSb) is tested and the appropriate subtractions are done.

Example 7-3. 8x8 Unsigned Multiply Routine

```
MOVF    ARG1, W    ;

MULWF   ARG2       ; ARG1 * ARG2 -> PRODH:PRODL
```

Example 7-4. 8x8 Signed Multiply Routine

```
MOVF    ARG1, W
MULWF   ARG2        ; ARG1 * ARG2 -> PRODH:PRODL
BTFSC   ARG2, SB    ; Test Sign Bit
SUBWF   PRODH, F    ; PRODH = PRODH - ARG1
MOVF    ARG2, W
BTFSC   ARG1, SB    ; Test Sign Bit
SUBWF   PRODH, F    ; PRODH = PRODH - ARG2
```

7.3.2 16x16 Unsigned Multiplication Algorithm

Example 7-6 shows the sequence to do a 16x16 unsigned multiplication. Example 7-5 shows the algorithm that is used. The 32-bit result is stored in four registers.

Example 7-5. 16x16 Unsigned Multiply Algorithm

$$RES3{:}RES0 = ARG1H{:}ARG1L \bullet ARG2H{:}ARG2L = \left(ARG1H \bullet ARG2H \bullet 2^{16}\right) + \left(ARG1H \bullet ARG2L \bullet 2^{8}\right) + \left(ARG1L \bullet ARG2H \bullet 2^{8}\right) + \left(ARG1L \bullet ARG2L\right)$$

Example 7-6. 16x16 Unsigned Multiply Routine

```
        MOVF    ARG1L, W
        MULWF   ARG2L            ; ARG1L * ARG2L → PRODH:PRODL
        MOVFF   PRODH, RES1      ;
        MOVFF   PRODL, RES0      ;
;
        MOVF    ARG1H, W         ;
        MULWF   ARG2H            ; ARG1H * ARG2H → PRODH:PRODL
        MOVFF   PRODH, RES3      ;
        MOVFF   PRODL, RES2      ;
;
        MOVF    ARG1L, W
        MULWF   ARG2H            ; ARG1L * ARG2H → PRODH:PRODL
        MOVF    PRODL, W         ;
        ADDWF   RES1, F          ; Add cross products
        MOVF    PRODH, W         ;
        ADDWFC  RES2, F          ;
        CLRF    WREG             ;
        ADDWFC  RES3, F          ;
;
        MOVF    ARG1H, W         ;
        MULWF   ARG2L            ; ARG1H * ARG2L → PRODH:PRODL
        MOVF    PRODL, W         ;
        ADDWF   RES1, F          ; Add cross products
        MOVF    PRODH, W         ;
        ADDWFC  RES2, F          ;
        CLRF    WREG             ;
        ADDWFC  RES3, F          ;
```

7.3.3 16x16 Signed Multiplication Algorithm

Example 7-8 shows the sequence to do a 16x16 signed multiply. Example 7-7 shows the algorithm used. The 32-bit result is stored in four registers. To account for the sign bits of the arguments, the MSb for each argument pair is tested and the appropriate subtractions are done.

Example 7-7. 16x16 Signed Multiply Algorithm

$$RES3{:}RES0 = ARG1H{:}ARG1L \bullet ARG2H{:}ARG2L = \left(ARG1H \bullet ARG2H \bullet 2^{16}\right) + \left(ARG1H \bullet ARG2L \bullet 2^{8}\right) + \left(ARG1L \bullet ARG2H \bullet 2^{8}\right) + \left(ARG1L \bullet ARG2L\right) + \left(-1 \bullet ARG2H < 7 > \bullet ARG1H{:}ARG1L \bullet 2^{16}\right) + \left(-1 \bullet ARG1H < 7 > \bullet ARG2H{:}ARG2L \bullet 2^{16}\right)$$

Example 7-8. 16x16 Signed Multiply Routine

```
        MOVF    ARG1L, W
        MULW    ARG2L            ; ARG1L * ARG2L → PRODH:PRODL
        MOVF    PRODH, RES1      ;
        MOVFF   PRODL, RES0      ;
;
        MOVF    ARG1H, W
        MULWF   ARG2H            ; ARG1H * ARG2H → PRODH:PRODL
        MOVFF   PRODH, RES3      ;
        MOVFF   PRODL, RES2      ;
;
        MOVF    ARG1L, W
        MULWF   ARG2H            ; ARG1L * ARG2H → PRODH:PRODL
        MOVF    PRODL, W         ;
        ADDWF   RES1, F          ; Add cross products
        MOVF    PRODH, W         ;
        ADDWFC  RES2, F          ;
        CLRF    WREG             ;
        ADDWFC  RES3, F          ;
;
        MOVF    ARG1H, W         ;
        MULWF   ARG2L            ; ARG1H * ARG2L → PRODH:PRODL
```

```
        MOVF    PRODL, W        ;
        ADDWF   RES1, F         ; Add cross products
        MOVF    PRODH, W        ;
        ADDWFC  RES2, F         ;
        CLRF    WREG            ;
        ADDWFC  RES3, F         ;
;
        BTFSS   ARG2H, 7        ; ARG2H:ARG2L neg?
        BRA     SIGN_ARG1       ; no, check ARG1
        MOVF    ARG1L, W        ;
        SUBWF   RES2            ;
        MOVF    ARG1H, W        ;
        SUBWFB  RES3
;

SIGN_ARG1:
        BTFSS   ARG1H, 7        ; ARG1H:ARG1L neg?
        BRA     CONT_CODE       ; no, done
        MOVF    ARG2L, W        ;
        SUBWF   RES2            ;
        MOVF    ARG2H, W        ;
        SUBWFB  RES3
;
CONT_CODE:
          :
```

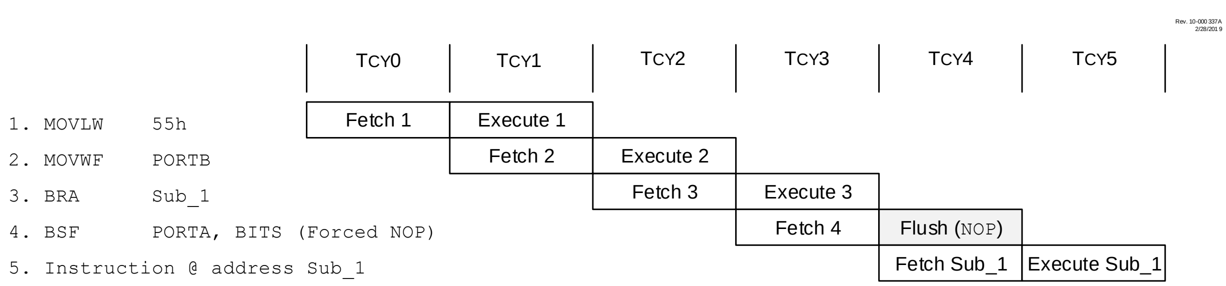
7.4 PIC18 Instruction Cycle

7.4.1 Instruction Flow/Pipelining

An “Instruction Cycle” consists of four cycles of the oscillator clock. The instruction fetch and execute are pipelined in such a manner that a fetch takes one instruction cycle, while the decode and execute take another instruction cycle. However, due to the pipelining, each instruction effectively executes in one cycle. If an instruction causes the Program Counter (PC) to change (e.g., `GOTO`), then two cycles are required to complete the instruction (Figure 7-3).

A fetch cycle begins with the Program Counter (PC) incrementing followed by the execution cycle. In the execution cycle, the fetched instruction is latched onto the Instruction Register (IR). This instruction is then decoded and executed during the next few oscillator clock cycles. Data memory is read (operand read) and written (destination write) during the execution cycle as well.

Figure 7-3. Instruction Pipeline Flow



Note: There are some instructions that take multiple cycles to execute. Refer to the **“Instruction Set Summary”** chapter for details.

7.4.2 Instructions in Program Memory

The program memory is addressed in bytes. Instructions are stored as either two bytes, four bytes, or six bytes in program memory. The Least Significant Byte of an instruction word is always stored in a program memory location with an even address (LSb = `0`). To maintain alignment with instruction boundaries, the PC increments in steps of two and the LSb will always read ‘`0`’. See the **“Program**

Counter" section in the **"Memory Organization"** chapter for more details. The instructions in the Program Memory figure below shows how instruction words are stored in the program memory.

The `CALL` and `GOTO` instructions have the absolute program memory address embedded into the instruction. Since instructions are always stored on word boundaries, the data contained in the instruction is a word address. The word address is written to the corresponding bits of the Program Counter register, which accesses the desired byte address in program memory. Instruction #2 in the example shows how the instruction `GOTO 0006h` is encoded in the program memory. Program branch instructions, which encode a relative address offset, operate in the same manner. The offset value stored in a branch instruction represents the number of single-word instructions by which the PC will be offset.

Figure 7-4. Instructions in Program Memory

	Program Memory Byte Locations		LSB = 1	LSB = 0	Word Address
					000000h
					000002h
					000004h
					000006h
Instruction 1:	`MOVLW`	`055h`	0Fh	55h	000008h
Instruction 2:	`GOTO`	`0006h`	EFh	03h	00000Ah
			F0h	00h	00000Ch
Instruction 3:	`MOVFF`	`123h, 456h`	C1h	23h	00000Eh
			F4h	56h	000010h
Instruction 4:	`MOVFFL`	`123h, 456h`	00h	60h	000012h
			F4h	8Ch	000014h
			F4h	56h	000016h
					000018h
					00001Ah

7.4.3 Multi-Word Instructions

The standard PIC18 instruction set has six two-word instructions: `CALL`, `MOVFF`, `GOTO`, `LFSR`, `MOVSF` and `MOVSS` and two three-word instructions: `MOVFFL` and `MOVSFL`. In all cases, the second and the third word of the instruction always has `1111` as its four Most Significant bits; the other 12 bits are literal data, usually a data memory address.

The use of `1111` in the four MSbs of an instruction specifies a special form of `NOP`. If the instruction is executed in proper sequence, immediately after the first word, the data in the second word is accessed and used by the instruction sequence. If the first word is skipped for some reason and the second word is executed by itself, a `NOP` is executed instead. This is necessary for cases when the two-word instruction is preceded by a conditional instruction that changes the PC.

Table 7-3 and Table 7-4 show more details of how two-word instructions work. Table 7-5 and Table 7-6 show more details of how three-word instructions work.

Important: See the **"PIC18 Instruction Execution and the Extended Instruction Set"** section for information on two-word instructions in the extended instruction set.

Table 7-3. Two-Word Instructions (Case 1)

Object Code	Source Code	Comment
`0110 0110 0000 0000`	`TSTFSZ REG1`	`; is RAM location 0?`
`1100 0001 0101 0011`	`MOVFF REG1,REG2`	`; No, skip this word`

...........continued

Object Code	Source Code	Comment
1111 0100 0101 0110		; Execute this word as NOP
0010 0100 0000 0000	ADDWF REG3	; continue code

Table 7-4. Two-Word Instructions (Case 2)

Object Code	Source Code	Comment
0110 0110 0000 0000	TSTFSZ REG1	; is RAM location 0?
1100 0001 0101 0011	MOVFF REG1,REG2	; Yes, execute this word
1111 0100 0101 0110		; 2nd word of instruction
0010 0100 0000 0000	ADDWF REG3	; continue code

Table 7-5. Three-Word Instructions (Case 1)

Object Code	Source Code	Comment
0110 0110 0000 0000	TSTFSZ REG1	; is RAM location 0?
0000 0000 0110 0000	MOVFFL REG1,REG2	; Yes, skip this word
1111 0100 1000 1100		; Execute this word as NOP
1111 0100 0101 0110		; Execute this word as NOP
0010 0100 0000 0000	ADDWF REG3	; continue code

Table 7-6. Three-Word Instructions (Case 2)

Object Code	Source Code	Comment
0110 0110 0000 0000	TSTFSZ REG1	; is RAM location 0?
0000 0000 0110 0000	MOVFFL REG1,REG2	; No, execute this word
1111 0100 1000 1100		; 2nd word of instruction
1111 0100 0101 0110		; 3rd word of instruction
0010 0100 0000 0000	ADDWF REG3	; continue code

7.5 STATUS Register

The STATUS register contains the arithmetic status of the ALU. As with any other SFR, it can be the operand for any instruction. If the STATUS register is the destination for an instruction that affects the Z, DC, C, OV or N bits, the results of the instruction are not written; instead, the STATUS register is updated according to the instruction performed. Therefore, the result of an instruction with the STATUS register as its destination may be different than intended. As an example, `CLRF STATUS` will set the Z bit and leave the remaining Status bits unchanged ('`000u u1uu`').

It is recommended that only `BCF`, `BSF`, `SWAPF`, `MOVFF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect the Z, C, DC, OV or N bits in the STATUS register. For other instructions that do not affect Status bits, see the instruction set summaries.

Important: The C and DC bits operate as the $\overline{\text{Borrow}}$ and $\overline{\text{Digit Borrow}}$ bits, respectively, in subtraction.

7.6 Call Shadow Register

When `CALL` instruction is used, the WREG, BSR and STATUS are automatically saved in hardware and can be accessed using the WREG_CSHAD, BSR_CSHAD and STATUS_CSHAD registers.

Important: The contents of these registers need to be handled correctly to avoid erroneous code execution.

7.7 Register Definitions: System Arbiter

7.7.1 ISRPR

Name: ISRPR
Address: 0x03A

Interrupt Service Routine Priority Register

Bit	7	6	5	4	3	2	1	0
						PR[2:0]		
Access						R/W	R/W	R/W
Reset						1	1	1

Bits 2:0 – PR[2:0] Interrupt Service Routine Priority Selection

Value	Description
111	System Arbiter Priority Level: 7 (Lowest Priority)
110	System Arbiter Priority Level: 6
101	System Arbiter Priority Level: 5
100	System Arbiter Priority Level: 4
011	System Arbiter Priority Level: 3
010	System Arbiter Priority Level: 2
001	System Arbiter Priority Level: 1
000	System Arbiter Priority Level: 0 (Highest Priority)

7.7.2 MAINPR

Name: MAINPR
Address: 0x039

Main Routine Priority Register

Bit	7	6	5	4	3	2	1	0
						PR[2:0]		
Access						R/W	R/W	R/W
Reset						1	1	1

Bits 2:0 – PR[2:0] Main Routine Priority Selection

Value	Description
111	System Arbiter Priority Level: 7 (Lowest Priority)
110	System Arbiter Priority Level: 6
101	System Arbiter Priority Level: 5
100	System Arbiter Priority Level: 4
011	System Arbiter Priority Level: 3
010	System Arbiter Priority Level: 2
001	System Arbiter Priority Level: 1
000	System Arbiter Priority Level: 0 (Highest Priority)

7.7.3 DMAxPR

Name: DMAxPR
Address: 0x03B,0x03C,0x03D,0x03E

DMAx Priority Register

Bit	7	6	5	4	3	2	1	0
						PR[2:0]		
Access						R/W	R/W	R/W
Reset						1	1	1

Bits 2:0 – PR[2:0] DMAx Priority Selection

Value	Description
111	System Arbiter Priority Level: 7 (Lowest Priority)
110	System Arbiter Priority Level: 6
101	System Arbiter Priority Level: 5
100	System Arbiter Priority Level: 4
011	System Arbiter Priority Level: 3
010	System Arbiter Priority Level: 2
001	System Arbiter Priority Level: 1
000	System Arbiter Priority Level: 0 (Highest Priority)

7.7.4 SCANPR

Name: SCANPR
Address: 0x03F

Scanner Priority Register

Bit	7	6	5	4	3	2	1	0
						PR[2:0]		
Access						R/W	R/W	R/W
Reset						1	1	1

Bits 2:0 – PR[2:0] Scanner Priority Selection

Value	Description
111	System Arbiter Priority Level: 7 (Lowest Priority)
110	System Arbiter Priority Level: 6
101	System Arbiter Priority Level: 5
100	System Arbiter Priority Level: 4
011	System Arbiter Priority Level: 3
010	System Arbiter Priority Level: 2
001	System Arbiter Priority Level: 1
000	System Arbiter Priority Level: 0 (Highest Priority)

7.7.5 PRLOCK

Name: PRLOCK
Address: 0x038

Priority Lock Register

Bit	7	6	5	4	3	2	1	0
								PRLOCKED
Access								R/W
Reset								0

Bit 0 – PRLOCKED PR Register Lock

Value	Description
1	Priority registers are locked and cannot be written; Peripherals have access to the memory
0	Priority registers can be modified by write operations; Peripherals do not have access to the memory

Important:
1. The PRLOCKED bit can only be set or cleared after the unlock sequence.
2. If the Configuration Bit PR1WAY = `1`, the PRLOCKED bit cannot be cleared after it has been set. A device Reset will clear the bit and allow one more set.

7.7.6 PROD

Name: PROD
Address: 0x4F3

Timer Register
Product Register Pair

Bit	15	14	13	12	11	10	9	8
	PROD[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	PROD[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 15:0 – PROD[15:0] PROD Most Significant

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- PRODH: Accesses the high byte PROD[15:8]
- PRODL: Accesses the low byte PROD[7:0]

7.7.7 STATUS

Name: STATUS
Address: 0x4D8

STATUS Register

Bit	7	6	5	4	3	2	1	0
		$\overline{\text{TO}}$	$\overline{\text{PD}}$	N	OV	Z	DC	C
Access		R	R	R/W	R/W	R/W	R/W	R/W
Reset		1	1	0	0	0	0	0

Bit 6 – $\overline{\text{TO}}$ Time-Out
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	Set at power-up or by execution of the `CLRWDT` or `SLEEP` instruction
0	A WDT time-out occurred

Bit 5 – $\overline{\text{PD}}$ Power-Down
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	Set at power-up or by execution of the `CLRWDT` instruction
0	Cleared by execution of the `SLEEP` instruction

Bit 4 – N Negative
Used for signed arithmetic (two's complement); indicates if the result is negative (ALU MSb = `1`).
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The result is negative
0	The result is positive

Bit 3 – OV Overflow
Used for signed arithmetic (two's complement); indicates an overflow of the 7-bit magnitude, which causes the sign bit (bit 7) to change state.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Overflow occurred for current signed arithmetic operation
0	No overflow occurred

Bit 2 – Z Zero
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The result of an arithmetic or logic operation is zero
0	The result of an arithmetic or logic operation is not zero

Bit 1 – DC Digit Carry / $\overline{\text{Borrow}}$
`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions[(1)]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	A carry-out from the 4th low-order bit of the result occurred
0	No carry-out from the 4th low-order bit of the result

Bit 0 – C Carry / $\overline{\text{Borrow}}$
ADDWF, ADDLW, SUBLW, SUBWF instructions[1,2]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	A carry-out from the Most Significant bit of the result occurred
0	No carry-out from the Most Significant bit of the result occurred

Notes:

1. For $\overline{\text{Borrow}}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand.
2. For Rotate (RRCF, RLCF) instructions, this bit is loaded with either the high or low-order bit of the Source register.

7.8 Register Summary - System Arbiter Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x37	Reserved									
0x38	PRLOCK	7:0								PRLOCKED
0x39	MAINPR	7:0						PR[2:0]		
0x3A	ISRPR	7:0						PR[2:0]		
0x3B	DMA1PR	7:0						PR[2:0]		
0x3C	DMA2PR	7:0						PR[2:0]		
0x3D	DMA3PR	7:0						PR[2:0]		
0x3E	DMA4PR	7:0						PR[2:0]		
0x3F	SCANPR	7:0						PR[2:0]		
0x40 ... 0x0372	Reserved									
0x0373	STATUS_CSHAD	7:0		$\overline{TO}$	$\overline{PD}$	N	OV	Z	DC	C
0x0374	WREG_CSHAD	7:0	WREG[7:0]							
0x0375	BSR_CSHAD	7:0			BSR[5:0]					
0x0376	Reserved									
0x0377	STATUS_SHAD	7:0		$\overline{TO}$	$\overline{PD}$	N	OV	Z	DC	C
0x0378	WREG_SHAD	7:0	WREG[7:0]							
0x0379	BSR_SHAD	7:0			BSR[5:0]					
0x037A	PCLAT_SHAD	7:0	PCLATH[7:0]							
		15:8				PCLATU[4:0]				
0x037C	FSR0_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x037E	FSR1_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x0380	FSR2_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x0382	PROD_SHAD	7:0	PROD[7:0]							
		15:8	PROD[15:8]							
0x0384 ... 0x04D7	Reserved									
0x04D8	STATUS	7:0		$\overline{TO}$	$\overline{PD}$	N	OV	Z	DC	C
0x04D9 ... 0x04F2	Reserved									
0x04F3	PROD	7:0	PROD[7:0]							
		15:8	PROD[15:8]							

8. Device Configuration

8.1 Configuration Settings

The Configuration settings allow the user to set up the device with several choices of oscillators, Resets and memory protection options. These are implemented at 0x300000 - 0x300019.

Important: The $\overline{\text{DEBUG}}$ Configuration bit is managed automatically by device development tools including debuggers and programmers. For normal device operation, this bit needs to be maintained as a '1'.

8.2 Enhanced Code Protection

Enhanced code protection allows the device to be protected from unauthorized access. Internal access to the program memory is unaffected by any code protection setting. The following code protection configurations are available on this device:

8.3 User ID

32 words in the memory space (0x200000 - 0x20003F) are designated as ID locations where the user can store checksum or other code identification numbers. These locations are readable and writable during normal execution. See the **"User ID, Device ID, Configuration Settings Access, DIA and DCI"** section in the **"NVM - Nonvolatile Memory Module"** chapter for more information on accessing these memory locations. For more information on checksum calculation, see the **"PIC18-Q20 Family Programming Specification"** (DS40002327).

8.4 Device ID and Revision ID

The 16-bit device ID word is located at 0x3FFFFE and the 16-bit revision ID is located at 0x3FFFFC. These locations are read-only and cannot be erased or modified.

Development tools, such as device programmers and debuggers, may be used to read the Device ID, Revision ID and Configuration bits. Refer to the **"NVM - Nonvolatile Memory Module"** chapter for more information on accessing these locations.

8.5 Register Definitions: Configuration Settings

8.5.1 CONFIG1

Name: CONFIG1
Address: 30 0000h

Configuration Byte 1

Bit	7	6	5	4	3	2	1	0
		RSTOSC[2:0]				FEXTOSC[2:0]		
Access		R/W	R/W	R/W		R/W	R/W	R/W
Reset		1	1	1		1	1	1

Bits 6:4 – RSTOSC[2:0] Power-up Default Value for COSC
This value is the Reset default value for COSC and selects the oscillator first used by user software. Refer to COSC operation.

Value	Description
111	EXTOSC operating per FEXTOSC bits
110	HFINTOSC with HFFRQ = 4 MHz and CDIV = 4:1. Resets COSC/NOSC to b'110'
101	LFINTOSC
100	SOSC
011	Reserved
010	EXTOSC with 4x PLL, with EXTOSC operating per FEXTOSC bits
001	Reserved
000	HFINTOSC with HFFRQ = 64 MHz and CDIV = 1:1. Resets COSC/NOSC to b'110'

Bits 2:0 – FEXTOSC[2:0] External Oscillator Mode Selection

Value	Description
111	ECH (external clock) above 8 MHz
110	ECM (external clock) for 500 kHz to 8 MHz
101	ECL (external clock) below 500 kHz
100	Oscillator not enabled
011	HS (crystal oscillator) up to 32 MHz
010	HS (crystal oscillator) up to 24 MHz
001	HS (crystal oscillator) up to 16 MHz
000	HS (crystal oscillator) up to 8 MHz

8.5.2 CONFIG2

Name: CONFIG2
Address: 30 0001h

Configuration Byte 2

Bit	7	6	5	4	3	2	1	0
	FCMENS	FCMENP	FCMEN		CSWEN	$\overline{\text{BBEN}}$	PR1WAY	$\overline{\text{CLKOUTEN}}$
Access	R/W	R/W	R/W		R/W	R/W	R/W	R/W
Reset	1	1	1		1	1	1	1

Bit 7 – FCMENS Fail-Safe Clock Monitor Enable - Secondary Oscillator Enable

Value	Description
1	Fail-Safe Clock Monitor enabled; the timer will flag the FSCMS bit and OSFIF interrupt on SOSC failure
0	Fail-Safe Clock Monitor disabled

Bit 6 – FCMENP Fail-Safe Clock Monitor Enable - Primary Oscillator Enable

Value	Description
1	Fail-Safe Clock Monitor enabled; the timer will flag the FSCMP bit and OSFIF interrupt on EXTOSC failure
0	Fail-Safe Clock Monitor disabled

Bit 5 – FCMEN Fail-Safe Clock Monitor Enable

Value	Description
1	Fail-Safe Clock Monitor enabled
0	Fail-Safe Clock Monitor disabled

Bit 3 – CSWEN Clock Switch Enable

Value	Description
1	Writing to NOSC and NDIV is allowed
0	The NOSC and NDIV bits cannot be changed by user software

Bit 2 – $\overline{\text{BBEN}}$ Boot Block Enable[(1)]

Value	Description
1	Boot Block disabled
0	Book Block enabled

Bit 1 – PR1WAY PRLOCKED One-Way Set Enable

Value	Description
1	PRLOCKED bit can be cleared and set only once; Priority registers remain locked after one clear/set cycle
0	PRLOCKED bit can be set and cleared repeatedly (subject to the unlock sequence)

Bit 0 – $\overline{\text{CLKOUTEN}}$ Clock Out Enable
If FEXTOSC = `0xx`, then this bit is ignored.
Otherwise:

Value	Description
1	CLKOUT function is disabled; I/O or oscillator function on OSC2
0	CLKOUT function is enabled; $F_{OSC}/4$ clock appears at OSC2

Note:

1. Once protection is enabled through ICSP or a self-write, it can only be reset through a Bulk Erase.

8.5.3 CONFIG3

Name: CONFIG3
Address: 30 0002h

Configuration Byte 3

Bit	7	6	5	4	3	2	1	0
	BOREN[1:0]		$\overline{\text{LPBOREN}}$	IVT1WAY	MVECEN	PWRTS[1:0]		MCLRE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:6 – BOREN[1:0] Brown-out Reset Enable
When enabled, Brown-out Reset Voltage (V_{BOR}) is set by the BORV bit.

Value	Description
11	Brown-out Reset enabled, SBOREN bit is ignored
10	Brown-out Reset enabled while running, disabled in Sleep; SBOREN is ignored
01	Brown-out Reset enabled according to SBOREN
00	Brown-out Reset disabled

Bit 5 – $\overline{\text{LPBOREN}}$ Low-Power BOR Enable

Value	Description
1	Low-Power Brown-out Reset is disabled
0	Low-Power Brown-out Reset is enabled

Bit 4 – IVT1WAY IVTLOCK One-Way Set Enable

Value	Description
1	IVTLOCK bit can be cleared and set only once; IVT registers remain locked after one clear/set cycle
0	IVTLOCK bit can be set and cleared repeatedly (subject to the unlock sequence)

Bit 3 – MVECEN Multi-Vector Enable

Value	Description
1	Multi-vector is enabled; Vector table used for interrupts
0	Legacy interrupt behavior

Bits 2:1 – PWRTS[1:0] Power-up Timer Selection

Value	Description
11	PWRT is disabled
10	PWRT is set at 64 ms
01	PWRT is set at 16 ms
00	PWRT is set at 1 ms

Bit 0 – MCLRE Master Clear ($\overline{\text{MCLR}}$) Enable

Value	Condition	Description
x	If LVP = 1	RA3 pin function is $\overline{\text{MCLR}}$
1	If LVP = 0	$\overline{\text{MCLR}}$ pin is $\overline{\text{MCLR}}$
0	If LVP = 0	$\overline{\text{MCLR}}$ pin function is a port defined function

8.5.4 CONFIG4

Name: CONFIG4
Address: 30 0003h

Configuration Byte 4

Bit	7	6	5	4	3	2	1	0
	$\overline{\text{XINST}}$	$\overline{\text{DEBUG}}$	LVP	STVREN	PPS1WAY		BORV[1:0]	
Access	R/W	R/W	R/W	R/W	R/W		R/W	R/W
Reset	1	1	1	1	1		1	1

Bit 7 – $\overline{\text{XINST}}$ Extended Instruction Set Enable

Value	Description
1	Extended Instruction Set and Indexed Addressing mode disabled (Legacy mode)
0	Extended Instruction Set and Indexed Addressing mode enabled

Bit 6 – $\overline{\text{DEBUG}}$ Debugger Enable

Value	Description
1	Background debugger disabled
0	Background debugger enabled

Bit 5 – LVP Low-Voltage Programming Enable

The LVP bit cannot be written (to zero) while operating from the LVP programming interface. The purpose of this rule is to prevent the user from dropping out of LVP mode while programming from LVP mode or accidentally eliminating LVP mode from the Configuration state.

Value	Description
1	Low-Voltage Programming enabled. $\overline{\text{MCLR}}/V_{PP}$ pin function is $\overline{\text{MCLR}}$. The MCLRE Configuration bit is ignored.
0	High Voltage on $\overline{\text{MCLR}}/V_{PP}$ must be used for programming

Bit 4 – STVREN Stack Overflow/Underflow Reset Enable

Value	Description
1	Stack Overflow or Underflow will cause a Reset
0	Stack Overflow or Underflow will not cause a Reset

Bit 3 – PPS1WAY PPSLOCKED One-Way Set Enable

Value	Description
1	The PPSLOCK bit can be cleared and set only once after an unlocking sequence is executed; once PPSLOCK is set, all future changes to PPS registers are prevented
0	The PPSLOCK bit can be set and cleared as needed (unlocking sequence is required)

Bits 1:0 – BORV[1:0] V_{DD} Domain Brown-out Reset Voltage Selection

Value	Description
11	Brown-out Reset Voltage (V_{BOR}) set to 1.90V
10	Brown-out Reset Voltage (V_{BOR}) set to 2.45V
01	Brown-out Reset Voltage (V_{BOR}) set to 2.7V
00	Brown-out Reset Voltage (V_{BOR}) set to 2.85V

8.5.5 CONFIG5

Name: CONFIG5
Address: 30 0004h

Configuration Byte 5

Bit	7	6	5	4	3	2	1	0
		WDTE[1:0]		WDTCPS[4:0]				
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		1	1	1	1	1	1	1

Bits 6:5 – WDTE[1:0] WDT Operating Mode

Value	Description
11	WDT enabled regardless of Sleep; SEN bit in WDTCON0 is ignored
10	WDT enabled while Sleep = 0, suspended when Sleep = 1; SEN bit in WDTCON0 is ignored
01	WDT enabled/disabled by SEN bit in WDTCON0
00	WDT disabled, SEN bit in WDTCON0 is ignored

Bits 4:0 – WDTCPS[4:0] WDT Period Select

WDTCPS	WDTCON0[WDTPS] at POR				Software Control of WDTPS?
	Value	Divider Ratio		Typical Time Out (F_{IN} = 31 kHz)	
11111	01011	1:65536	2^{16}	2s	Yes
11110 to 10011	11110 to 10011	1:32	2^{5}	1 ms	No
10010	10010	1:8388608	2^{23}	256s	No
10001	10001	1:4194304	2^{22}	128s	No
10000	10000	1:2097152	2^{21}	64s	No
01111	01111	1:1048576	2^{20}	32s	No
01110	01110	1:524288	2^{19}	16s	No
01101	01101	1:262144	2^{18}	8s	No
01100	01100	1:131072	2^{17}	4s	No
01011	01011	1:65536	2^{16}	2s	No
01010	01010	1:32768	2^{15}	1s	No
01001	01001	1:16384	2^{14}	512 ms	No
01000	01000	1:8192	2^{13}	256 ms	No
00111	00111	1:4096	2^{12}	128 ms	No
00110	00110	1:2048	2^{11}	64 ms	No
00101	00101	1:1024	2^{10}	32 ms	No
00100	00100	1:512	2^{9}	16 ms	No
00011	00011	1:256	2^{8}	8 ms	No
00010	00010	1:128	2^{7}	4 ms	No
00001	00001	1:64	2^{6}	2 ms	No
00000	00000	1:32	2^{5}	1 ms	No

8.5.6 CONFIG6

Name: CONFIG6
Address: 30 0005h

Configuration Byte 6

Bit	7	6	5	4	3	2	1	0
			WDTCCS[2:0]			WDTCWS[2:0]		
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			1	1	1	1	1	1

Bits 5:3 – WDTCCS[2:0] WDT Input Clock Selector

Value	Condition	Description
x	WDTE = 00	These bits have no effect
111	WDTE ≠ 00	Software control
110 to 011	WDTE ≠ 00	Reserved
010	WDTE ≠ 00	WDT reference clock is the SOSC
001	WDTE ≠ 00	WDT reference clock is the 32 kHz MFINTOSC
000	WDTE ≠ 00	WDT reference clock is the 31.0 kHz LFINTOSC

Bits 2:0 – WDTCWS[2:0] WDT Window Select[1]

WDTCWS	WDTCON1[WINDOW] at POR			Software Control of WINDOW
	Value	Window Delay Percent of Time	Window Opening Percent of Time	
111	111	n/a	100	Yes
110	110	n/a	100	No
101	101	25	75	
100	100	37.5	62.5	
011	011	50	50	
010	010	62.5	37.5	
001	001	75	25	
000	000	87.5	12.5	

Note:
1. For any setting other than WDTCWS = 111, user firmware has to arm the WDT by reading the WDTCON0 register before executing the CLRWDT instruction.

8.5.7 CONFIG7

Name: CONFIG7
Address: 30 0006h

Configuration Byte 7

Bit	7	6	5	4	3	2	1	0
							VDDIO3MD	VDDIO2MD
Access							R/W	R/W
Reset							1	1

Bit 1 – VDDIO3MD V_{DDIO3} Operating Mode

Value	Description
1	V_{DDIO3} is in the Standard Operating Range of 1.62V-5.5V
0	V_{DDIO3} is in the Low-voltage Operating Range of 0.95V-1.62V

Bit 0 – VDDIO2MD V_{DDIO2} Operating Mode

Value	Description
1	V_{DDIO2} is in the Standard Operating Range of 1.62V-5.5V
0	V_{DDIO2} is in the Low-voltage Operating Range of 0.95V-1.62V

8.5.8 CONFIG8

Name: CONFIG8
Address: 30 0007h

Configuration Byte 8

Bit	7	6	5	4	3	2	1	0
	BBSIZE[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – BBSIZE[7:0] Boot Block Size Selection(1)

Table 8-1. Boot Block Size

$\overline{\text{BBEN}}$	BBSIZE	End Address of Boot Block	Boot Block Size (words)		
			PIC18Fx4Q20	PIC18Fx5Q20	PIC18Fx6Q20
1	xxxxxxxx	N/A	N/A		
0	01111111	00 7FFFh	N/A		16384
0	01111110	00 7EFFh	N/A		16256
...	...	...	...		
0	01000000	00 40FFh	N/A		8320
0	00111111	00 3FFFh	N/A	8192	
0	00111110	00 3EFFh	N/A	8064	
...	...	...	...		
0	00100000	00 20FFh	N/A	4224	
0	00011111	00 1FFFh	4096		
0	00011110	00 1EFFh	3968		
...	...	...	...		
0	00000011	00 03FFh	512		
0	00000010	00 02FFh	384		
0	00000001	00 01FFh	256		
0	00000000	00 00FFh	128		

Note:
1. BBSIZE[7:0] bits can only be changed when $\overline{\text{BBEN}}$ = 1. Once $\overline{\text{BBEN}}$ = 0, BBSIZE[7:0] can only be changed through a Bulk Erase.

8.5.9 CONFIG9

Name: CONFIG9
Address: 30 0019h

Configuration Byte 9

Bit	7	6	5	4	3	2	1	0
	SAFSZ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – SAFSZ[7:0] SAF Block Size Selection(1, 2)

Table 8-2. SAF Block Size

WRTSAF	SAFLOCK	SAFSZ[7:0]	SAF Block Size			SAF Bulk Erase	SAF Self-write
			PIC18Fx4Q20	PIC18Fx5Q20	PIC18Fx6Q20		
1	1	1111 1111	Storage Area Flash disabled			Yes	Yes
1	1	1111 1110	Last 128 words of PFM			Yes	Yes
1	1	1111 110x	Last 256 words of PFM			Yes	Yes
1	1	1111 10xx	Last 384 words of PFM			Yes	Yes
1	1	1111 0xxx	Last 512 words of PFM			Yes	Yes
1	1	1110 xxxx	Last 640 words of PFM			Yes	Yes
1	1	110x xxxx	Last 768 words of PFM			Yes	Yes
1	1	10xx xxxx	Last 896 words of PFM			Yes	Yes
1	1	0xxx xxxx	Last 1024 words of PFM			Yes	Yes
0	1	1111 1111	Storage Area Flash disabled			Yes	No
0	1	1111 1110	Last 128 words of PFM			Yes	No
0	1	1111 110x	Last 256 words of PFM			Yes	No
0	1	1111 10xx	Last 384 words of PFM			Yes	No
0	1	1111 0xxx	Last 512 words of PFM			Yes	No
0	1	1110 xxxx	Last 640 words of PFM			Yes	No
0	1	110x xxxx	Last 768 words of PFM			Yes	No
0	1	10xx xxxx	Last 896 words of PFM			Yes	No
0	1	0xxx xxxx	Last 1024 words of PFM			Yes	No
x	0	1111 1111	Storage Area Flash disabled			No	No
x	0	1111 1110	Last 128 words of PFM			No	No
x	0	1111 110x	Last 256 words of PFM			No	No
x	0	1111 10xx	Last 384 words of PFM			No	No
x	0	1111 0xxx	Last 512 words of PFM			No	No
x	0	1110 xxxx	Last 640 words of PFM			No	No
x	0	110x xxxx	Last 768 words of PFM			No	No
x	0	10xx xxxx	Last 896 words of PFM			No	No
x	0	0xxx xxxx	Last 1024 words of PFM			No	No

Notes:

1. When SAFLOCK = 0, once a SAFSZ bit is programmed to 0 through ICSP or a self-write, it can never be erased to a '1', not even through a Bulk Erase.
2. When SAFLOCK = 1, once a SAFSZ bit is programmed to 0 through ICSP or a self-write, it can only be reset though a Bulk Erase.

8.5.10 CONFIG10

Name: CONFIG10
Address: 30 0008h

Configuration Byte 10

Bit	7	6	5	4	3	2	1	0
	$\overline{\text{WRTAPP}}$				$\overline{\text{WRTSAF}}$	$\overline{\text{WRTD}}$	$\overline{\text{WRTC}}$	$\overline{\text{WRTB}}$
Access	R/W				R/W	R/W	R/W	R/W
Reset	1				1	1	1	1

Bit 7 – $\overline{\text{WRTAPP}}$ Application Block Write Protection[(1)]

Value	Description
1	Application Block is not write-protected
0	Application Block is write-protected

Bit 3 – $\overline{\text{WRTSAF}}$ Storage Area Flash (SAF) Write Protection[(1,3)]

Value	Description
1	SAF is not write-protected
0	SAF is write-protected

Bit 2 – $\overline{\text{WRTD}}$ Data EEPROM Write Protection[(1)]

Value	Description
1	Data EEPROM is not write-protected
0	Data EEPROM is write-protected

Bit 1 – $\overline{\text{WRTC}}$ Configuration Register Write Protection[(1)]

Value	Description
1	Configuration registers are not write-protected
0	Configuration registers are write-protected

Bit 0 – $\overline{\text{WRTB}}$ Boot Block Write Protection [(1,2)]

Value	Description
1	Boot Block is not write-protected
0	Boot Block is write-protected

Notes:

1. Once protection is enabled through ICSP™ or a self-write, it can only be reset through a Bulk Erase.
2. Applicable only if $\overline{\text{BBEN}}$ = `0`.
3. Applicable only if Storage Area Flash (SAF) is enabled (SAFSZ ≠ 0xFF).

8.5.11 CONFIG11

Name: CONFIG11
Address: 30 0009h

Configuration Byte 11

Bit	7	6	5	4	3	2	1	0
								$\overline{\text{CP}}$
Access								R/W
Reset								1

Bit 0 – $\overline{\text{CP}}$ User Program Flash Memory (PFM) Code Protection[(2)]

Value	Description
1	User PFM code protection is disabled
0	User PFM code protection is enabled

Notes:

1. Since device code protection takes effect immediately, this Configuration Byte should be written last.
2. Once protection is enabled, it can only be reset through a Bulk Erase.

8.5.12 CONFIG12

Name: CONFIG12
Address: 30 000Ah

Configuration Byte 12

Bit	7	6	5	4	3	2	1	0
								$\overline{\text{CPD}}$
Access								R/W
Reset								1

Bit 0 – $\overline{\text{CPD}}$ Data EEPROM Code Protection[(2)]

Value	Description
1	Data EEPROM code protection is disabled
0	Data EEPROM code protection is enabled

Notes:

1. Since device code protection takes effect immediately, this Configuration Byte will be written last.
2. Once protection is enabled, it can only be reset through a Bulk Erase.

8.5.13 CONFIG14

Name: CONFIG14
Address: 30 0018h

Configuration Byte 14

Bit	7	6	5	4	3	2	1	0
								$\overline{\text{SAFLOCK}}$
Access								R/W
Reset								1

Bit 0 – $\overline{\text{SAFLOCK}}$ SAF Lock Enable(1)

Value	Description
1	SAF Lock disabled
0	SAF Lock enabled; SAF areas are locked, SAFSZ bits can only be set to '0' but cannot be erased to '1'

CAUTION

1. This is a one-way bit. Once cleared it cannot be set again. Reset through Bulk Erase and self-erase are also not possible.

8.6 Register Summary - Configuration Settings

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0000000h ... 02FFFFFh	Reserved									
0300000h	CONFIG1	7:0		RSTOSC[2:0]				FEXTOSC[2:0]		
0300001h	CONFIG2	7:0	FCMENS	FCMENP	FCMEN		CSWEN	$\overline{\text{BBEN}}$	PR1WAY	$\overline{\text{CLKOUTEN}}$
0300002h	CONFIG3	7:0	BOREN[1:0]		$\overline{\text{LPBOREN}}$	IVT1WAY	MVECEN	PWRTS[1:0]		MCLRE
0300003h	CONFIG4	7:0	$\overline{\text{XINST}}$	$\overline{\text{DEBUG}}$	LVP	STVREN	PPS1WAY		BORV[1:0]	
0300004h	CONFIG5	7:0		WDTE[1:0]		WDTCPS[4:0]				
0300005h	CONFIG6	7:0			WDTCCS[2:0]			WDTCWS[2:0]		
0300006h	CONFIG7	7:0							VDDIO3MD	VDDIO2MD
0300007h	CONFIG8	7:0	BBSIZE[7:0]							
0300008h	CONFIG10	7:0	$\overline{\text{WRTAPP}}$				$\overline{\text{WRTSAF}}$	$\overline{\text{WRTD}}$	$\overline{\text{WRTC}}$	$\overline{\text{WRTB}}$
0300009h	CONFIG11	7:0								$\overline{\text{CP}}$
030000Ah	CONFIG12	7:0								$\overline{\text{CPD}}$
030000Bh ... 0300017h	Reserved									
0300018h	CONFIG14	7:0								$\overline{\text{SAFLOCK}}$
0300019h	CONFIG9	7:0	SAFSZ[7:0]							

8.7 Register Definitions: Device ID and Revision ID

8.7.1 Device ID

Name: DEVICEID
Address: 0x3FFFFE

Device ID Register

Bit	15	14	13	12	11	10	9	8
	DEV[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	q	q	q	q	q	q	q	q

Bit	7	6	5	4	3	2	1	0
	DEV[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	q	q	q	q	q	q	q	q

Bits 15:0 – DEV[15:0] Device ID

Device	Device ID
PIC18F04Q20	7AE0h
PIC18F05Q20	7AA0h
PIC18F06Q20	7A60h
PIC18F14Q20	7AC0h
PIC18F15Q20	7A80h
PIC18F16Q20	7A40h

8.7.2 Revision ID

Name: REVISIONID
Address: 0x3FFFFC

Revision ID Register

Bit	15	14	13	12	11	10	9	8
	1010[3:0]				MJRREV[5:2]			
Access	R	R	R	R	R	R	R	R
Reset	1	0	1	0	q	q	q	q

Bit	7	6	5	4	3	2	1	0
	MJRREV[1:0]		MNRREV[5:0]					
Access	R	R	R	R	R	R	R	R
Reset	q	q	q	q	q	q	q	q

Bits 15:12 – 1010[3:0] Read as `'b1010`
These bits are fixed with value `'b1010` for all devices in this family.

Bits 11:6 – MJRREV[5:0] Major Revision ID
These bits are used to identify a major revision (A0, B0, C0, etc.).
Revision A = `'b00 0000`
Revision B = `'b00 0001`

Bits 5:0 – MNRREV[5:0] Minor Revision ID
These bits are used to identify a minor revision.
Revision A0 = `'b00 0000`
Revision B0 = `'b00 0000`
Revision B1 = `'b00 0001`

Tip: For example, the REVISIONID register value for revision B1 will be `0xA041`.

8.8 Register Summary - DEVID/REVID

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x3FFFFB	Reserved									
0x3FFFFC	REVISIONID	7:0	MJRREV[1:0]		MNRREV[5:0]					
		15:8	1010[3:0]				MJRREV[5:2]			
0x3FFFFE	DEVICEID	7:0	DEV[7:0]							
		15:8	DEV[15:8]							

9. Memory Organization

There are three types of memory in PIC18 microcontroller devices:

- Program Memory
- Data RAM
- Data EEPROM

In Harvard architecture devices, the data and program memories use separate buses that allow for concurrent access of the two memory spaces. The data EEPROM, for practical purposes, can be regarded as a peripheral device, since it is addressed and accessed through a set of control registers.

Additional detailed information on the operation of the Program Flash Memory and data EEPROM memory is provided in the **"NVM - Nonvolatile Memory Module"** chapter.

9.1 Program Memory Organization

PIC18 microcontrollers implement a 21-bit Program Counter, which is capable of addressing a 2 Mbyte program memory space. Accessing a location between the upper boundary of the physically implemented memory and the 2 Mbyte address will return all '`0`'s (a `NOP` instruction).

Refer to the following tables for device memory maps and code protection Configuration bits associated with the various sections of PFM.

The Reset vector address is at `000000h`. The PIC18-Q20 devices feature a vectored interrupt controller with a dedicated interrupt vector table stored in the program memory. Refer to the **"VIC - Vectored Interrupt Controller Module"** chapter for more details.

Figure 9-1. Program and Data Memory Map

Address	Device		
	PIC18Fx4Q20	PIC18Fx5Q20	PIC18Fx6Q20
00 0000h to 00 3FFFh	Program Flash Memory (8KW)[1]	Program Flash Memory (16 KW)[1]	Program Flash Memory (32 KW)[1]
00 4000h to 00 7FFFh	Not Present[2]	Program Flash Memory (16 KW)[1]	Program Flash Memory (32 KW)[1]
00 8000h to 00 FFFFh	Not Present[2]	Not Present[2]	Program Flash Memory (32 KW)[1]
01 0000h to 01 FFFFh	Not Present[2]	Not Present[2]	Not Present[2]
02 0000h to 1F FFFFh	Not Present[2]	Not Present[2]	Not Present[2]
20 0000h to 20 003Fh	User IDs (32 Words)[3]		
20 0040h to 2B FFFFh	Reserved		
2C 0000h to 2C 00FFh	Device Information Area (DIA)[3,5]		
2C 0100h to 2F FFFFh	Reserved		
30 0000h to 30 0019h	Configuration Bytes[3]		
30 001Ah to 37 FFFFh	Reserved		
38 0000h to 38 00FFh	Data EEPROM (256 Bytes)		
38 0100h to 3B FFFFh	Reserved		
3C 0000h to 3C 0008h	Device Configuration Information[3,4,5]		
3C 0009h to 3F FFFBh	Reserved		
3F FFFCh to 3F FFFDh	Revision ID (1 Word)[3,4,5]		
3F FFFEh to 3F FFFFh	Device ID (1 Word)[3,4,5]		

Note 1: A configurable Storage Area Flash is implemented as part of the User Flash, if enabled.
2: The addresses do not roll over. The region is read as ‘0’.
3: Not code-protected.
4: Hard-coded in silicon.
5: This region cannot be written by the user and it’s not affected by a Bulk Erase.

9.1.1 Memory Access Partition

In the PIC18-Q20 devices, the program memory can be further partitioned into the following sub-blocks:

- Application block
- Boot block
- Storage Area Flash (SAF) block

Refer to the **"Program Flash Memory Partition"** table for more details.

9.1.1.1 Application Block

Application block is where the user's firmware resides by default. Default settings of the Configuration bits ($\overline{\text{BBEN}}$ = `1` and SAFSZ = `0xFF`) assign all memory in the program Flash memory area to the application block. The $\overline{\text{WRTAPP}}$ Configuration bit is used to write-protect the application block.

9.1.1.2 Boot Block

Boot block is an area in program memory that is ideal for storing bootloader code. Code placed in this area can be executed by the CPU. The boot block can be write-protected, independent of the main application block. The Boot Block is enabled by the $\overline{\text{BBEN}}$ Configuration bit and size is based on the value of the BBSIZE Configuration bits. The $\overline{\text{WRTB}}$ Configuration bit is used to write-protect the Boot Block.

9.1.1.3 Storage Area Flash

Storage Area Flash (SAF) is the area in program memory that can be used as data storage. The SAF block size is configurable using the SAFSZ configuration bits. Refer to the **"Device Configuration"** chapter for more information about the available SAF block size selections using the SAFSZ configuration bits. If enabled, the code placed in this area cannot be executed by the CPU. The SAF block is placed at the end of memory and the size of this area is dependent on the SAF Block Size Selection configuration bits.

> **Important:** If write-protected locations are written to, memory is not changed and the WRERR bit is set.

Table 9-1. Program Flash Memory Partition

<table>
<tr><th rowspan="2">Region</th><th rowspan="2">Address</th><th colspan="4">Partition[3]</th></tr>
<tr><th>$\overline{\text{BBEN}}$ = 1
SAFSZ = 0xFF</th><th>$\overline{\text{BBEN}}$ = 1
SAFSZ ≠ 0xFF</th><th>$\overline{\text{BBEN}}$ = 0
SAFSZ = 0xFF</th><th>$\overline{\text{BBEN}}$ = 0
SAFSZ ≠ 0xFF</th></tr>
<tr><td rowspan="3">Program Flash Memory</td><td>00 0000h
....
Last Boot Block Memory Address[1]</td><td rowspan="3">Application Block</td><td rowspan="2">Application Block</td><td>Boot Block</td><td>Boot Block</td></tr>
<tr><td>Last Boot Block Memory Address[1] + 1
....
Last Program Memory Address [2] / Beginning of SAF Block - 1</td><td rowspan="2">Application Block</td><td>Application Block</td></tr>
<tr><td>Beginning of SAF Block[2]
....
Last Program Memory Address[2]</td><td>Storage Area Flash Block</td><td>Storage Area Flash Block</td></tr>
</table>

Notes:

1. Last Boot Block address is based on BBSIZE Configuration bits.
2. Last Program Memory address is based on **"Program and Data Memory Map"** table above, as well as the SAFSZ Configuration bits.
3. Refer to the **"Device Configuration"** chapter for $\overline{\text{BBEN}}$, BBSIZE and SAFSZ definitions.
4. A configurable Storage Area Flash block is implemented at the end of user Flash memory, if enabled, and its size is selected using the SAFSZ Configuration bits.

9.1.2 Program Counter

The Program Counter (PC) specifies the address of the instruction to fetch for execution. The PC is 21 bits wide and is contained in three separate 8-bit registers. The low byte, known as the PCL register, is both readable and writable. The high byte, or PCH register, contains the PC[15:8] bits; it is not directly readable or writable. Updates to the PCH register are performed through the PCLATH register. The upper byte is called PCU. This register contains the PC[20:16] bits; it is also not directly readable or writable. Updates to the PCU register are performed through the PCLATU register.

The contents of PCLATH and PCLATU are transferred to the Program Counter by any operation that writes PCL. Similarly, the upper two bytes of the Program Counter are transferred to PCLATH and PCLATU by an operation that reads PCL. This is useful for computed offsets to the PC (see the Computed GOTO section).

The PC addresses bytes in the program memory. To prevent the PC from becoming misaligned with word instructions, the Least Significant bit of PCL is fixed to a value of '`0`'. The PC increments by two to address sequential instructions in the program memory.

The `CALL`, `RCALL`, `GOTO` and program branch instructions write to the Program Counter directly. For these instructions, the contents of PCLATH and PCLATU are not transferred to the Program Counter.

9.1.3 Return Address Stack

The return address stack allows any combination of up to 127 program calls and interrupts to occur. The PC is pushed onto the stack when a `CALL` or `RCALL` instruction is executed or an interrupt is Acknowledged. The PC value is pulled off the stack on a `RETURN`, `RETLW` or a `RETFIE` instruction. PCLATU and PCLATH are not affected by any of the `RETURN` or `CALL` instructions.

The Stack Pointer is readable and writable and the address on the top of the stack is readable and writable through the Top-of-Stack (TOS) Special File registers. Data can also be pushed to or popped from the stack using these registers.

A `CALL` type instruction causes a push onto the stack; the Stack Pointer is first incremented and the location pointed to by the Stack Pointer is written with the contents of the PC (already pointing to the instruction following the `CALL`). A `RETURN` type instruction causes a pop from the stack; the contents of the location pointed to by the STKPTR are transferred to the PC and then the Stack Pointer is decremented.

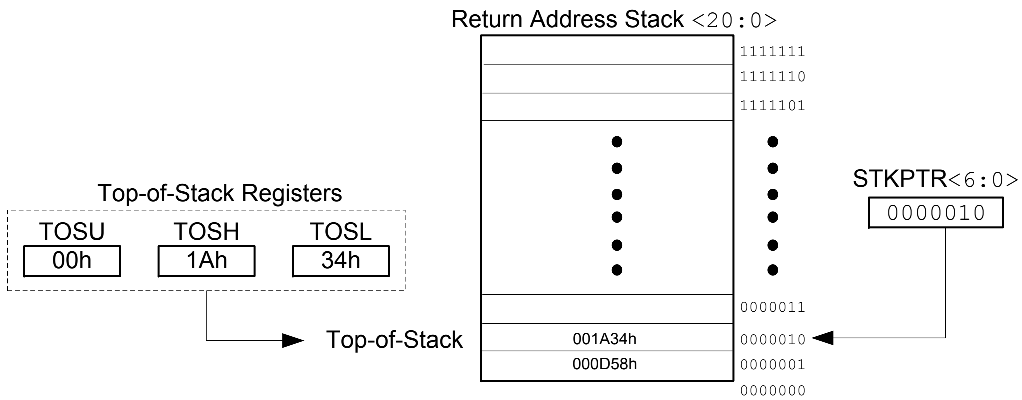
The Stack Pointer is initialized to `0x00` after all Resets.

9.1.3.1 Top-of-Stack Access

Only the top of the return address stack (TOS) is readable and writable. A set of three registers, TOSU:TOSH:TOSL, hold the contents of the stack location pointed to by the STKPTR register (see Figure 9-2). This allows users to implement a software stack if necessary. After a `CALL, RCALL` or interrupt, the software can read the pushed value by reading the TOSU:TOSH:TOSL registers. These values can be placed on a user defined software stack. At return time, the software can return these values to TOSU:TOSH:TOSL and do a return.

The user must disable the Global Interrupt Enable (GIE) bits while accessing the stack to prevent inadvertent stack corruption.

Figure 9-2. Return Address Stack and Associated Registers



9.1.3.2 Return Stack Pointer

The STKPTR register contains the Stack Pointer value. The Stack Overflow (STKOVF) Status bit and the Stack Underflow (STKUNF) Status bit can be accessed using the PCON0 register. The value of the Stack Pointer can be zero through 127. On Reset, the Stack Pointer value will be zero. The user may read and write the Stack Pointer value. After the PC is pushed onto the stack 128 times (without popping any values off the stack), the STKOVF bit is set. The STKOVF bit is cleared by software or by a POR. The action that takes place when the stack becomes full depends on the state of the Stack Overflow Reset Enable (STVREN) Configuration bit.

If STVREN is set (default), a Reset will be generated and a Stack Overflow will be indicated by the STKOVF bit. This includes `CALL` and `CALLW` instructions, as well as stacking the return address during an interrupt response. The STKOVF bit will remain set and the Stack Pointer will be set to zero.

If STVREN is cleared, the STKOVF bit will be set on the 128th push, and the Stack Pointer will remain at 127, but no Reset will occur. Any additional pushes will overwrite the 127th push, but the STKPTR will remain unchanged.

Setting STKOVF = `1` in software will change the bit but will not generate a Reset.

The STKUNF bit is set when a stack pop returns a value of '`0`'. The STKUNF bit is cleared by software or by POR. The action that takes place when the stack becomes full depends on the state of the Stack Overflow Reset Enable (STVREN) Configuration bit.

If STVREN is set (default) and the stack has been popped enough times to unload the stack, the next pop will return a value of '`0`' to the PC, it will set the STKUNF bit, and a Reset will be generated. This condition can be generated by the `RETURN`, `RETLW` and `RETFIE` instructions.

If STVREN is cleared, the STKUNF bit will be set, but no Reset will occur.

Important: Returning a value of '`0`' to the PC on an underflow has the effect of vectoring the program to the Reset vector, where the stack conditions can be verified and appropriate actions can be taken. This is not the same as a Reset, as the contents of the SFRs are not affected.

9.1.3.3 `PUSH` and `POP` Instructions

Since the Top-of-Stack is readable and writable, the ability to push values onto the stack and pull values off the stack without disturbing normal program execution is a desirable feature. The PIC18 instruction set includes two instructions, `PUSH` and `POP`, that permit the TOS to be manipulated under software control. TOSU, TOSH and TOSL can be modified to place data or a return address on the stack.

The `PUSH` instruction places the current PC value onto the stack. This increments the Stack Pointer and loads the current PC value onto the stack.

The `POP` instruction discards the current TOS by decrementing the Stack Pointer. The previous value pushed onto the stack then becomes the TOS value.

9.1.3.4 Fast Register Stack

There are three levels of fast stack registers available - one for `CALL` type instructions and two for interrupts. A fast register stack is provided for the STATUS, WREG and BSR registers, to provide a "fast return" option for interrupts. It is loaded with the current value of the corresponding register when the processor vectors for an interrupt. All interrupt sources will push values into the stack registers. The values in the registers are then loaded back into their associated registers if the `RETFIE, FAST` instruction is used to return from the interrupt. Refer to the **"Call Shadow Register"** section for interrupt call shadow registers.

The following example shows a source code example that uses the Fast Register Stack during a subroutine call and return.

Example 9-1. Fast Register Stack Code Example

```
CALL SUB1, FAST  ;STATUS, WREG, BSR SAVED IN FAST REGISTER STACK
         •
         •
SUB1:
         •
         •
     RETURN, FAST     ;RESTORE VALUES SAVED IN FAST REGISTER STACK
```

9.1.4 Look-up Tables in Program Memory

There may be programming situations that require the creation of data structures, or Look-up Tables, in program memory. For PIC18 devices, Look-up Tables can be implemented in two ways:

- Computed `GOTO`
- Table reads

9.1.4.1 Computed GOTO

A computed `GOTO` is accomplished by adding an offset to the Program Counter. An example is shown in the following code example.

A Look-up Table can be formed with an `ADDWF PCL` instruction and a group of `RETLW nn` instructions. The W register is loaded with an offset into the table before executing a call to that table. The first instruction of the called routine is the `ADDWF PCL` instruction. The next instruction executed will be one of the `RETLW nn` instructions that returns the value 'nn' to the calling function.

The offset value (in WREG) specifies the number of bytes that the Program Counter will advance and must be multiples of two (LSb = `0`).

In this method, only one data byte may be stored in each instruction location and room on the return address stack is required.

Example 9-2. Computed `GOTO` Using an Offset Value

```
     RLNCF    OFFSET, W    ; W must be an even number, Max OFFSET = 127
     CALL     TABLE

     ORG      nn00h      ; 00 in LSByte ensures no addition overflow
TABLE:
     ADDWF    PCL        ; Add OFFSET to program counter
```

```
        RETLW    A           ; Value @ OFFSET=0
        RETLW    B           ; Value @ OFFSET=1
        RETLW    C           ; Value @ OFFSET=2
          .
          .
          .
```

9.1.4.2 Program Flash Memory Access

A more compact method of storing data in program memory allows two bytes of data to be stored in each instruction location.

Look-up Table data may be stored two bytes per program word by using table reads and writes. The Table Pointer (TBLPTR) register specifies the byte address and the Table Latch (TABLAT) register contains the data that are read from or written to program memory. Data are transferred to or from program memory one byte at a time.

Table read and table write operations are discussed further in the **"Table Read Operations"** and **"Table Write Operations"** sections in the **"NVM - Nonvolatile Memory Module"** chapter.

9.2 Device Information Area

The Device Information Area (DIA) is a dedicated region in the program memory space. The DIA contains the calibration data for the internal temperature indicator module, the Microchip Unique Identifier words, and the Fixed Voltage Reference voltage readings measured in mV.

The complete DIA table is shown below, followed by a description of each region and its functionality. The data are mapped from 2C0000h to 2C003Fh. These locations are read-only and cannot be erased or modified. The data are programmed into the device during manufacturing.

Table 9-2. Device Information Area

Address Range	Name of Region	Standard Device Information
2C0000h-2C0011h	MUI0	Microchip Unique Identifier (9 Words)
	MUI1	
	MUI2	
	MUI3	
	MUI4	
	MUI5	
	MUI6	
	MUI7	
	MUI8	
2C0012h-2C0013h	MUI9	Reserved (1 Word)
2C0014h-2C0023h	EUI0	Optional External Unique Identifier (8 Words)
	EUI1	
	EUI2	
	EUI3	
	EUI4	
	EUI5	
	EUI6	
	EUI7	
2C0024h-2C0025h	TSLR1[(1)]	Gain = $\frac{0.1C \times 256}{count}$ (low range setting)
2C0026h-2C0027h	TSLR2[(1)]	Temperature indicator ADC reading at 90°C (low range setting)
2C0028h-2C0029h	TSLR3[(1)]	Offset (low range setting)
2C002Ah-2C002Bh	TSHR1[(2)]	Gain = $\frac{0.1C \times 256}{count}$ (high range setting)

...........continued

Address Range	Name of Region	Standard Device Information
2C002Ch-2C002Dh	TSHR2(2)	Temperature indicator ADC reading at 90°C (high range setting)
2C002Eh-2C002Fh	TSHR3(2)	Offset (high range setting)
2C0030h-2C0031h	FVRA1X	ADC FVR1 Output voltage for 1x setting (in mV)
2C0032h-2C0033h	FVRA2X	ADC FVR1 Output Voltage for 2x setting (in mV)
2C0034h-2C0035h	FVRA4X	ADC FVR1 Output Voltage for 4x setting (in mV)
2C0036h-2C0037h	FVRC1X	Comparator FVR2 output voltage for 1x setting (in mV)
2C0038h-2C0039h	FVRC2X	Comparator FVR2 output voltage for 2x setting (in mV)
2C003Ah-2C003Bh	FVRC4X	Comparator FVR2 output voltage for 4x setting (in mV)
2C003Ch-2C003Fh		Unassigned (2 Words)

Notes:

1. TSLR: Address 2C0024h-2C0029h store the measurements for the low range setting of the temperature sensor at V_{DD} = 3V, V_{REF}+ = 2.048V from FVR1.
2. TSHR: Address 2C002Ah-2C002Fh store the measurements for the high range setting of the temperature sensor at V_{DD} = 3V, V_{REF}+ = 2.048V from FVR1.

9.2.1 Microchip Unique Identifier (MUI)

This family of devices is individually encoded during final manufacturing with a Microchip Unique Identifier (MUI). The MUI cannot be user-erased. This feature allows for manufacturing traceability of Microchip Technology devices in applications where this is required. It may also be used by the application manufacturer for a number of functions that require unverified unique identification, such as:

- Tracking the device
- Unique serial number

The MUI is stored in read-only locations, located between 2C0000h to 2C0013h in the DIA space. The DIA table lists the addresses of the identifier words.

Important: For applications that require verified unique identification, contact the Microchip Technology sales office to create a Serialized Quick Turn Programming option.

9.2.2 External Unique Identifier (EUI)

The EUI data are stored at locations 2C0014h-2C0023h in the program memory region. This region is an optional space for placing application specific information. The data are coded per customer requirements during manufacturing. The EUI cannot be erased by a Bulk Erase command.

Important: Data are stored in this address range on receiving a request from the customer. The customer may contact the local sales representative or Field Applications Engineer and provide them the unique identifier information that is required to be stored in this region.

9.2.3 Standard Parameters for the Temperature Sensor

The purpose of the temperature indicator module is to provide a temperature-dependent voltage that can be measured by an analog module. The DIA table contains standard parameters for the temperature sensor for low and high range. The values are measured during test and are unique to each device. The calibration data can be used to plot the approximate sensor output voltage, V_{TSENSE}

vs. Temperature curve. The **"Temperature Indicator Module"** chapter explains the operation of the Temperature Indicator module and defines terms such as the low range and high range settings of the sensor.

9.2.4 Fixed Voltage Reference Data

The DIA stores measured FVR voltages for this device in mV for different buffer settings of 1x, 2x or 4x at program memory locations. For more information on the FVR, refer to the **"FVR - Fixed Voltage Reference"** chapter.

9.3 Device Configuration Information

The Device Configuration Information (DCI) is a dedicated region in the program memory mapped from 3C0000h to 3C0009h. The data stored in these location is read-only and cannot be erased. Refer to the table below for the complete DCI table address and description. The DCI holds information about the device, which is useful for programming and Bootloader applications.

The erase size is the minimum erasable unit in the PFM, expressed as rows. The total device Flash memory capacity is (Erase size * Number of user-erasable pages).

Table 9-3. Device Configuration Information for PIC18FxxQ20 Devices

Address	Name	Description	Value			Units
			PIC18F04/14Q20	PIC18F05/15Q20	PIC18F06/16Q20	
3C 0000h	ERSIZ	Erase page size	128			Words
3C 0002h	WLSIZ	Number of write latches per row	0			Words
3C 0004h	URSIZ	Number of user-erasable pages	64	128	256	Pages
3C 0006h	EESIZ	Data EEPROM memory size	256			Bytes
3C 0008h	PCNT	Pin count	14/20	14/20	14/20	Pins

9.4 Data Memory Organization

Important: The operation of some aspects of data memory are changed when the PIC18 extended instruction set is enabled. See the PIC18 Instruction Execution and the Extended Instruction Set section for more information.

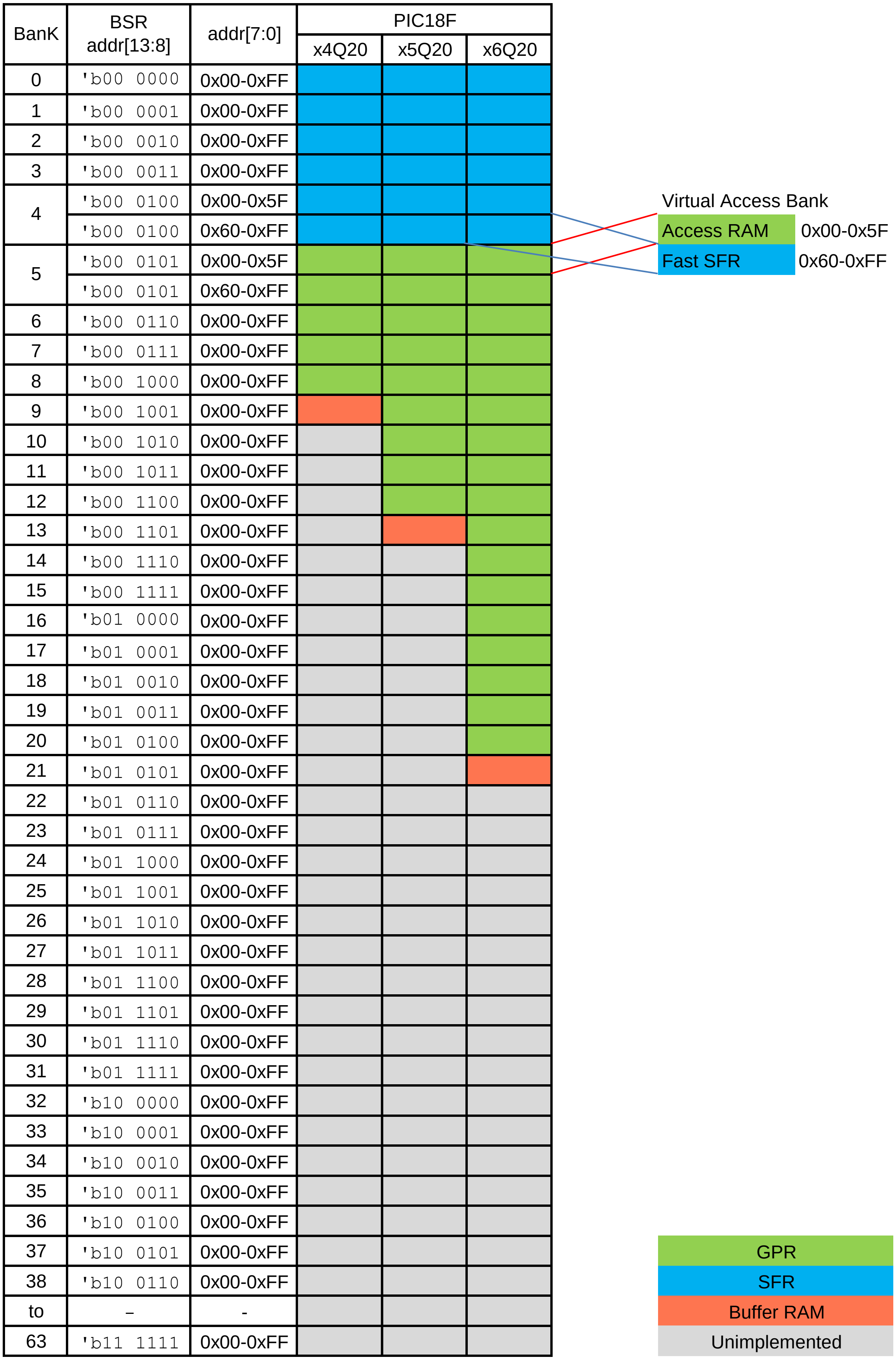
The data memory in PIC18 devices is implemented as static RAM. The memory space is divided into as many as 64 banks with 256 bytes each. The Data Memory Map table below shows the data memory organization for all devices in the device family.

The data memory contains Special Function Registers (SFRs) and General Purpose Registers (GPRs). The SFRs are used for control and status of the controller and peripheral functions, while GPRs are used for data storage and scratchpad operations in the user's application. Any read of an unimplemented location will read as '0'.

The value in the Bank Select Register (BSR) determines which bank is being accessed. The instruction set and architecture allow operations across all banks. The entire data memory may be accessed by Direct, Indirect or Indexed Addressing modes. Addressing modes are discussed later in this subsection.

To ensure that commonly used registers (SFRs and select GPRs) can be accessed in a single cycle, PIC18 devices implement an Access Bank. This is a virtual 256-byte memory space that provides fast access to SFRs and the top half of GPR Bank 5 without using the Bank Select Register. The Access Bank section provides a detailed description of the Access RAM.

Figure 9-3. Data Memory Map



9.4.1 Bank Select Register

To rapidly access the RAM space in PIC18 devices, the memory is split using the banking scheme. This divides the memory space into contiguous banks of 256 bytes each. Depending on the instruction, each location can be addressed directly by its full address or by an 8-bit low-order address and a bank pointer.

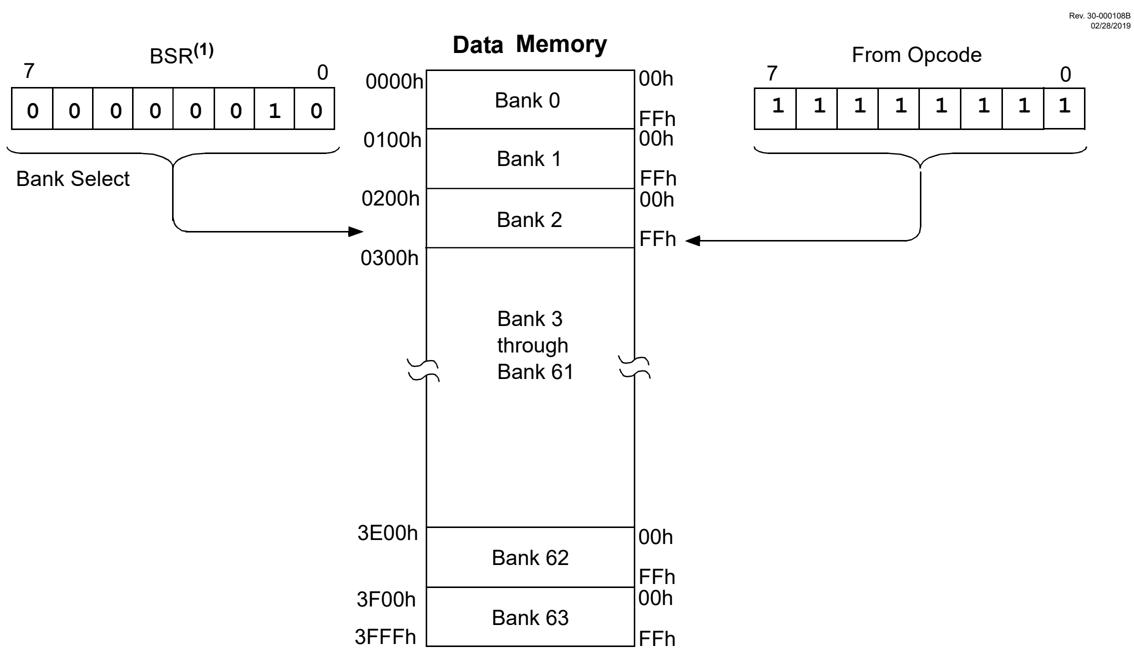
Most instructions in the PIC18 instruction set make use of the bank pointer known as the Bank Select Register (BSR). This SFR holds the Most Significant bits of a location's address; the instruction itself includes the eight Least Significant bits. The BSR can be loaded directly by using the `MOVLB` instruction.

The value of the BSR indicates the bank in data memory being accessed; the eight bits in the instruction show the location in the bank and can be thought of as an offset from the bank's lower boundary. The relationship between the BSR's value and the bank division in data memory is shown in Figure 9-4.

When writing the firmware in assembly, the user must ensure that the proper bank is selected before performing a data read or write. When using the C compiler to write the firmware, the BSR is tracked and maintained by the compiler.

While any bank can be selected, only those banks that are actually implemented can be read or written to. Writes to unimplemented banks are ignored, while reads from unimplemented banks will return '0'. Refer to Figure 9-3 for a list of implemented banks.

Figure 9-4. Use of the Bank Select Register (Direct Addressing)



Note 1: The Access RAM bit of the instruction can be used to force an override of the selected bank (BSR value) to the registers of the Access Bank.

9.4.2 Access Bank

While the use of the BSR with an embedded 8-bit address allows users to address the entire range of data memory, it also means that the user must ensure that the correct bank is selected. Otherwise, data may be read from or written to the wrong location. Verifying and/or changing the BSR for each read or write to data memory can become inefficient.

To streamline access for the most commonly used data memory locations, the data memory is configured with a virtual Access Bank, which allows users to access a mapped block of memory without specifying a BSR. The Access Bank consists of the first 96 bytes of memory in Bank 5 (`0500h-055Fh`) and the last 160 bytes of memory in Bank 4 (`0460h-04FFh`). The upper half is known as the “Access RAM” and is composed of GPRs. The lower half is where the device’s SFRs are mapped. These two areas are mapped contiguously as the virtual Access Bank and can be addressed in a linear fashion by an 8-bit address (see the Data Memory Map section).

The Access Bank is used by core PIC18 instructions that include the Access RAM bit (the ‘a’ parameter in the instruction). When ‘a’ is equal to ‘`1`’, the instruction uses the BSR and the 8-bit address included in the opcode for the data memory address. When ‘a’ is ‘`0`’, the instruction ignores the BSR and uses the Access Bank address map.

Using this “forced” addressing allows the instruction to operate on a data address in a single cycle without updating the BSR first. Access RAM also allows for faster and more code efficient context saving and switching of variables.

The mapping of the Access Bank is slightly different when the extended instruction set is enabled ($\overline{\text{XINST}}$ Configuration bit = `1`). This is discussed in more detail in the Mapping the Access Bank in Indexed Liberal Offset Mode section.

9.5 Data Addressing Modes

Important: The execution of some instructions in the core PIC18 instruction set are changed when the PIC18 extended instruction set is enabled. See the Data Memory and the Extended Instruction Set section for more information.

Information in the data memory space can be addressed in several ways. For most instructions, the Addressing mode is fixed. Other instructions may use up to three modes, depending on which operands are used and whether or not the extended instruction set is enabled.

The Addressing modes are:

- Inherent
- Literal
- Direct
- Indirect

An additional Addressing mode, Indexed Literal Offset, is available when the extended instruction set is enabled (XINST Configuration bit = `1`). Its operation is discussed in greater detail in the Indexed Addressing with Literal Offset section.

9.5.1 Inherent and Literal Addressing

Many PIC18 control instructions do not need any argument at all; they either perform an operation that globally affects the device or they operate implicitly on one register. This Addressing mode is known as Inherent Addressing. Examples include `SLEEP`, `RESET` and `DAW`.

Other instructions work in a similar way but require an additional explicit argument in the opcode. This is known as Literal Addressing mode because they require some literal value as an argument. Examples include `ADDLW` and `MOVLW`, which, respectively, add or move a literal value to the W register. Other examples include `CALL` and `GOTO`, which include a program memory address.

9.5.2 Direct Addressing

Direct Addressing specifies all or part of the source and/or destination address of the operation within the opcode itself. The options are specified by the arguments accompanying the instruction.

In the core PIC18 instruction set, bit-oriented and byte-oriented instructions use some version of Direct Addressing by default. All of these instructions include some 8-bit literal address as their Least

Significant Byte. This address specifies either a register address in one of the banks of data RAM (see the Data Memory Organization section) or a location in the Access Bank (see the Access Bank section) as the data source for the instruction.

The Access RAM bit 'a' determines how the address is interpreted. When 'a' is '1', the contents of the BSR (see the Bank Select Register section) are used with the address to determine the complete 12-bit address of the register. When 'a' is '0', the address is interpreted as being a register in the Access Bank.

The destination of the operation's results is determined by the destination bit 'd'. When 'd' is '1', the results are stored back in the source register, overwriting its original contents. When 'd' is '0', the results are stored in the W register. Instructions without the 'd' argument have a destination that is implicit in the instruction; their destination is either the target register being operated on or the W register.

9.5.3 Indirect Addressing

Indirect Addressing allows the user to access a location in data memory without giving a fixed address in the instruction. This is done by using File Select Registers (FSRs) as pointers to the locations which are to be read or written. Since the FSRs are themselves located in RAM as Special File Registers, they can also be directly manipulated under program control. This makes FSRs very useful in implementing data structures, such as tables and arrays in data memory.

The registers for Indirect Addressing are also implemented with Indirect File Operands (INDFs) that permit automatic manipulation of the pointer value with auto-incrementing, auto-decrementing or offsetting with another value. This allows for efficient code, using loops, such as the following example of clearing an entire RAM bank.

Example 9-3. How to Clear RAM (Bank 1) Using Indirect Addressing

```
     LFSR    FSR0,100h    ; Set FSR0 to beginning of Bank1
NEXT:
     CLRF    POSTINC0     ; Clear location in Bank1 then increment FSR0

     BTFSS   FSR0H,1      ; Has high FSR0 byte incremented to next bank?
     BRA     NEXT         ; NO, clear next byte in Bank1

CONTINUE:                 ; YES, continue
```

9.5.3.1 FSR Registers and the INDF Operand

At the core of Indirect Addressing are three sets of registers: FSR0, FSR1 and FSR2. Each represent a pair of 8-bit registers, FSRnH and FSRnL. Each FSR pair holds the full address of the RAM location. The FSR value can address the entire range of the data memory in a linear fashion. The FSR register pairs, then, serve as pointers to data memory locations.

Indirect Addressing is accomplished with a set of Indirect File Operands, INDF0 through INDF2. These can be thought of as "virtual" registers; they are mapped in the SFR space but are not physically implemented. Reading or writing to a particular INDF register actually accesses its corresponding FSR register pair. A read from INDF1, for example, reads the data at the address indicated by FSR1H:FSR1L. Instructions that use the INDF registers as operands actually use the contents of their corresponding FSR as a pointer to the instruction's target. The INDF operand is just a convenient way of using the pointer.

Because Indirect Addressing uses a full address, the FSR value can target any location in any bank regardless of the BSR value. However, the Access RAM bit must be cleared to zero to ensure that the INDF register in Access space is the object of the operation instead of a register in one of the other banks. The assembler default value for the Access RAM bit is zero when targeting any of the indirect operands.

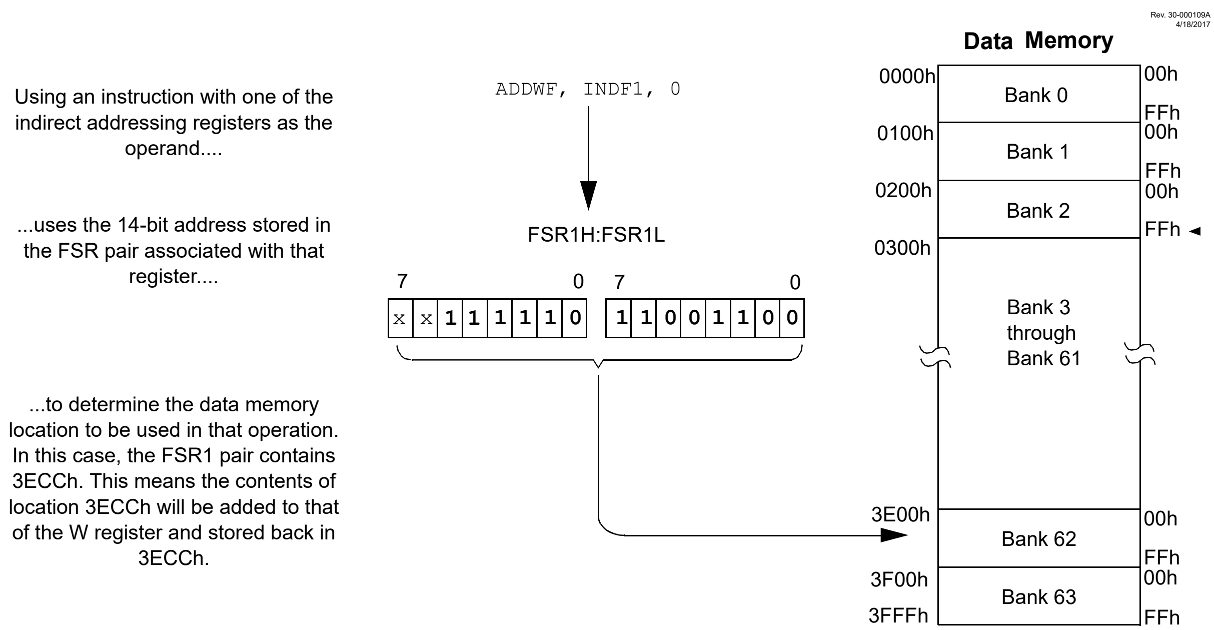
9.5.3.2 FSR Registers and POSTINC, POSTDEC, PREINC and PLUSW

In addition to the INDF operand, each FSR register pair also has four additional indirect operands. Like INDF, these are “virtual” registers that cannot be directly read or written. Accessing these registers actually accesses the location to which the associated FSR register pair points and also performs a specific action on the FSR value. They are:

- POSTDEC: Accesses the location to which the FSR points, then automatically decrements the FSR by 1 afterwards
- POSTINC: Accesses the location to which the FSR points, then automatically increments the FSR by 1 afterwards
- PREINC: Automatically increments the FSR by one, then uses the location to which the FSR points in the operation
- PLUSW: Adds the signed value of the W register (range of -127 to 128) to that of the FSR and uses the location to which the result points in the operation.

In this context, accessing an INDF register uses the value in the associated FSR register without changing it. Similarly, accessing a PLUSW register gives the FSR value an offset in the W register; however, neither W nor the FSR is actually changed in the operation. Accessing the other virtual registers changes the value of the FSR register.

Figure 9-5. Indirect Addressing



Operations on the FSRs with POSTDEC, POSTINC and PREINC affect the entire register pair; that is, rollovers of the FSRnL register from FFh to 00h carry over to the FSRnH register. On the other hand, results of these operations do not change the value of any flags in the STATUS register (e.g., Z, N, OV, etc.).

The PLUSW register can be used to implement a form of Indexed Addressing in the data memory space. By manipulating the value in the W register, users can reach addresses that are fixed offsets from pointer addresses. In some applications, this can be used to implement some powerful program control structure, such as software stacks, inside of data memory.

9.5.3.3 Operations by FSRs on FSRs

Indirect Addressing operations that target other FSRs or virtual registers represent special cases. For example, using an FSR to point to one of the virtual registers will not result in successful operations. As a specific case, assume that FSR0H:FSR0L contains the address of INDF1. Attempts to read the value of the INDF1 using INDF0 as an operand will return 00h. Attempts to write to INDF1 using INDF0 as the operand will result in a `NOP`.

On the other hand, using the virtual registers to write to an FSR pair may not occur as planned. In these cases, the value will be written to the FSR pair but without any incrementing or decrementing. Thus, writing to either the INDF2 or POSTDEC2 register will write the same value to FSR2H:FSR2L.

Since the FSRs are physical registers mapped in the SFR space, they can be manipulated through all direct operations. Users need to proceed cautiously when working on these registers, particularly if their code uses Indirect Addressing.

Similarly, operations by Indirect Addressing are permitted on all other SFRs. Users need to exercise the appropriate caution that they do not inadvertently change settings that might affect the operation of the device.

9.6 Data Memory and the Extended Instruction Set

Enabling the PIC18 extended instruction set ($\overline{\text{XINST}}$ Configuration bit = `1`) significantly changes certain aspects of data memory and its addressing. Specifically, the use of the Access Bank for many of the core PIC18 instructions is different; this is due to the introduction of a new Addressing mode for the data memory space.

What does not change is just as important. The size of the data memory space is unchanged, as well as its linear addressing. The SFR map remains the same. Core PIC18 instructions can still operate in both Direct and Indirect Addressing mode; inherent and literal instructions do not change at all. Indirect addressing with FSR0 and FSR1 also remain unchanged.

9.6.1 Indexed Addressing with Literal Offset

Enabling the PIC18 extended instruction set changes the behavior of Indirect Addressing using the FSR2 register pair within Access RAM. Under the proper conditions, instructions that use the Access Bank – that is, most bit-oriented and byte-oriented instructions – can invoke a form of Indexed Addressing using an offset specified in the instruction. This special Addressing mode is known as Indexed Addressing with Literal Offset or Indexed Literal Offset mode.

When using the extended instruction set, this Addressing mode requires the following:

- The use of the Access Bank is forced (‘a’ = `0`) and
- The file address argument is less than or equal to 5Fh.

Under these conditions, the file address of the instruction is not interpreted as the lower byte of an address (used with the BSR in Direct Addressing) or as an 8-bit address in the Access Bank. Instead, the value is interpreted as an offset value to an Address Pointer, specified by FSR2. The offset and the contents of FSR2 are added to obtain the target address of the operation.

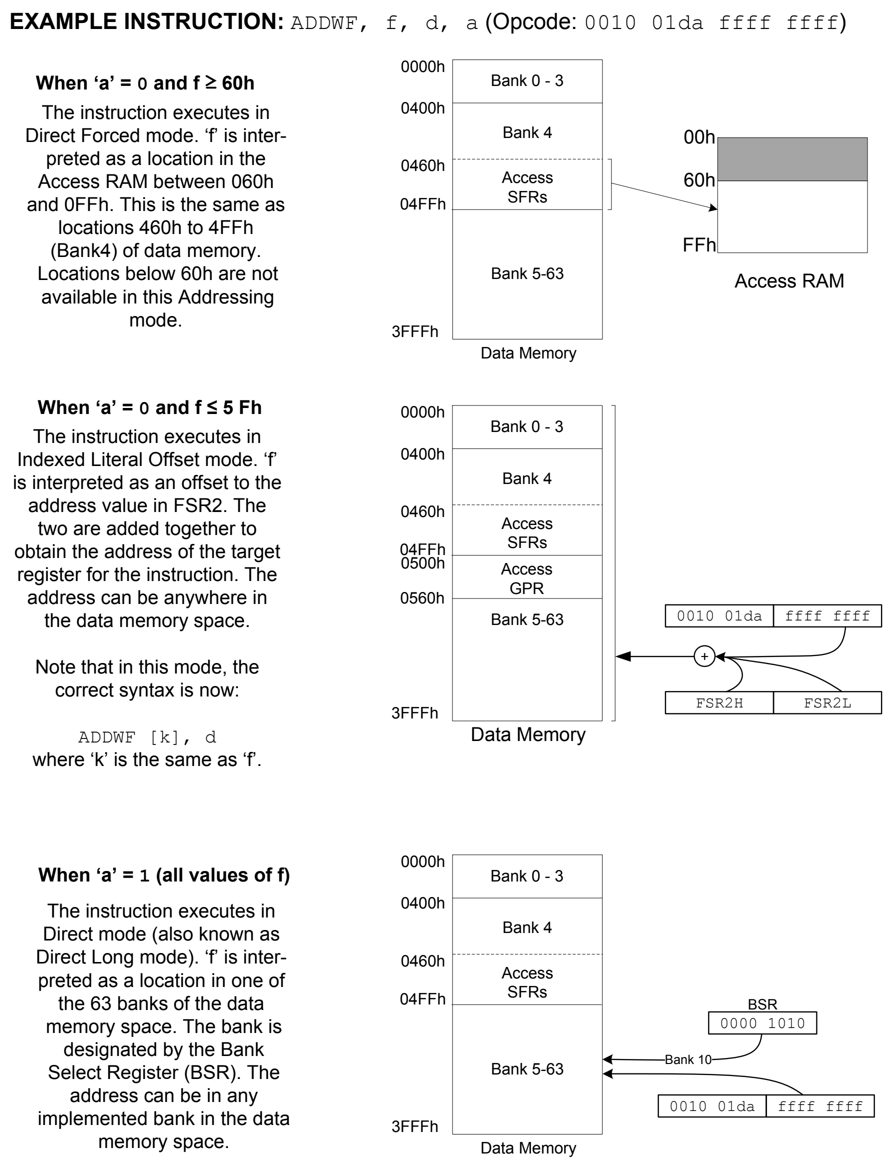
9.6.2 Instructions Affected by Indexed Literal Offset Mode

Any of the core PIC18 instructions that can use Direct Addressing are potentially affected by the Indexed Literal Offset Addressing mode. This includes all byte-oriented and bit-oriented instructions or almost one-half of the standard PIC18 instruction set. Instructions that only use Inherent or Literal Addressing modes are unaffected.

Additionally, byte-oriented and bit-oriented instructions are not affected if they do not use the Access Bank (Access RAM bit is ‘`1`’) or include a file address of 60h or above. Instructions meeting these criteria will continue to execute as before. A comparison of the different possible Addressing modes when the extended instruction set is enabled is shown in the following figure.

Those who desire to use byte-oriented or bit-oriented instructions in the Indexed Literal Offset mode need to note the changes to assembler syntax for this mode. This is described in more detail in the **“Extended Instruction Syntax”** section.

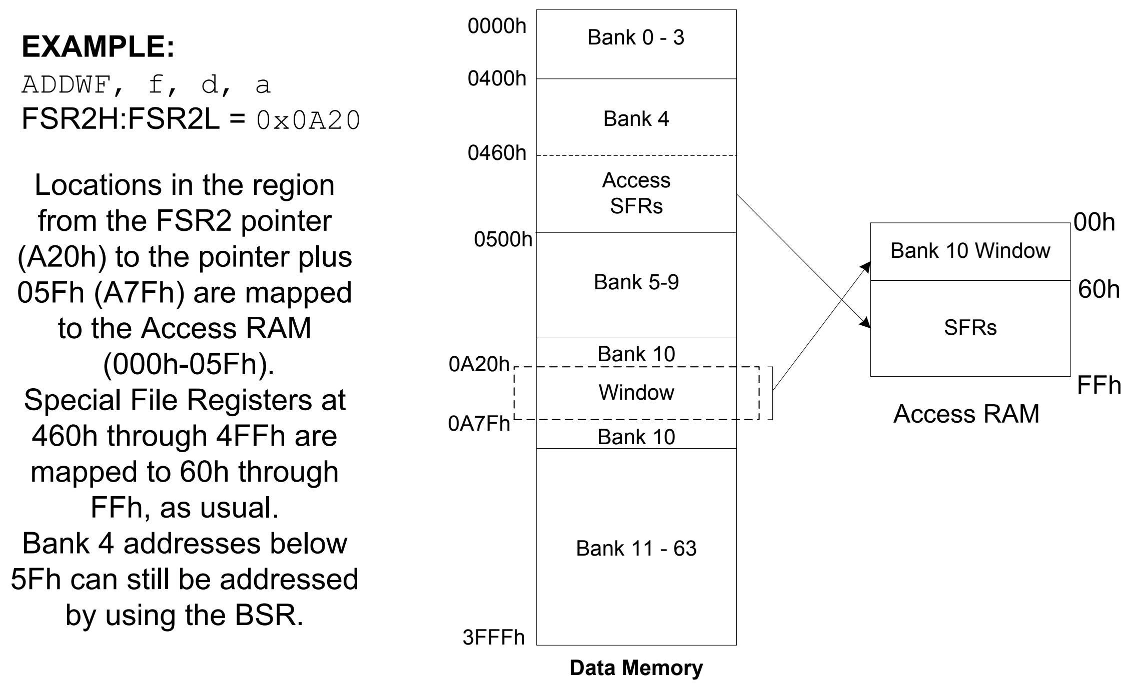
Figure 9-6. Comparing Addressing Options for Bit-Oriented and Byte-Oriented Instructions (Extended Instruction Set Enabled)



9.6.3 Mapping the Access Bank in Indexed Literal Offset Mode

The use of Indexed Literal Offset Addressing mode effectively changes how the first 96 locations of Access RAM (00h to 5Fh) are mapped. Rather than containing just the contents of the top section of Bank 5, this mode maps the contents from a user defined “window” that can be located anywhere in the data memory space. The value of FSR2 establishes the lower boundary of the addresses mapped into the window, while the upper boundary is defined by FSR2 plus 95 (5Fh). Addresses in the Access RAM above 5Fh are mapped as previously described (see the Access Bank section). An example of Access Bank remapping in this Addressing mode is shown in the following figure.

Figure 9-7. Remapping the Access Bank with Indexed Literal Offset Addressing



Remapping of the Access Bank applies only to operations using the Indexed Literal Offset mode. Operations that use the BSR (Access RAM bit is '1') will continue to use Direct Addressing as before.

9.6.4 PIC18 Instruction Execution and the Extended Instruction Set

Enabling the extended instruction set adds additional commands to the existing PIC18 instruction set. These instructions are executed as described in the **"Extended Instruction Set"** section.

9.7 Register Definitions: Memory Organization

9.7.1 PCL

Name: PCL
Address: 0x4F9

Low byte of the Program Counter Register

Bit	7	6	5	4	3	2	1	0
	PCL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PCL[7:0] Provides direct read and write access to the Program Counter

9.7.2 PCLAT

Name: PCLAT
Address: 0x4FA

Program Counter Latches

Holding register for bits [21:9] of the Program Counter (PC). Reads of the PCL register transfer the upper PC bits to the PCLAT register. Writes to PCL register transfer the PCLAT value to the PC.

Bit	15	14	13	12	11	10	9	8
				PCLATU[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	PCLATH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 12:8 – PCLATU[4:0] Upper PC Latch Register
Holding register for Program Counter [21:17]

Bits 7:0 – PCLATH[7:0] High PC Latch Register
Holding register for Program Counter [16:8]

9.7.3 TOS

Name: TOS
Address: 0x4FD

Top-of-Stack Register

Contents of the stack pointed to by the STKPTR register. This is the value that will be loaded into the Program Counter upon a `RETURN` or `RETFIE` instruction.

Bit	23	22	21	20	19	18	17	16
				TOS[20:16]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	TOS[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	TOS[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 20:0 – TOS[20:0] Top-of-Stack

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- TOSU: Accesses the upper byte TOS[20:16]
- TOSH: Accesses the high byte TOS[15:8]
- TOSL: Accesses the low byte TOS[7:0]

9.7.4 STKPTR

Name: STKPTR
Address: 0x4FC

Stack Pointer Register

Bit	7	6	5	4	3	2	1	0
		STKPTR[6:0]						
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		0	0	0	0	0	0	0

Bits 6:0 – STKPTR[6:0] Stack Pointer Location

9.7.5 WREG

Name: WREG
Address: 0x4E8

Working Data Register

Bit	7	6	5	4	3	2	1	0
	WREG[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – WREG[7:0]

9.7.6 INDF

Name: INDFx
Address: 0x4EF,0x4E7,0x4DF

Indirect Data Register

This is a virtual register. The GPR/SFR register addressed by the FSRx register is the target for all operations involving the INDFx register.

Bit	7	6	5	4	3	2	1	0
	INDF[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – INDF[7:0] Indirect data pointed to by the FSRx register

9.7.7 POSTDEC

Name: POSTDECx
Address: 0x4ED,0x4E5,0x4DD

Indirect Data Register with post decrement

This is a virtual register. The GPR/SFR register addressed by the FSRx register is the target for all operations involving the POSTDECx register. FSRx is decrememted after the read or write operation.

Bit	7	6	5	4	3	2	1	0
	POSTDEC[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – POSTDEC[7:0]

9.7.8 POSTINC

Name: POSTINCx
Address: 0x4EE,0x4E6,0x4DE

Indirect Data Register with post increment

This is a virtual register. The GPR/SFR register addressed by the FSRx register is the target for all operations involving the POSTINCx register. FSRx is incremented after the read or write operation.

Bit	7	6	5	4	3	2	1	0
	POSTINC[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – POSTINC[7:0]

9.7.9 PREINC

Name: PREINCx
Address: 0x4EC,0x4E4,0x4DC

Indirect Data Register with pre-increment

This is a virtual register. The GPR/SFR register addressed by the FSRx register plus 1 is the target for all operations involving the PREINCx register. FSRx is incremented before the read or write operation.

Bit	7	6	5	4	3	2	1	0
	PREINC[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PREINC[7:0]

9.7.10 PLUSW

Name: PLUSWx
Address: 0x4EB,0x4E3,0x4DB

Indirect Data Register with WREG offset

This is a virtual register. The GPR/SFR register addressed by the sum of the FSRx register plus the signed value of the W register is the target for all operations involving the PLUSWx register.

Bit	7	6	5	4	3	2	1	0
	PLUSW[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PLUSW[7:0]

9.7.11 FSR

Name: FSRx
Address: 0x4E9,0x4E1,0x4D9

Indirect Address Register

The FSR value is the address of the data to which the INDF register points.

Bit	15	14	13	12	11	10	9	8
			FSRH[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	FSRL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 13:8 – FSRH[5:0] Most Significant address of INDF data

Bits 7:0 – FSRL[7:0] Least Significant address of INDF data

9.7.12 BSR

Name: BSR
Address: 0x4E0

Bank Select Register

The BSR indicates the data memory bank of the GPR address.

Bit	7	6	5	4	3	2	1	0
			BSR[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – BSR[5:0] Most Significant bits of the data memory address

9.8 Register Summary - Memory Organization

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x04D8	Reserved									
0x04D9	FSR2	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04DB	PLUSW2	7:0	PLUSW[7:0]							
0x04DC	PREINC2	7:0	PREINC[7:0]							
0x04DD	POSTDEC2	7:0	POSTDEC[7:0]							
0x04DE	POSTINC2	7:0	POSTINC[7:0]							
0x04DF	INDF2	7:0	INDF[7:0]							
0x04E0	BSR	7:0			BSR[5:0]					
0x04E1	FSR1	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04E3	PLUSW1	7:0	PLUSW[7:0]							
0x04E4	PREINC1	7:0	PREINC[7:0]							
0x04E5	POSTDEC1	7:0	POSTDEC[7:0]							
0x04E6	POSTINC1	7:0	POSTINC[7:0]							
0x04E7	INDF1	7:0	INDF[7:0]							
0x04E8	WREG	7:0	WREG[7:0]							
0x04E9	FSR0	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04EB	PLUSW0	7:0	PLUSW[7:0]							
0x04EC	PREINC0	7:0	PREINC[7:0]							
0x04ED	POSTDEC0	7:0	POSTDEC[7:0]							
0x04EE	POSTINC0	7:0	POSTINC[7:0]							
0x04EF	INDF0	7:0	INDF[7:0]							
0x04F0 ... 0x04F8	Reserved									
0x04F9	PCL	7:0	PCL[7:0]							
0x04FA	PCLAT	7:0	PCLATH[7:0]							
		15:8				PCLATU[4:0]				
0x04FC	STKPTR	7:0		STKPTR[6:0]						
0x04FD	TOS	7:0	TOS[7:0]							
		15:8	TOS[15:8]							
		23:16				TOS[20:16]				

10. NVM - Nonvolatile Memory Module

The Nonvolatile Memory (NVM) module provides run-time read and write access to the Program Flash Memory (PFM), Data Flash Memory (DFM) and Configuration bits. PFM includes the program memory and user ID space. DFM is also referred to as EEPROM which is accessed one byte at a time and the erase before write is automatic.

The Table Pointer provides read-only access to the PFM, DFM and Configuration bits. The NVM controls provide both read and write access to PFM, DFM and Configuration bits.

Reads and writes to and from the DFM are limited to single byte operations, whereas those for PFM are 16-bit word or 128-word page operations. The page buffer memory occupies one full bank of RAM space located in the RAM bank following the last occupied GPR bank. Refer to the **"Memory Organization"** chapter for more details about the buffer RAM.

The registers used for control, address and data are as follows:

- NVMCON0 - Operation start and active status
- NVMCON1 - Operation type and error status
- NVMLOCK - Write-only register to guard against accidental writes
- NVMADR - Read/write target address (multibyte register)
- NVMDAT - Read/write target data (multibyte register)
- TBLPTR - Table Pointer PFM target address for reads and buffer RAM address for writes (multibyte register)
- TABLAT - Table Pointer read/write target data (single byte register)

The write and erase times are controlled by an on-chip timer. The write and erase voltages are generated by an on-chip charge pump rated to function over the operating voltage range of the device.

PFM and DFM can be protected in two ways: code protection and write protection. Code protection (Configuration bit $\overline{\text{CP}}$) disables read and write access through an external device programmer. Write protection prevents user software writes to NVM areas tagged for protection by the $\overline{\text{WRTn}}$ Configuration bits. Code protection does not affect the self-write and erase functionality, whereas write protection does. Attempts to write a protected location will set the WRERR bit. Code protection and write protection can only be reset on a Bulk Erase performed by an external programmer.

The Bulk Erase command is used to completely erase different memory regions. The area to be erased is selected using a bit field combination. The Bulk Erase command can only be issued through an external programmer. There is no run time access for this command.

If the device is code-protected and a Bulk Erase command for the configuration memory is issued, all other memory regions are also erased. Refer to the appropriate Family Programming Specification for more details.

10.1 Operations

NVM write operations are controlled by selecting the desired action with the NVMCMD bits and then starting the operation by executing the unlock sequence. NVM read operations are started by setting the GO bit after setting the read operation. Available NVM operations are shown in the following table.

Table 10-1. NVM Operations

NVMCMD	Unlock	Operation	DFM	PFM	Source/Destination	WRERR	INT
000	No	Read	byte	word	NVM to NVMDAT	No	No
001	No	Read and Post Increment	byte	word	NVM to NVMDAT	No	No

...........continued

NVMCMD	Unlock	Operation	DFM	PFM	Source/Destination	WRERR	INT
`010`	No	Read Page	—	page	NVM to Buffer RAM	No	No
`011`	Yes	Write	byte	word	NVMDAT to NVM	Yes	Yes
`100`	Yes	Write and Post Increment	byte	word	NVMDAT to NVM	Yes	Yes
`101`	Yes	Write Page	—	page	Buffer RAM to NVM	Yes	Yes
`110`	Yes	Erase Page	—	page	n/a	Yes	Yes
`111`	No	Reserved (No Operation)	—	—	—	No	No

Important: When the GO bit is set, writes operations are blocked on all NVM registers. The GO bit is cleared by hardware when the operation is complete. The GO bit cannot be cleared by software.

10.2 Unlock Sequence

As an additional layer of protection against memory corruption, a specific code execution unlock sequence is required to initiate a write or erase operation. All interrupts need to be disabled before starting the unlock sequence to ensure proper execution.

Example 10-1. Unlock Sequence in C

```
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;
```

10.3 Program Flash Memory (PFM)

The Program Flash Memory is readable, writable and erasable over the entire V_{DD} range.

A 128-word PFM page is the only size that can be erased by user software. A Bulk Erase operation cannot be issued from user code. A read from program memory is executed either one byte, one word or a 128-word page at a time. A write to program memory can be executed as either 1 or 128 words at a time.

Writing or erasing program memory will cease instruction fetches until the operation is complete. The program memory cannot be accessed during the write or erase, so code cannot execute. An internal programming timer controls the write time of program memory writes and erases.

A value written to program memory does not need to be a valid instruction. Executing a program memory location that forms an invalid instruction results in a `NOP`.

It is important to understand the PFM memory structure for erase and programming operations. Program memory word size is 16 bits wide.

After a page has been erased, all or a portion of this page can be programmed. Data can be written directly into PFM one 16-bit word at a time using the NVMADR, NVMDAT and NVMCON1 controls or as a full page from the buffer RAM. The buffer RAM is directly accessible as any other SFR/GPR register and also may be loaded via sequential writes using the TABLAT and TBLPTR registers.

Important: To modify only a portion of a previously programmed page, the contents of the entire page must be read and saved in the buffer RAM prior to the page erase. The Read Page operation is the easiest way to do this. The page needs to be erased so that the new data can be written into the buffer RAM to reprogram the page of PFM. However, any unprogrammed locations can be written using the single word Write operation without first erasing the page.

10.3.1 Page Erase

The erase size is always 128 words. Only through the use of an external programmer can larger areas of program memory be Bulk Erased. Word erase in the program memory is not supported.

When initiating an erase sequence from user code, a page of 128 words of program memory is erased. The NVMADR[21:8] bits point to the page being erased. The NVMADR[7:0] bits are ignored. The NVMCON0 and NVMCON1 registers command the erase operation. The NVMCMD bits are set to select the erase operation. The GO bit is set to initiate the erase operation as the last step in the unlock sequence.

The NVM unlock sequence described in the Unlock Sequence section must be used; this guards against accidental writes. Instruction execution is halted during the erase cycle. The erase cycle is terminated by the internal programming timer.

The sequence of events for erasing a page of PFM is:

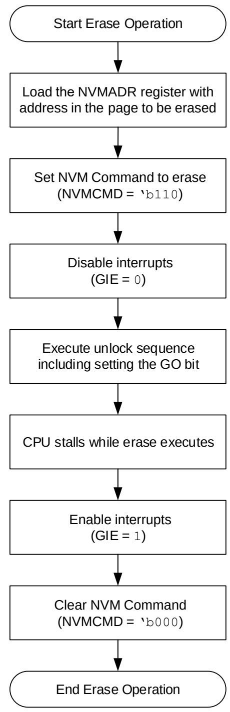
1. Set the NVMADR registers to an address within the intended page.
2. Set the NVMCMD control bits to `'b110` (Page Erase).
3. Disable all interrupts.
4. Perform the unlock sequence as described in the Unlock Sequence section.
5. Set the GO bit to start the PFM page erase.
6. Monitor the GO bit or NVMIF interrupt flag to determine when the erase has completed.
7. Interrupts can be enabled after the GO bit is clear.
8. Set the NVMCMD control bits to `'b000`.

If the PFM address is write-protected, the GO bit will be cleared, the erase operation will not take place, and the WRERR bit will be set.

While erasing the PFM page, the CPU operation is suspended and then resumes when the operation is complete. Upon erase completion, the GO bit is cleared in hardware, the NVMIF is set, and an interrupt will occur (if the NVMIE bit is set and interrupts are enabled).

The buffer RAM data are not affected by erase operations and the NVMCMD bits will remain unchanged throughout the erase opeation.

Figure 10-1. PFM Page Erase Flowchart



Example 10-2. Erasing a Page of Program Flash Memory in C

```
// Code sequence to erase one page of PFM
// PFM target address is specified by PAGE_ADDR

// Save interrupt enable bit value
uint8_t GIEBitValue = INTCON0bits.GIE;

// Load NVMADR with the base address of the memory page
NVMADR = PAGE_ADDR;
NVMCON1bits.CMD = 0x06;             // Set the page erase command
INTCON0bits.GIE = 0;                // Disable interrupts
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;                 // Start page erase
//--------------------------------------------
while (NVMCON0bits.GO);             // Wait for the erase operation to complete
// Verify erase operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   ERASE_FAULT_RECOVERY();
}

INTCON0bits.GIE = GIEBitValue;      // Restore interrupt enable bit value
NVMCON1bits.CMD = 0x00;             // Disable writes to memory
```

Important:
- If a write or erase operation is terminated by an unexpected Reset, the WRERR bit will be set and the user can check to decide whether a rewrite of the location(s) is needed.
- If a write or erase operation is attempted on a write-protected area, the WRERR bit will be set.
- If a write or erase operation is attempted on an invalid address location, the WRERR bit is set (refer to the Program and Data Memory Map in the **"Memory Organization"** chapter for more information on valid address locations).

10.3.2 Page Read

PFM can be read one word or 128-word page at a time. A page is read by setting the NVMADR registers to an address within the target page and setting the NVMCMD bits to `'b010`. The page content is then transferred from PFM to the buffer RAM by starting the read operation by setting the GO bit.

The sequence of events for reading a 128-word page of PFM is:

1. Set the NVMADR registers to an address within the intended page.
2. Set the NVMCMD control bits to `'b010` (Page Read).
3. Set the GO bit to start the PFM page read.
4. Monitor the GO bit or NVMIF interrupt flag to determine when the read has completed.

Example 10-3. Reading a Page of Program Flash Memory in C

```
// Code sequence to read one page of PFM to Buffer Ram
// PFM target address is specified by PAGE_ADDR

// Load NVMADR with the base address of the memory page
NVMADR = PAGE_ADDR;

NVMCON1bits.CMD = 0x02;          // Set the page read command
NVMCON0bits.GO = 1;              // Start page read
while (NVMCON0bits.GO);          // Wait for the read operation to complete
```

10.3.3 Word Read

A single 16-bit word is read by setting the NVMADR registers to the target address and setting the NVMCMD bits to `'b000`. The word is then transferred from PFM to the NVMDAT registers by starting the read operation by setting the GO bit.

The sequence of events for reading a word of PFM is:

1. Set the NVMADR registers to the target address.
2. Set the NVMCMD control bits to `'b000` (Word Read).
3. Set the GO bit to start the PFM word read.
4. Monitor the GO bit or NVMIF interrupt flag to determine when the read has completed.

Example 10-4. Reading a Word from Program Flash Memory in C

```
// Code sequence to read one word from PFM
// PFM target address is specified by WORD_ADDR

// Variable to store the word value from desired location in PFM
```

```
uint16_t WordValue;

// Load NVMADR with the desired word address
NVMADR = WORD_ADDR;
NVMCON1bits.CMD = 0x00;          // Set the word read command
NVMCON0bits.GO = 1;              // Start word read
while (NVMCON0bits.GO);          // Wait for the read operation to complete
WordValue = NVMDAT;              // Store the read value to a variable
```

10.3.4 Page Write

A page is written by first loading the buffer registers in the buffer RAM. All buffer registers are then written to PFM by setting the NVMADR to an address within the intended address range of the target PFM page, setting the NVMCMD bits to `'b101`, and then executing the unlock sequence and setting the GO bit.

If the PFM address in the NVMADR is write-protected, or if NVMADR points to an invalid location, the GO bit is cleared without any effect, and the WRERR bit is set.

CPU operation is suspended during a page write cycle and resumes when the operation is complete. The page write operation completes in one extended instruction cycle. When complete, the GO bit is cleared by hardware and NVMIF is set. An interrupt will occur if NVMIE is also set. The buffer registers and NVMCMD bits are not changed throughout the write operation.

The internal programming timer controls the write time. The write/erase voltages are generated by an on-chip charge pump and rated to operate over the voltage range of the device.

Important: Individual bytes of program memory may be modified, provided that the modification does not attempt to change any NVM bit from a '0' to a '1'. When modifying individual bytes with a page write operation, it is necessary to load all buffer registers with either 0xFF or the existing contents of memory before executing a page write operation. The fastest way to do this is by performing a page read operation.

In this device a PFM page is 128 words (256 bytes). This is the same size as one bank of general purpose RAM (GPR). This area of GPR space is dedicated as a buffer area for NVM page operations. The buffer areas for each device in the family are shown in the following table:

Table 10-2. NVM Buffer Banks

Device	GPR Bank Number
PIC18Fx6Q20	21
PIC18Fx5Q20	13
PIC18Fx4Q20	9

There are several ways to address the data in the GPR buffer space:

- Using the `TBLRD` and `TBLWT` instructions
- Using the indirect FSR registers
- Direct read and writes to specific GPR locations

Neglecting the bank select bits, the 8 address bits of the GPR buffer space correspond to the 8 LSbs of each PFM page. In other words, there is a one-to-one correspondence between the NVMADRL register and the FSRxL register, where the x in FSRx is 0, 1 or 2.

The sequence of events for programming a page of PFM is:

1. Set the NVMADR registers to an address within the intended page.
2. Set the NVMCMD to `'b110` (Erase Page).

3. Disable all interrupts.
4. Perform the unlock sequence as described in the Unlock Sequence section.
5. Set the GO bit to start the PFM page erase.
6. Monitor the GO bit or NVMIF interrupt flag to determine when the erase has completed.
7. Set NVMCMD to `'b101` (Page Write).
8. Perform the unlock sequence.
9. Set the GO bit to start the PFM page write.
10. Monitor the GO bit or NVMIF interrupt flag to determine when the write has completed.
11. Interrupts can be enabled after the GO bit is clear.
12. Set the NVMCMD control bits to `'b000`.

Example 10-5. Writing a Page of Program Flash Memory in C

```
// Code sequence to write a page of PFM
// Input[] is the user data that needs to be written to PFM
// PFM target address is specified by PAGE_ADDR

#define PAGESIZE 128                // PFM page size

// Save Interrupt Enable bit Value
uint8_t GIEBitValue = INTCON0bits.GIE;

// The BufferRAMStartAddr will be changed based on the device, refer
// to the "Memory Organization" chapter for more details
uint16_t bufferRAM __at(BufferRAMStartAddr);

// Defining a pointer to the first location of the Buffer RAM
uint16_t *bufferRamPtr = (uint16_t*) & bufferRAM;

//Copy application buffer contents to the Buffer RAM
for (uint8_t i = 0; i < PAGESIZE; i++) {
    *bufferRamPtr++ = Input[i];
}

// Load NVMADR with the base address of the memory page
NVMADR = PAGE_ADDR;
NVMCON1bits.CMD = 0x06;             // Set the page erase command
INTCON0bits.GIE = 0;                // Disable interrupts
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;                 // Start page erase
//---------------------------------------------
while (NVMCON0bits.GO);             // Wait for the erase operation to complete
// Verify erase operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   ERASE_FAULT_RECOVERY();
}

// NVMADR is already pointing to target page
NVMCON1bits.CMD = 0x05;             // Set the page write command
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;                 // Start page write
//---------------------------------------------
while (NVMCON0bits.GO);             // Wait for the write operation to complete
// Verify write operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   WRITE_FAULT_RECOVERY();
}

INTCON0bits.GIE = GIEBitValue;      // Restore interrupt enable bit value
NVMCON1bits.CMD = 0x00;             // Disable writes to memory
```

10.3.5 Word Write

PFM can be written one word at a time to a pre-erased memory location. Refer to the "Word Modify" section for more information on writing to a prewritten memory location.

A single word is written by setting the NVMADR to the target address and loading NVMDAT with the desired word. The word is then transferred to PFM by setting the NVMCMD bits to `'b011` then executing the unlock sequence and setting the GO bit.

The sequence of events for programming single word to a pre-erased location of PFM is:

1. Set the NVMADR registers to the target address.
2. Load the NVMDAT with desired word.
3. Set the NVMCMD control bits to `'b011` (Word Write).
4. Disable all interrupts.
5. Perform the unlock sequence as described in the Unlock Sequence section.
6. Set the GO bit to start the PFM word write.
7. Monitor the GO bit or NVMIF interrupt flag to determine when the write has completed.
8. Interrupts can be enabled after the GO bit is clear.
9. Set the NVMCMD control bits to `'b000`.

Example 10-6. Writing a Word of Program Flash Memory in C

```
// Code sequence to program one word to a pre-erased location in PFM
// PFM target address is specified by WORD_ADDR
// Target data are specified by WordValue

// Save interrupt enable bit value
uint8_t GIEBitValue = INTCON0bits.GIE;

// Load NVMADR with the target address of the word
NVMADR = WORD_ADDR;
NVMDAT = WordValue;                 // Load NVMDAT with the desired value
NVMCON1bits.CMD = 0x03;             // Set the word write command
INTCON0bits.GIE = 0;                // Disable interrupts
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;                 // Start word write
//-----------------------------------------------
while (NVMCON0bits.GO);             // Wait for the write operation to complete
// Verify word write operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   WRITE_FAULT_RECOVERY();
}

INTCON0bits.GIE = GIEBitValue;      // Restore interrupt enable bit value
NVMCON1bits.CMD = 0x00;             // Disable writes to memory
```

10.3.6 Word Modify

Changing a word in PFM requires erasing the word before it is rewritten. However, the PFM cannot be erased by less than a page at a time. Changing a single word requires reading the page, erasing the page, and then rewriting the page with the modified word. The NVM command set includes page operations to simplify this task.

The steps necessary to change one or more words in PFM space are as follows:

1. Set the NVMADR registers to the target address.
2. Set the NVMCMD to `'b010` (Page Read).
3. Set the GO bit to start the PFM read into the GPR buffer.

4. Monitor the GO bit or NVMIF interrupt flag to determine when the read has completed.
5. Make the desired changes to the GPR buffer data.
6. Set NVMCMD to `'b110` (Page Erase).
7. Disable all interrupts.
8. Perform the unlock sequence as described in the Unlock Sequence section.
9. Set the GO bit to start the PFM page erase.
10. Monitor the GO bit or NVMIF interrupt flag to determine when the erase has completed.
11. Set NVMCMD to `'b101` (Page Write).
12. Perform the unlock sequence.
13. Set the GO bit to start the PFM page write.
14. Monitor the GO bit or NVMIF interrupt flag to determine when the write has completed.
15. Interrupts can be enabled after the GO bit is clear.
16. Set the NVMCMD control bits to `'b000`.

Example 10-7. Modifying a Word in Program Flash Memory in C

```
// Code sequence to modify one word in a programmed page of PFM
// The variable with desired value is specified by ModifiedWord
// PFM target address is specified by WORD_ADDR
// PFM page size is specified by PAGESIZE
// The Buffer RAM start address is specified by BufferRAMStartAddr. This value
// will be changed based on the device, refer to the "Memory Organization"
//chapter for more details.

// Save Interrupt Enable bit Value
uint8_t GIEBitValue = INTCON0bits.GIE;

uint16_t bufferRAM __at(BufferRAMStartAddr);

// Defining a pointer to the first location of the Buffer RAM
uint16_t *bufferRamPtr = (uint16_t*) & bufferRAM;

// Load NVMADR with the base address of the memory page
NVMADR = WORD_ADDR;
NVMCON1bits.CMD = 0x02;            // Set the page read command
INTCON0bits.GIE = 0;               // Disable interrupts
NVMCON0bits.GO = 1;                // Start page read
while (NVMCON0bits.GO);            // Wait for the read operation to complete

// NVMADR is already pointing to target page
NVMCON1bits.CMD = 0x06;           // Set the page erase command
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;               // Start page erase
//--------------------------------------------
while (NVMCON0bits.GO);           // Wait for the erase operation to complete
// Verify erase operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   ERASE_FAULT_RECOVERY();
}

//Modify Buffer RAM for the given word to be written to PFM
uint8_t offset = (uint8_t) ((WORD_ADDR & ((PAGESIZE * 2) - 1)) / 2);
bufferRamPtr += offset;
*bufferRamPtr = ModifiedWord;

// NVMADR is already pointing to target page
NVMCON1bits.CMD = 0x05;           // Set the page write command
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;               // Start page write
//--------------------------------------------
while (NVMCON0bits.GO);           // Wait for the write operation to complete
```

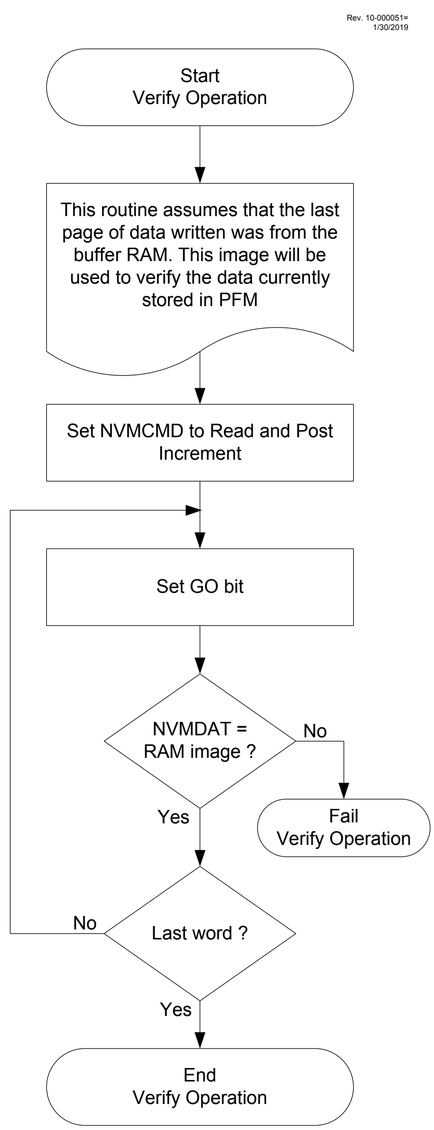
```
// Verify write operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
    WRITE_FAULT_RECOVERY();
}

INTCON0bits.GIE = GIEBitValue;     // Restore interrupt enable bit value
NVMCON1bits.CMD = 0x00;            // Disable writes to memory
```

10.3.7 Write Verify

Depending on the application, good programming practice can dictate that the value written to the memory shall be verified against the original value. This can be used in applications where excessive writes can stress bits near the specification limit. Since program memory is stored as a full page, the stored program memory contents are compared with the intended data stored in the buffer RAM after the last write is complete.

Figure 10-2. Program Flash Memory Write Verify Flowchart



10.3.8 Unexpected Termination of Write Operation

If a write is terminated by an unplanned event, such as loss of power or an unexpected Reset, the memory location just programmed needs to be verified and reprogrammed, if needed. If the write operation is interrupted by a $\overline{\text{MCLR}}$ Reset or a WDT Time-out Reset during normal operation, the WRERR bit will be set. The user can then decide whether a rewrite of the location(s) is needed.

10.3.9 User ID, Device ID, Configuration Settings Access, DIA and DCI

The NVMADR value determines which NVM address space is accessed. The User IDs and Configuration areas allow read and write access, whereas Device and Revision IDs are limited to read-only.

Reading and writing User ID space is identical to reading and writing PFM space as described in the preceding paragraphs.

Writing to the Configuration bits is performed in the same manner as writing to the Data Flash Memory (DFM). Configuration settings are modified one byte at a time with the NVM Read and Write operations. When a Write operation is performed on a Configuration byte, an erase byte is performed automatically before the new byte is written. Any code protection settings that are not enabled will remain not enabled after the Write operation, unless the new values enable them. However, any code protection settings that are enabled cannot be disabled by a self-write of the configuration space. The user can modify the configuration space by following these steps:

1. Read the target Configuration byte by setting the NVMADR with the target address.
2. Retrieve the Configuration byte with the Read operation (NVMCMD = `'b000`).
3. Modify the Configuration byte in NVMDAT register.
4. Write the NVMDAT register to the Configuration byte using the Write operation (NVMCMD = `'b011`) and unlock sequence.

10.3.10 Table Pointer Operations

To read and write program memory, there are two operations that allow the processor to move bytes between the program memory space and the data RAM:

- Table Read (`TBLRD*`)
- Table Write (`TBLWT*`)

The SFR registers associated with these operations include:

- TABLAT register
- TBLPTR registers

The program memory space is 16 bits wide, while the data RAM space is eight bits wide. The TBLPTR registers determine the address of one byte of the NVM memory. Table reads move one byte of data from NVM space to the TABLAT register, and table writes move the TABLAT data to the buffer RAM ready for a subsequent write to NVM space with the NVM controls.

10.3.10.1 Table Pointer Register

The Table Pointer (TBLPTR) register addresses a byte within the program memory. The TBLPTR comprises three SFR registers: Table Pointer Upper Byte, Table Pointer High Byte and Table Pointer Low Byte (TBLPTRU:TBLPTRH:TBLPTRL). These three registers join to form a 22-bit wide pointer (bits 0 through 21). The bits 0 through 20 allow the device to address up to 2 Mbytes of program memory space. Bit 21 allows access to the Device ID, the User ID, Configuration bits as well as the DIA and DCI.

The Table Pointer register, TBLPTR, is used by the `TBLRD` and `TBLWT` instructions. These instructions can increment and decrement TBLPTR, depending on specific appended characters shown in the following table. The increment and decrement operations on the TBLPTR affect only bits 0 through 20.

Table 10-3. Table Pointer Operations with `TBLRD` and `TBLWT` Instructions

Example	Operation on Table Pointer
`TBLRD*` `TBLWT*`	TBLPTR is not modified
`TBLRD*+` `TBLWT*+`	TBLPTR is incremented after the read/write
`TBLRD*-` `TBLWT*-`	TBLPTR is decremented after the read/write
`TBLRD+*` `TBLWT+*`	TBLPTR is incremented before the read/write

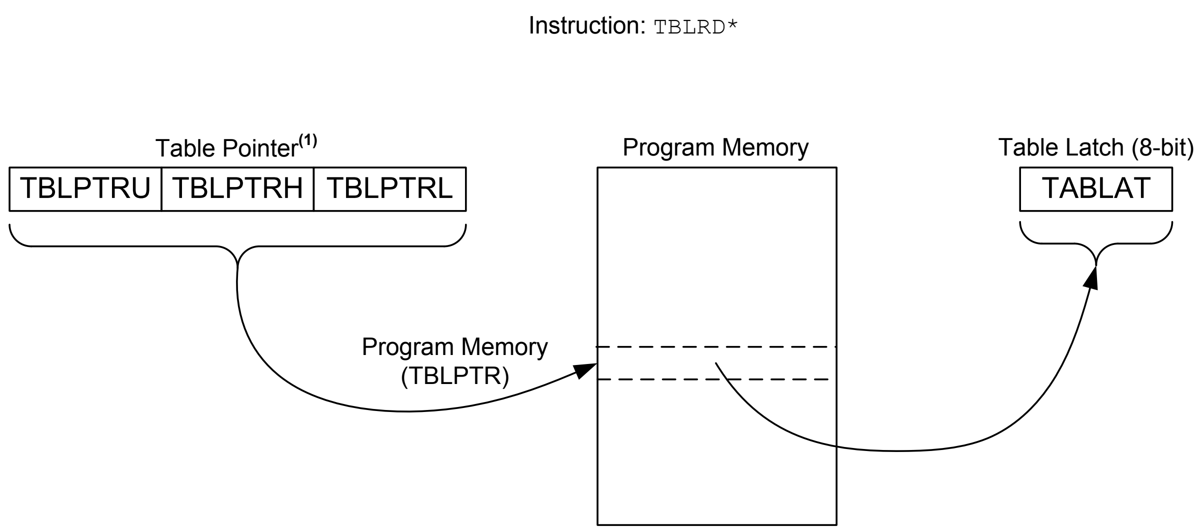
10.3.10.2 Table Latch Register

The Table Latch (TABLAT) is an 8-bit register mapped into the SFR space. The Table Latch register receives one byte of NVM data resulting from a `TBLRD*` instruction and is the source of the 8-bit data sent to the holding register space as a result of a `TBLWT*` instruction.

10.3.10.3 Table Read Operations

The table read operation retrieves one byte of data directly from program memory pointed to by the TBLPTR registers and places it into the TABLAT register. The following figure shows the operation of a table read.

Figure 10-3. Table Read Operation

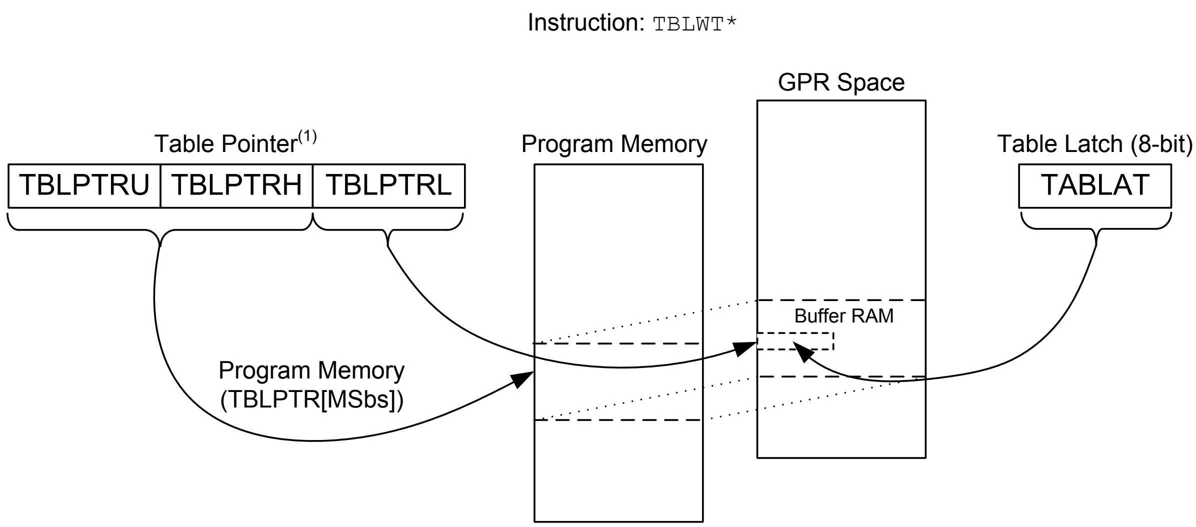


Note: 1. The Table Pointer register points to a byte in program memory.

10.3.10.4 Table Write Operations

The table write operation stores one byte of data from the TABLAT register into a buffer RAM register. The following figure shows the operation of a table write from the TABLAT register to the buffer RAM space. The procedure to write the contents of the buffer RAM into program memory is detailed in the "Page Write" section.

Figure 10-4. Table Write Operation



Note 1: During table writes the Table Pointer does not point directly to program memory. TBLPTRL actually points to an address within the buffer registers. TBLPTRU:TBLPTRH points to program memory where the entire buffer space will eventually be written with the NVM commands.

Table operations work with byte entities. Tables containing data, rather than program instructions, are not required to be word-aligned. Therefore, a table can start and end at any byte address. If a table write is being used to write executable code into program memory, program instructions will need to be word-aligned.

10.3.10.5 Table Pointer Boundaries

The TBLPTR register is used in reads of the Program Flash Memory. Writes using the TBLPTR register go into a buffer RAM from which the data can eventually be transferred to Program Flash Memory using the NVMADR register and NVM commands.

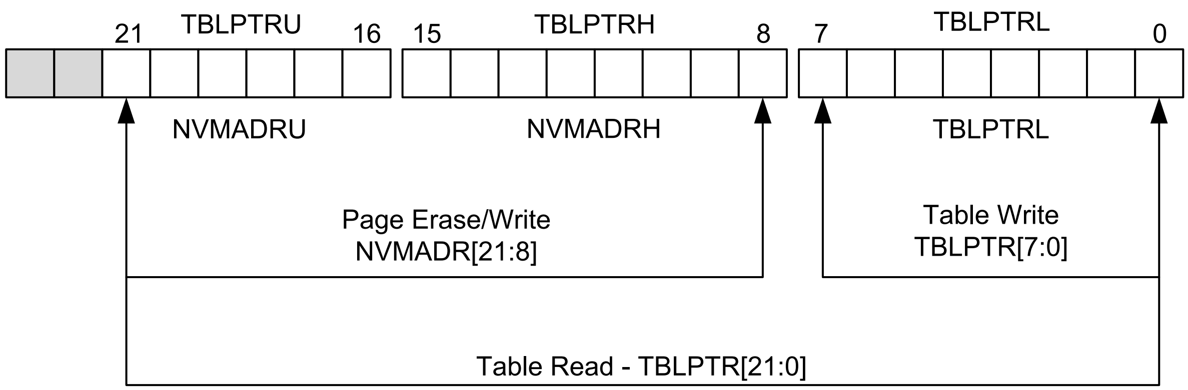
When a `TBLRD` instruction is executed, all 22 bits of the TBLPTR determine which byte is read from program memory directly into the TABLAT register.

When a `TBLWT` instruction is executed, the byte in the TABLAT register is written not to Flash memory but to a buffer register in preparation for a program memory write. All the buffer registers form a write block of size 128 words/256 bytes. The LSbs of the TBLPTR register determine to which specific address within the buffer register block the write affects. The size of the write block determines the number of LSbs that are affected. The MSbs of the TBLPTR register have no effect during `TBLWT` operations.

When a program memory page write is executed, the entire buffer register block is written to the Flash memory at the address determined by the MSbs of the NVMADR register. The LSbs are ignored during Flash memory writes.

The following figure illustrates the relevant boundaries of the TBLPTR register based on NVM operations.

Figure 10-5. Table Pointer Boundaries Based on Operation



Note:

1. Refer to the **"Memory Organization"** chapter for more details about the size of the buffer registers block.

10.3.10.6 Reading the Program Flash Memory

The `TBLRD` instruction retrieves data from program memory at the location to which the TBLPTR register points and places it into the TABLAT SFR register. Table reads from program memory are performed one byte at a time. The instruction set includes incrementing the TBLPTR register automatically for the next table read operation.

The CPU operation is suspended during the read and resumes operation immediately after. From the user point of view, the value in the TABLAT register is valid in the next instruction cycle.

The internal program memory is typically organized by words. The Least Significant bit of the address selects between the high and low bytes of the word. The following figure illustrates the interface between the internal program memory and the TABLAT register.

Figure 10-6. Reads from Program Flash Memory

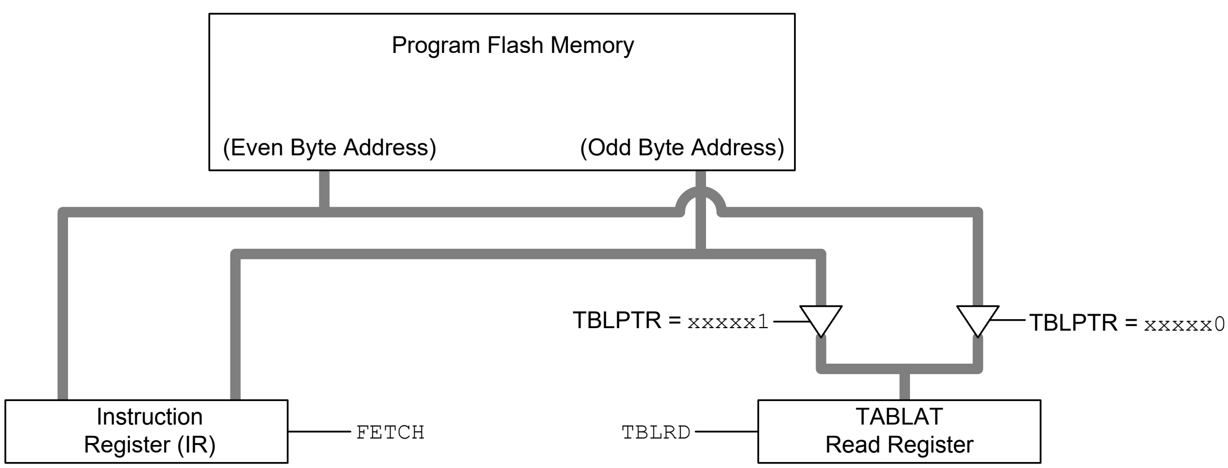
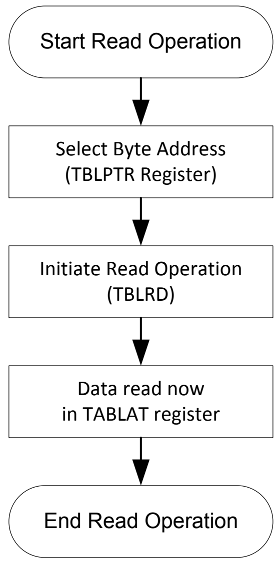


Figure 10-7. Program Flash Memory Read Flowchart



Example 10-8. Reading a Program Flash Memory Word

```
    MOVLW   CODE_ADDR_UPPER     ; Load TBLPTR with the base
    MOVWF   TBLPTRU             ; address of the word
    MOVLW   CODE_ADDR_HIGH
    MOVWF   TBLPTRH
    MOVLW   CODE_ADDR_LOW
    MOVWF   TBLPTRL
READ_WORD:
    TBLRD*+                     ; read into TABLAT and increment
    MOVF    TABLAT, W           ; get data
    MOVWF   WORD_EVEN
    TBLRD*+                     ; read into TABLAT and increment
    MOVFW   TABLAT, W           ; get data
    MOVF    WORD_ODD
```

10.4 Data Flash Memory (DFM)

The Data Flash Memory is a nonvolatile memory array, also referred to as EEPROM. The DFM is mapped above program memory space. The DFM can be accessed using the Table Pointer or NVM Special Function Registers (SFRs). The DFM is readable and writable during normal operation over the entire V_{DD} range.

The DFM can only be read and written one byte at a time. When interfacing to the data memory block, the NVMDATL register holds the 8-bit data for read/write and the NVMADR register holds the address of the DFM location being accessed.

The DFM is rated for high erase/write cycle endurance. A byte write automatically erases the location and writes the new data (erase-before-write). The write time is controlled by an internal programming timer; it will vary with voltage and temperature as well as from device-to-device. Refer to the data EEPROM memory parameters in the **"Electrical Specifications"** chapter for the limits.

10.4.1 Reading the DFM

To read a DFM location, the user must write the address to the NVMADR register, set the NVMCMD bits for a single read operation (NVMCMD = `'b000`), and then set the GO control bit. The data are available on the very next instruction cycle. Therefore, the NVMDATL register can be read by the next instruction. NVMDATL will hold this value until another read operation or until it is written to by the user (during a write operation).

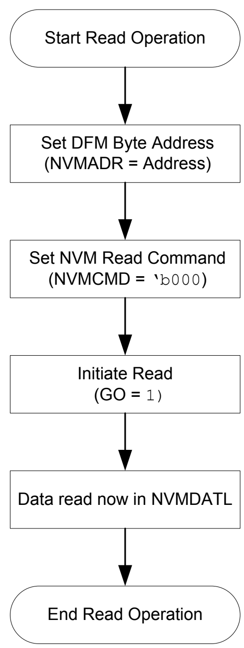
Note: Only byte reads are supported for DFM. Reading DFM with the Read Page operation is not supported.

The sequence of events for reading a byte of DFM is:

1. Set the NVMADR registers to an address within the intended page.
2. Set the NVMCMD control bits to `'b000` (Byte Read).
3. Set the GO bit to start the DFM byte read.
4. Monitor the GO bit or NVMIF interrupt flag to determine when the read has completed.

This process is also shown in the following flowchart.

Figure 10-8. DFM Read Flowchart



Example 10-9. Reading a Byte from Data Flash Memory in C

```
// Code sequence to read one byte from DFM
// DFM target address is specified by DFM_ADDR

// Variable to store the byte value from desired location in DFM
uint8_t ByteValue;

// Load NVMADR with the desired byte address
NVMADR = DFM_ADDR;
NVMCON1bits.CMD = 0x00;            // Set the byte read command
NVMCON0bits.GO = 1;                // Start byte read
while (NVMCON0bits.GO);            // Wait for the read operation to complete
ByteValue = NVMDATL;               // Store the read value to a variable
```

10.4.2 Writing to DFM

To write a DFM location, the address must first be written to the NVMADR register, the data written to the NVMDATL register, and the Write operation command set in the NVMCMD bits. The sequence shown in Unlock Sequence must be followed to initiate the write cycle. Multibyte Page writes are not supported for the DFM.

The write will not begin if the NVM unlock sequence is not exactly followed for each byte. It is strongly recommended to disable interrupts during this code segment.

When not actively writing to the DFM, the NVMCMD bits need to be kept clear at all times as an extra precaution against accidental writes. The NVMCMD bits are not cleared by hardware.

After a write sequence has been initiated, NVMCON0, NVMCON1, NVMADR and NVMDAT cannot be modified.

Each DFM write operation includes an implicit erase cycle for that byte. CPU execution continues in parallel and at the completion of the write cycle, the GO bit is cleared in hardware and the NVM Interrupt Flag (NVMIF) bit is set. The user can either enable the interrupt or poll the bit. NVMIF must be cleared by software.

The sequence of events for programming one byte of DFM is:

1. Set NVMADR registers with the target byte address.
2. Load NVMDATL register with desired byte.
3. Set the NVMCMD control bits to `'b011` (Byte Write).
4. Disable all interrupts.
5. Perform the unlock sequence as described in the Unlock Sequence section.
6. Set the GO bit to start the DFM byte write.
7. Interrupts can be enabled after the GO bit is set. If it is not desired to have interrupts during DFM write, then enable interrupts after the next step when the GO bit is cleared.
8. Monitor the GO bit or NVMIF interrupt flag to determine when the write has been completed.
9. Set the NVMCMD control bits to `'b000`.

Example 10-10. Writing a Byte to Data Flash Memory in C

```
// Code sequence to write one byte to a DFM
// DFM target address is specified by DFM_ADDR
// Target data are specified by ByteValue

// Save interrupt enable bit value
uint8_t GIEBitValue = INTCON0bits.GIE;

// Load NVMADR with the target address of the byte
NVMADR = DFM_ADDR;
NVMDATL = ByteValue;                // Load NVMDAT with the desired value
NVMCON1bits.CMD = 0x03;             // Set the byte write command
INTCON0bits.GIE = 0;                // Disable interrupts
//--------- Required Unlock Sequence ---------
NVMLOCK = 0x55;
NVMLOCK = 0xAA;
NVMCON0bits.GO = 1;                 // Start byte write
//-------------------------------------------------
INTCON0bits.GIE = GIEBitValue;      // Restore interrupt enable bit value (if
interrupts are desired during DFM write)
while (NVMCON0bits.GO);             // Wait for the write operation to complete

// Verify byte write operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   WRITE_FAULT_RECOVERY();
}

NVMCON1bits.CMD = 0;                // Disable writes to memory
```

10.4.3 Erasing the DFM

The DFM does not support the Page Erase operation. However, the DFM can be erased by writing 0xFF to all locations in the memory that need to be erased. The simple code example bellow shows how to erase 'n' number of bytes in DFM. Refer to the **"Memory Organization"** chapter for more details about the DFM size and valid address locations.

Example 10-11. Erasing n Bytes of Data Flash Memory in C

```
// Code sequence to erase n bytes of DFM
// DFM target start address is specified by PAGE_ADDR
// Number of bytes to be eares is specified by n

// Save interrupt enable bit value
uint8_t GIEBitValue = INTCON0bits.GIE;

// Load NVMADR with the target address of the byte
NVMADR = DFM_ADDR;
NVMDATL = 0xFF;                  // Load NVMDATL with 0xFF
NVMCON1bits.CMD = 0x04;          // Set the write and post increment command
INTCON0bits.GIE = 0;             // Disable interrupts

for (uint8_t i = 0; i < n; i++}(
        NVMLOCK = 0x55;
        NVMLOCK = 0xAA;
        NVMCON0bits.GO = 1;
}

// Verify byte erase operation success and call the recovery function if needed
if (NVMCON1bits.WRERR){
   ERASE_FAULT_RECOVERY();
}

INTCON0bits.GIE = GIEBitValue;   // Restore interrupt enable bit value
NVMCON1bits.CMD = 0;             // Disable writes to memory
```

10.4.4 DFM Write Verify

Depending on the application, good programming practice can dictate that the value written to the memory shall be verified against the original value. This can be used in applications where excessive writes can stress bits near the specification limit to ensure that the intended values are written correctly to the specified memory locations.

10.4.5 Operation During Code-Protect and Write-Protect

The DFM can be code-protected using the $\overline{\text{CP}}$ Configuration bit. In-Circuit Serial Programming read and write operations are disabled when code protection is enabled. However, internal reads operate normally. Internal writes operate normally, provided that write protection is not enabled.

If the DFM is write-protected or if NVMADR points at an invalid address location, attempts to set the GO bit will fail and the WRERR bit will be set.

10.4.6 Protection Against Spurious Writes

A write sequence is valid only when both the following conditions are met. This prevents spurious writes that might lead to data corruption.

1. All NVM read, write and erase operations are enabled with the NVMCMD control bits. It is suggested to have the NVMCMD bits cleared at all times except during memory writes. This prevents memory operations if any of the control bits are set accidentally.
2. The NVM unlock sequence must be performed each time before all operations except the memory read operation.

10.5 Register Definitions: NVM

10.5.1 NVMCON0

Name: NVMCON0
Address: 0x058

Nonvolatile Memory Control Register 0

Bit	7	6	5	4	3	2	1	0
								GO
Access								R/S/HC
Reset								0

Bit 0 – GO Start Operation Control
Start the operation specified by the NVMCMD bits

Value	Description
1	Start operation (must be set after UNLOCK sequence for all operations except READ)
0	Operation is complete

10.5.2 NVMCON1

Name: NVMCON1
Address: 0x059

Nonvolatile Memory Control Register 1

Bit	7	6	5	4	3	2	1	0
	WRERR					NVMCMD[2:0]		
Access	R/C/HS					R/W	R/W	R/W
Reset	0					0	0	0

Bit 7 – WRERR NVM Write Error
Reset States: POR = 0
All other Resets = u

Value	Description
1	A write operation was interrupted by a Reset, or a write or erase operation was attempted on a write-protected area, or a write or erase operation was attempted on an unimplemented area, or a write or erase operation was attempted while locked, or a page operation was directed to a DFM area
0	All write/erase operations have completed successfully

Bits 2:0 – NVMCMD[2:0] NVM Command

Table 10-4. NVM Operations

NVMCMD	Unlock	Operation	DFM	PFM	Source/Destination	WRERR	INT
000	No	Read	byte	word	NVM to NVMDAT	No	No
001	No	Read and Post Increment	byte	word	NVM to NVMDAT	No	No
010	No	Read Page	—	page	NVM to Buffer RAM	No	No
011	Yes	Write	byte	word	NVMDAT to NVM	Yes	Yes
100	Yes	Write and Post Increment	byte	word	NVMDAT to NVM	Yes	Yes
101	Yes	Write Page	—	page	Buffer RAM to NVM	Yes	Yes
110	Yes	Erase Page	—	page	n/a	Yes	Yes
111	No	Reserved (No Operation)	—	—	—	No	No

10.5.3 NVMLOCK

Name: NVMLOCK
Address: 0x05A

Nonvolatile Memory Write Restriction Control Register

NVM write and erase operations require writing 0x55 then 0xAA to this register immediately before the operation execution.

Bit	7	6	5	4	3	2	1	0
	NVMLOCK[7:0]							
Access	WO	WO	WO	WO	WO	WO	WO	WO
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – NVMLOCK[7:0]
Reading this register always returns ‘0’.

10.5.4 NVMADR

Name: NVMADR
Address: 0x05B

Nonvolatile Memory Address Register

Bit	23	22	21	20	19	18	17	16
			NVMADR[21:16]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	NVMADR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	NVMADR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 21:0 – NVMADR[21:0] NVM Address

Notes: The individual bytes in this multibyte register can be accessed with the following register names:
- NVMADRU: Accesses the upper byte NVMADR[21:16]
- NVMADRH: Accesses the high byte NVMADR[15:8]
- NVMADRL: Accesses the low byte NVMADR[7:0]

10.5.5 NVMDAT

Name: NVMDAT
Address: 0x05E

Nonvolatile Memory Data Register

Bit	15	14	13	12	11	10	9	8
	NVMDAT[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	NVMDAT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – NVMDAT[15:0] NVM Data

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- NVMDATH: Accesses the high byte NVMDAT[15:8]
- NVMDATL: Accesses the low byte NVMDAT[7:0]

10.5.6 TBLPTR

Name: TBLPTR
Address: 0x4F6

Table Pointer Register

Bit	23	22	21	20	19	18	17	16
			TBLPTR21	TBLPTR[20:16]				
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	TBLPTR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	TBLPTR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 21 – TBLPTR21 NVM Most Significant Address bit

Value	Description
1	Access Configuration, User ID, Device ID, and Revision ID spaces
0	Access Program Flash Memory space

Bits 20:0 – TBLPTR[20:0] NVM Address bits

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- TBLPTRU: Accesses the upper byte TBLPTR[21:16]
- TBLPTRH: Accesses the high byte TBLPTR[15:8]
- TBLPTRL: Accesses the low byte TBLPTR[7:0]

10.5.7 TABLAT

Name: TABLAT
Address: 0x4F5

Table Latch Register

Bit	7	6	5	4	3	2	1	0
	TABLAT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TABLAT[7:0] The value of the NVM memory byte returned from the address contained in TBLPTR after a `TBLRD` command or the data written to the latch by a `TBLWT` command.

10.6 Register Summary - NVM

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x57	Reserved									
0x58	NVMCON0	7:0								GO
0x59	NVMCON1	7:0	WRERR					NVMCMD[2:0]		
0x5A	NVMLOCK	7:0	NVMLOCK[7:0]							
0x5B	NVMADR	7:0	NVMADR[7:0]							
		15:8	NVMADR[15:8]							
		23:16			NVMADR[21:16]					
0x5E	NVMDAT	7:0	NVMDAT[7:0]							
		15:8	NVMDAT[15:8]							
0x60 ... 0x04F4	Reserved									
0x04F5	TABLAT	7:0	TABLAT[7:0]							
0x04F6	TBLPTR	7:0	TBLPTR[7:0]							
		15:8	TBLPTR[15:8]							
		23:16			TBLPTR21	TBLPTR[20:16]				

11. VIC - Vectored Interrupt Controller Module

11.1 Overview

The Vectored Interrupt Controller (VIC) module reduces the numerous peripheral interrupt request signals to a single interrupt request signal to the CPU. This module includes the following major features:

- Interrupt Vector Table (IVT) with a unique vector for each interrupt source
- Fixed and ensured interrupt latency
- Programmable base address for IVT with lock
- Two user-selectable priority levels: high-priority and low-priority
- Two levels of context saving
- Interrupt state Status bits to indicate the current execution status of the CPU

The VIC module assembles all of the interrupt request signals and resolves the interrupts based on both a fixed natural order priority (i.e., determined by the IVT) and a user-assigned priority (i.e., determined by the IPRx registers), thereby eliminating scanning of interrupt sources.

11.2 Interrupt Control and Status Registers

The devices in this family implement the following registers for the interrupt controller:

- INTCON0, INTCON1 Control Registers
- PIRx - Peripheral Interrupt Status Registers
- PIEx - Peripheral Interrupt Enable Registers
- IPRx - Peripheral Interrupt Priority Registers
- IVTBASE Address Registers
- IVTLOCK Register

Global interrupt control functions and external interrupts are controlled from the INTCON0 register. The INTCON1 register contains the status flags for the interrupt controller.

The PIRx registers contain all of the interrupt request flags. Each source of interrupt has a Status bit, which is set by the respective peripherals or an external signal and is either cleared via software or automatically cleared by hardware upon clearing of the interrupt condition, depending on the peripheral and bit.

The PIEx registers contain all of the interrupt enable bits. These control bits are used to individually enable interrupts from the peripherals or external signals.

The IPRx registers are used to set the interrupt priority level for each source of interrupt. Each user interrupt source can be assigned to either a high or low priority.

The IVTBASE register is user-programmable and is used to determine the start address of the IVT and the IVTLOCK register is used to prevent any unintended writes to the IVTBASE register.

There are two other Configuration bits that control the way the interrupt controller can be configured: The MVECEN and the IVT1WAY bits.

The MVECEN bit determines whether the IVT is used to determine the interrupt priorities. The IVT1WAY bit determines the number of times the IVTLOCKED bit can be cleared and set after a device Reset. See the Interrupt Vector Table Address Calculation section for details.

11.3 Interrupt Vector Table

The interrupt controller supports an IVT that contains the vector address location for each interrupt request source.

The IVT resides in program memory, starting at the address location determined by IVTBASE. The IVT contains one vector for each source of interrupt. Each interrupt vector location contains the starting address of the associated Interrupt Service Routine (ISR). The MVECEN Configuration bit controls the availability of the vector table.

11.3.1 Interrupt Vector Table Base Address (IVTBASE)

The start address of the vector table is user-programmable through the IVTBASE. The user must ensure the start address is such that it can encompass the entire vector table inside the program memory.

Each vector address is a 16-bit word (or two address locations on PIC18 devices). For 'n' interrupt sources, there are '2n' address locations necessary to hold the table, starting from IVTBASE as the first location. Thus, the starting address needs to be chosen such that the address range from IVTBASE to "IVTBASE+2n-1" can be encompassed within the program Flash memory.

For example, if the highest vector number was 81, IVTBASE needs to be chosen such that "IVTBASE+0xA1" is less than the last memory location in program Flash memory.

A programmable vector table base address is useful in situations to switch between different sets of vector tables, depending on the application. It can also be used when the application program needs to update the existing vector table (vector address values).

Important: It is required that the user assign an even address to IVTBASE for correct operation.

11.3.2 Interrupt Vector Table Contents

MVECEN = `0`

When MVECEN = `0`, the address location pointed to by IVTBASE has a `GOTO` instruction for a high-priority interrupt. Similarly, the corresponding low-priority vector also has a `GOTO` instruction, which is executed in case of a low-priority interrupt.

MVECEN = `1`

When MVECEN = `1`, the value in the vector table of each interrupt points to the address location of the first instruction of the Interrupt Service Routine, hence: ISR Location = Interrupt Vector Table entry << 2.

11.3.3 Interrupt Vector Table Address Calculation

MVECEN = `0`

When the MVECEN Configuration bit is cleared, the address pointed to by IVTBASE is used as the high-priority interrupt vector address. The low-priority interrupt vector address is offset eight instruction words from the address in IVTBASE.

For PIC18 devices, IVTBASE defaults to 000008h, hence the high-priority interrupt vector address will be 000008h and the low-priority interrupt vector address will be 000018h.

MVECEN = `1`

Each interrupt has a unique vector number associated with it, as defined in the IVT. This vector number is used for calculating the location of the interrupt vector for a particular interrupt source.

Interrupt Vector Address = IVTBASE + (2*Vector Number). This calculated interrupt vector address value is stored in the IVTAD register when an interrupt is received.

User-assigned software priority, when assigned using the IPRx registers, does not affect address calculation and is only used to resolve concurrent interrupts.

Important: If for any reason the address of the ISR cannot be fetched from the vector table, it will cause the system to reset and clear the Memory Execution Violation flag in the Power Control register. This can occur due to any one of the following:

- The entry for the interrupt in the vector table lies outside the executable program memory area
- ISR pointed by the vector table lies outside the executable program memory area

Table 11-1. IVT Calculations Summary

IVT Address Calculation		Interrupt Priority INTCON0 Register, IPEN Bit	
		0	1
Multivector Enable, MVECEN Configuration bit	0	IVTBASE	High-priority IVTBASE
			Low-priority IVTBASE + 8 words
	1	IVTBASE + 2*(Vector Number)	

11.3.4 Access Control for IVTBASE Registers

The interrupt controller has an IVTLOCKED bit, which can be set to avoid inadvertent changes to the contents of IVTBASE. Setting and clearing this bit requires a special sequence as an extra precaution against inadvertent changes.

To allow writes to IVTBASE, the interrupts must be disabled (GIEH = 0) and the IVTLOCKED bit must be cleared. The user must follow the sequence shown below to clear the IVTLOCKED bit.

Example 11-1. IVT Unlock Sequence

```
; Disable Interrupts:
    BCF INTCON0, GIE;

; Bank to IVTLOCK register
    BANKSEL IVTLOCK;
    MOVLW 55h;

; Required sequence, next 4 instructions
    MOVWF IVTLOCK;
    MOVLW AAh;
    MOVWF IVTLOCK;

; Clear IVTLOCKED bit to enable writes
    BCF IVTLOCK, IVTLOCKED;

; Enable Interrupts
    BSF INTCON0, GIE;
```

The user must follow the following sequence to set the IVTLOCKED bit.

Example 11-2. IVT Lock Sequence

```
; Disable Interrupts:
    BCF INTCON0, GIE;

; Bank to IVTLOCK register
    BANKSEL IVTLOCK;
    MOVLW 55h;

; Required sequence, next 4 instructions
    MOVWF IVTLOCK;
    MOVLW AAh;
    MOVWF IVTLOCK;

; Set IVTLOCKED bit to enable writes
```

```
    BSF IVTLOCK, IVTLOCKED;

; Enable Interrupts
    BSF INTCON0, GIE;
```

When the IVT1WAY Configuration bit is set, the IVTLOCKED bit can be cleared and set only once after a device Reset. The unlock operation will have no effect after the lock sequence is used to set the IVTLOCKED bit. Unlocking is inhibited until a system Reset occurs.

11.4 Interrupt Priority

The final priority level for any pending source of interrupt is determined first by the user-assigned priority of that source in the IPRx register, then by the natural order priority within the IVT. The sections below detail the operation of interrupt priorities.

11.4.1 User (Software) Priority

User-assigned interrupt priority is enabled by setting IPEN. Each peripheral interrupt source can be assigned a high- or low-priority level by the user. The user-assignable interrupt priority control bits for each interrupt are located in the IPRx registers, which are device-specific and can be found in the respective data sheet for each device.

The interrupts are serviced based on a predefined interrupt priority scheme detailed below.

1. Interrupts set by the user as a high-priority interrupt have higher precedence of execution. High-priority interrupts will override a low-priority request when:
   a. A low-priority interrupt has been requested or its request is already pending.
   b. A low- and high-priority interrupt are triggered concurrently (i.e., on the same instruction cycle).[(1)]
   c. A low-priority interrupt was requested and the corresponding Interrupt Service Routine is currently executing. In this case, the lower priority interrupt routine will be interrupted then complete executing after the high-priority interrupt has been serviced.[(2)]
2. Interrupts set by the user as low priority have a lower priority of execution and are preempted by any high-priority interrupt.
3. Interrupts defined with the same software priority cannot preempt or interrupt each other. Concurrent pending interrupts with the same user priority are resolved using the natural order priority (when vectored interrupts are enabled) or in the order the interrupt flag bits are polled in the ISR (when vectored interrupts are disabled).

Important:
1. When a high-priority interrupt preempts a concurrent low-priority interrupt, GIEL may be cleared in the high-priority Interrupt Service Routine. If GIEL is cleared, the low-priority interrupt will NOT be serviced, even if it was originally requested. The corresponding interrupt flag needs to be cleared in user code.
2. When a high-priority interrupt is requested while a low-priority Interrupt Service Routine is executing, GIEL may be cleared in the high-priority Interrupt Service Routine. The pending low-priority interrupt will resume, even if GIEL is cleared.

11.4.2 Natural Order (Hardware) Priority

When vectored interrupts are enabled and more than one interrupt with the same user specified priority level is requested, the priority conflict is resolved by using a method called “Natural Order Priority”. Natural order priority is a fixed priority scheme that is based on the IVT.

Table 11-2. Interrupt Vector Priority Table

Vector Number	Interrupt source	Vector Number (cont.)	Interrupt source (cont.)
0x0	Software Interrupt	0x27	PWM1GINT
0x1	INT0	0x28	PWM2RINT
0x2	INT1	0x29	PWM2GINT
0x3	INT2	0x2A	CWG1 (Complementary Waveform Generator)
0x4	DMA1SCNT (Direct Memory Access)	0x2B	CLC1 (Configurable Logic Cell)
0x5	DMA1DCNT	0x2C	CLC2
0x6	DMA1OR	0x2D	CLC3
0x7	DMA1A	0x2E	CLC4
0x8	DMA2SCNT (Direct Memory Access)	0x2F	IOCSR (Interrupt-On-Change Signal Routing Port)
0x9	DMA2DCNT	0x30	U1RX
0xA	DMA2OR	0x31	U1TX
0xB	DMA2A	0x32	U1
0xC	DMA3SCNT	0x33	U1E
0xD	DMA3DCNT	0x34	U2RX
0xE	DMA3OR	0x35	U2TX
0xF	DMA3A	0x36	U2
0x10	DMA4SCNT	0x37	U2E
0x11	DMA4DCNT	0x38	SPI1RX (Serial Peripheral Interface)
0x12	DMA4OR	0x39	SPI1TX
0x13	DMA4A	0x3A	SPI1
0x14	NVM	0x3B	I2C1RX
0x15	CRC (Cyclic Redundancy Check)	0x3C	I2C1TX
0x16	SCAN	0x3D	I2C1
0x17	ACT (Active Clock Tuning)	0x3E	I2C1E
0x18	CSW (Clock Switching)	0x3F	-
0x19	OSF (Oscillator Fail)	0x40	I3C1RX
0x1A	VDDIO2	0x41	I3C1TX
0x1B	VDDIO3	0x42	I3C1
0x1C	IOC (Interrupt-On-Change)	0x43	I3C1E
0x1D	TMR0	0x44	I3C1R
0x1E	TMR1	0x45	I3C2RX
0x1F	TMR1G	0x46	I3C2TX
0x20	TMR2	0x47	I3C2
0x21	TMR4	0x48 - 0x4B	I3C2E
0x22	TU16A (Universal Timer 16A)	0x4C	I3C2R
0x23	TU16B (Universal Timer 16B)	0x4D	HLVD (High/Low-Voltage Detect)
0x24	CCP1 (Capture/Compare/PWM)	0x4E	AD (ADC Conversion Complete)
0x25	CCP2 (Capture/Compare/PWM)	0x4F	ADT (ADC Threshold)
0x26	PWM1RINT	0x50	-

The natural order priority scheme goes from high-to-low with increasing vector numbers, with 0 being the highest priority and decreasing from there.

For example, when two concurrently occurring interrupt sources that are both designated high priority, using the IPRx register will be resolved using the natural order priority (i.e., the interrupt with a lower corresponding vector number will preempt the interrupt with the higher vector number).

The ability for the user to assign every interrupt source to high- or low-priority levels means that the user program can give an interrupt with a low natural priority, a higher overall priority level.

11.5 Interrupt Operation

All pending interrupts are indicated by their respective flag bit being equal to a '1' in the PIRx register. All pending interrupts are resolved using the priority scheme explained in the Interrupt Priority section.

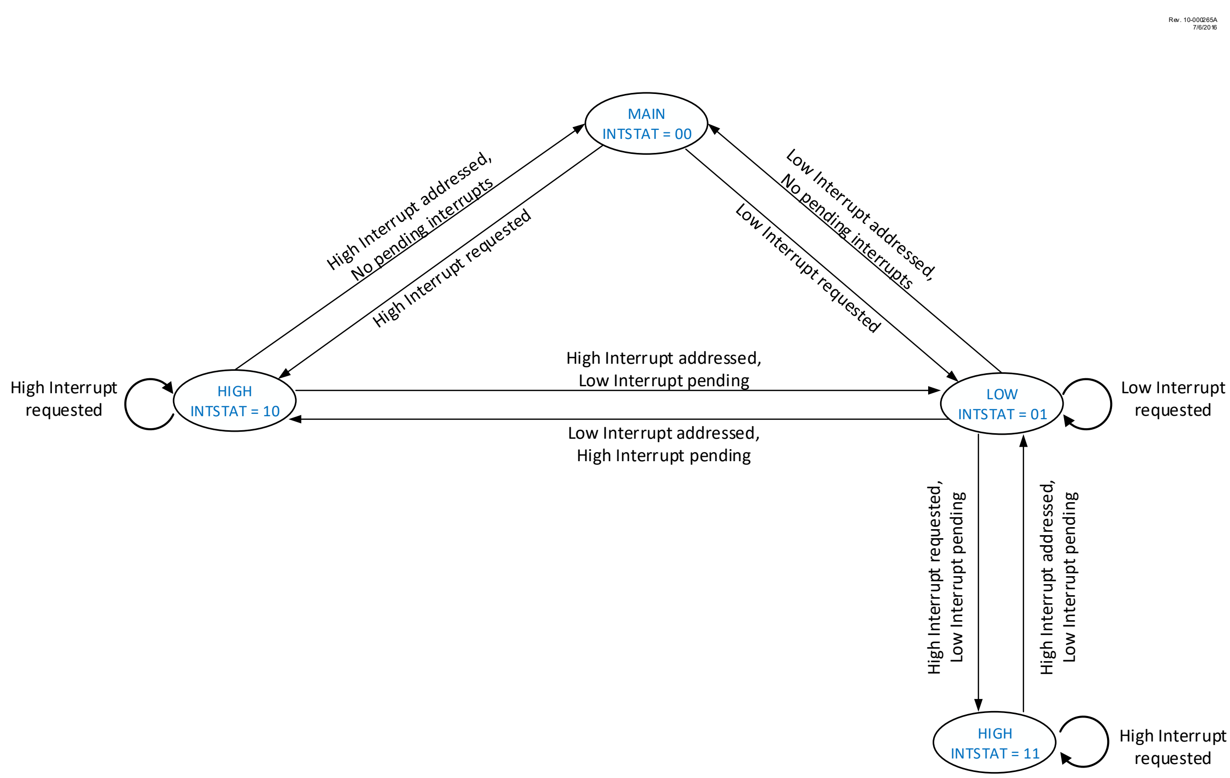
Once the interrupt source to be serviced is resolved, the program execution vectors to the resolved interrupt vector addresses, as explained in Interrupt Vector Table section. The vector number is also stored in the WREG register. Most of the flag bits are required to be cleared by the application software, but in some cases, device hardware clears the interrupt automatically. Some flag bits are read-only in the PIRx registers. These flags are a summary of the source interrupts, and the corresponding interrupt flags of the source must be cleared.

A valid interrupt can be either a high- or low-priority interrupt when in the main routine or a high-priority interrupt when in a low-priority Interrupt Service Routine. Depending on the order of interrupt requests received and their relative timing, the CPU will be in a state of execution indicated by the STAT bit.

The state machine shown in Figure 11-1 and the subsequent sections detail the execution of interrupts when received in different orders.

Important: The state of GIEH/L is not changed by the hardware when servicing an interrupt. The internal state machine is used to keep track of execution states. These bits can be manipulated in the user code, resulting in transferring execution to the main routine and ignoring existing interrupts.

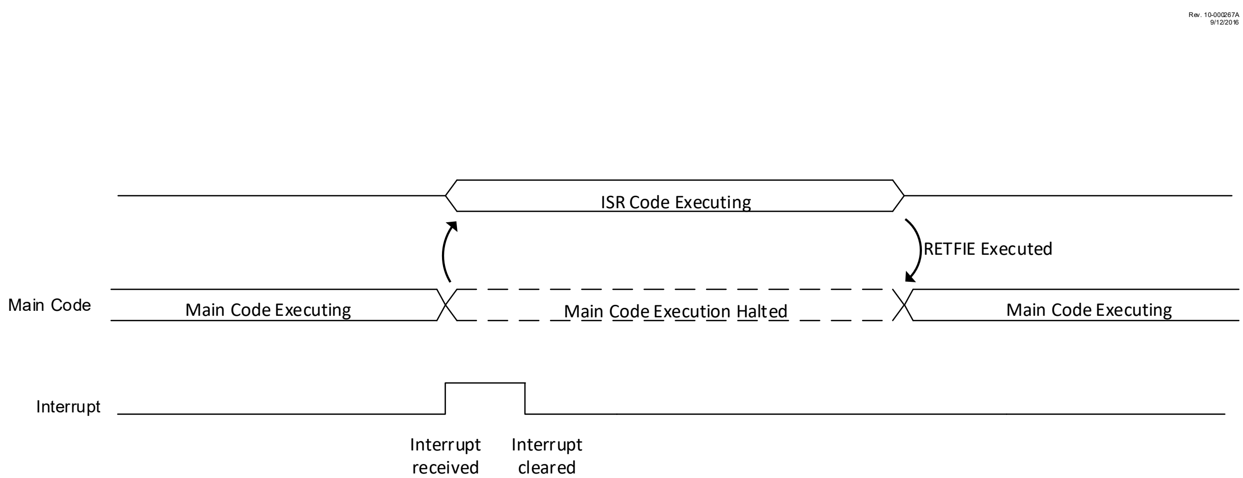
Figure 11-1. Vectored Interrupts State Transition Diagram



11.5.1 Serving a High- or Low-Priority Interrupt While the Main Routine Code Is Executing

When a high- or low-priority interrupt is requested while the main routine code is executing, the main routine execution is halted and the ISR is addressed. Upon a return from the ISR (by executing the `RETFIE` instruction), the main routine resumes execution.

Figure 11-2. Interrupt Execution: High/Low-Priority Interrupt While Executing Main Routine

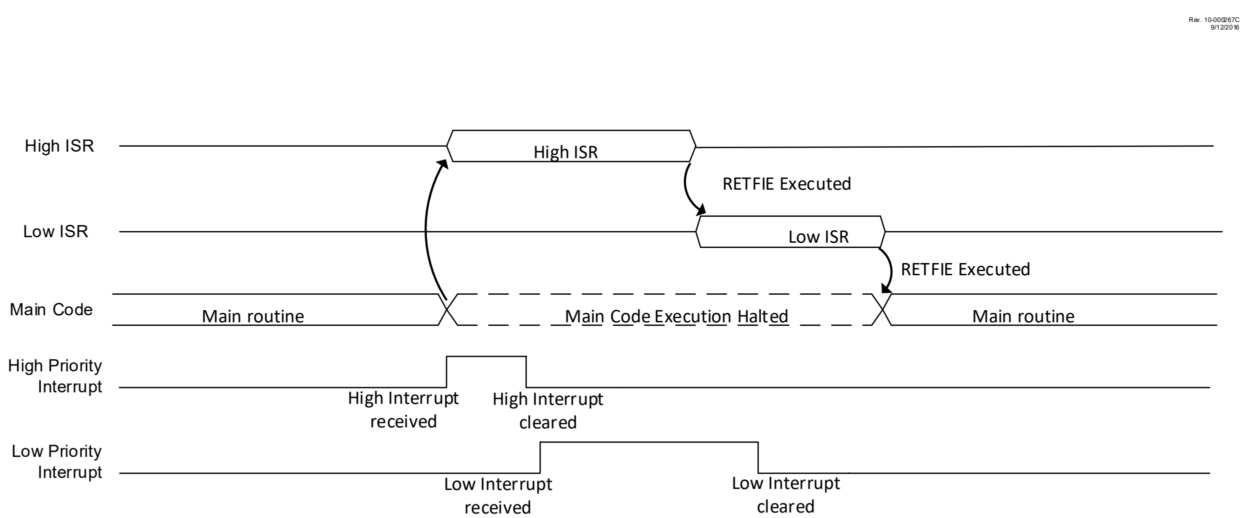


11.5.2 Serving a High-Priority Interrupt While a Low-Priority Interrupt Is Pending

A high-priority interrupt request will always take precedence over any interrupt of a lower priority. The high-priority interrupt is acknowledged first, then the low-priority interrupt is acknowledged. Upon a return from the high-priority ISR (by executing the `RETFIE` instruction), the low-priority interrupt is serviced.

If any other high-priority interrupts are pending and enabled, they are serviced before servicing the pending low-priority interrupt. If no other high-priority interrupt requests are active, the low-priority interrupt is serviced.

Figure 11-3. Interrupt Execution: High-Priority Interrupt with a Low-Priority Interrupt Pending

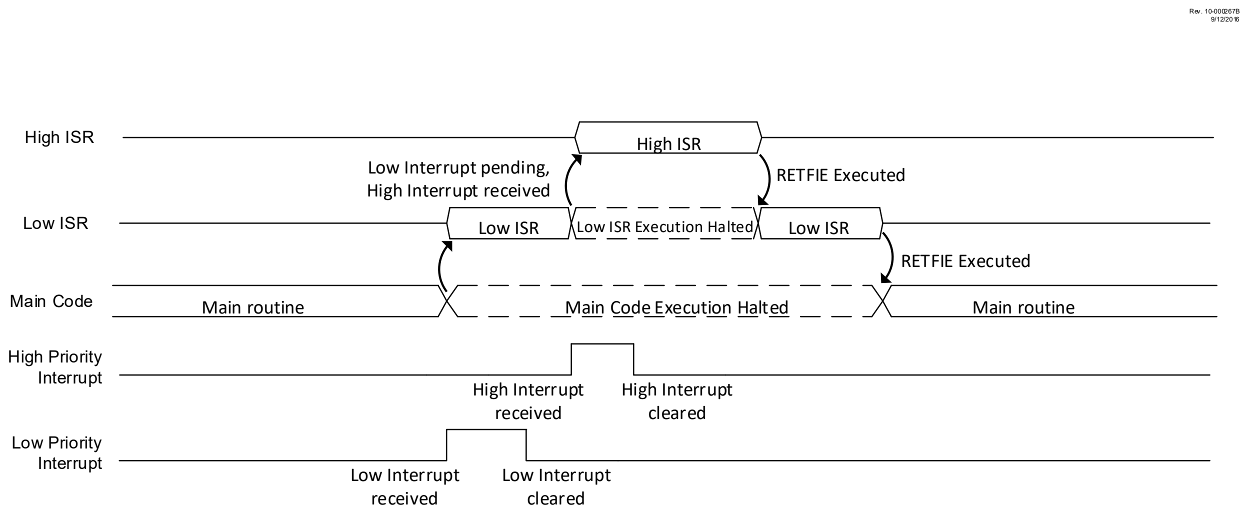


11.5.3 Preempting Low-Priority Interrupts

Low-priority interrupts can be preempted by high-priority interrupts. While in the low-priority ISR, if a high-priority interrupt arrives, the high-priority interrupt request is generated and the low-priority ISR is suspended, while the high-priority ISR is executed.

After the high-priority ISR is complete and if any other high-priority interrupt requests are not active, the execution returns to the preempted low-priority ISR.

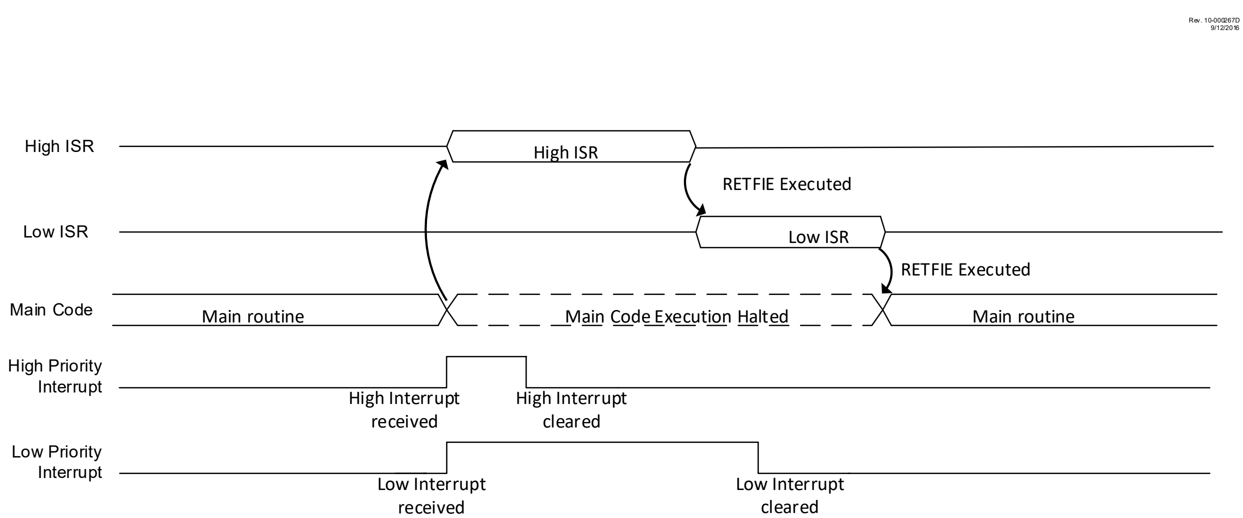
Figure 11-4. Interrupt Execution: High-Priority Interrupt Preempting Low-Priority Interrupts



11.5.4 Simultaneous High- and Low-Priority Interrupts

When both high- and low-priority interrupts are active in the same instruction cycle (i.e., simultaneous interrupt events), both the high- and low-priority requests are generated. The high-priority ISR is serviced first before servicing the low-priority interrupt.

Figure 11-5. Interrupt Execution: Simultaneous High- and Low-Priority Interrupts



11.6 Context Saving

The interrupt controller supports a two-level deep context saving system (main routine context and low ISR context). Refer to the state machine shown in Figure 11-6 for details.

The Program Counter (PC) is saved on the dedicated device PC stack. The CPU registers saved include STATUS, WREG, BSR, FSR0/1/2, PRODL/H and PCLATH/U.

After WREG has been saved to the context registers, the resolved vector number of the interrupt source to be serviced is copied into WREG. Context save and restore operation is completed by the interrupt controller based on the current state of the interrupts and the order in which they were sent to the CPU.

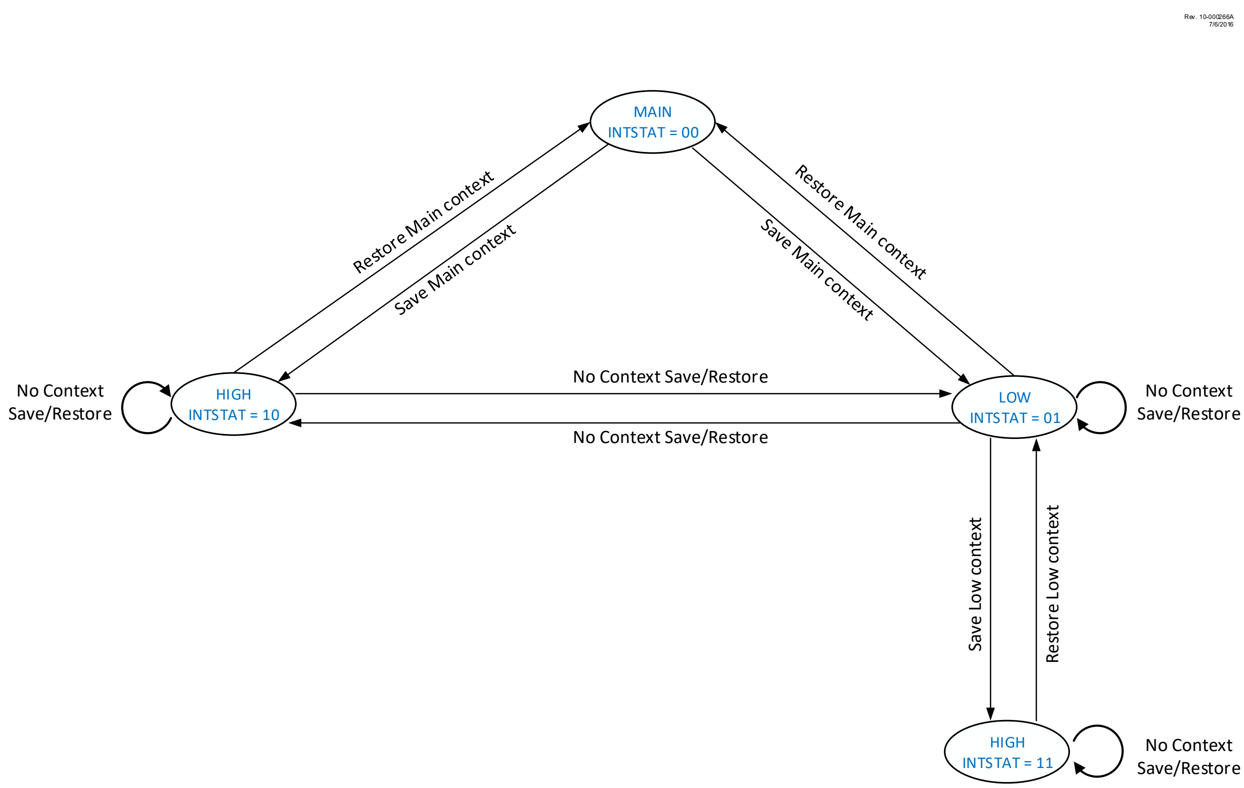
Context save/restore works the same way in both states of MVECEN. When IPEN = `0`, there is only one level of interrupt active. Hence, only the main context is saved when an interrupt is received.

11.6.1 Accessing Shadow Registers

The interrupt controller automatically saves the context information in the shadow registers. Both the saved context values (i.e., main routine and low ISR) can be accessed using the same set of shadow registers. By clearing SHADLO, the CPU register values saved for main routine context can be accessed. Low ISR context is automatically restored to the CPU registers upon exiting the high ISR. Similarly, the main context is automatically restored to the CPU registers upon exiting the low ISR.

The shadow registers are readable and writable, so if the user desires to modify the context, then the corresponding shadow register needs to be modified and the value will be restored when exiting the ISR. Depending on the user's application, other registers may also need to be saved.

Figure 11-6. Context Save State Machine Diagram



11.7 Returning from Interrupt Service Routine (ISR)

The Return from Interrupt (`RETFIE`) instruction is used to mark the end of an ISR.

When the `RETFIE 1` instruction is executed, the PC is loaded with the saved PC value from the top of the PC stack. Saved context is also restored with the execution of this instruction. Thus, execution returns to the state of operation that existed before the interrupt occurred.

When the `RETFIE 0` instruction is executed, the saved context is not restored back to the registers.

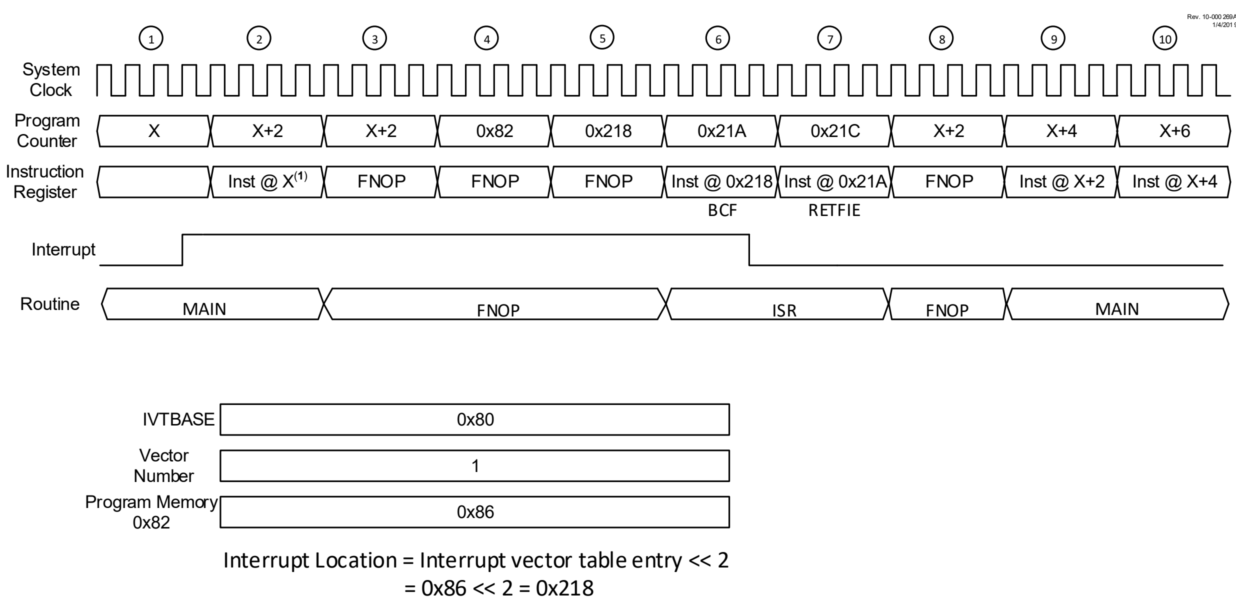
11.8 Interrupt Latency

When MVECEN = `1`, there is a fixed latency of three instruction cycles between the completion of the instruction active when the interrupt occurred and the first instruction of the Interrupt Service Routine. Figure 11-7, Figure 11-8 and Figure 11-9 illustrate the sequence of events when a peripheral interrupt is asserted, when the last executed instruction is one-cycle, two-cycle and three-cycle, respectively.

After the Interrupt Flag Status bit is set, the current instruction completes executing. In the first latency cycle, the contents of the PC, STATUS, WREG, BSR, FSR0/1/2, PRODL/H and PCLATH/U registers are context saved, and the IVTBASE + Vector number is calculated. In the second latency cycle, the PC is loaded with the calculated vector table address for the interrupt source, and the starting address of the ISR is fetched. In the third latency cycle, the PC is loaded with the ISR address. All the latency cycles are executed as `NOP` instructions.

When MVECEN = `0`, the interrupt controller requires two clock cycles to vector to the ISR from the main routine. Note that, as this mode requires additional software to determine which interrupt source caused the interrupt, the actual latency between the trigger and the beginning of the specific ISR for each individual interrupt will be longer than two clock cycles and will vary, when not using vectored interrupts.

Figure 11-7. Interrupt Timing Diagram: One-Cycle Instruction



Note: 1. Instruction @ X is a One-cycle Instruction.

Figure 11-8. Interrupt Timing Diagram: Two-Cycle Instruction

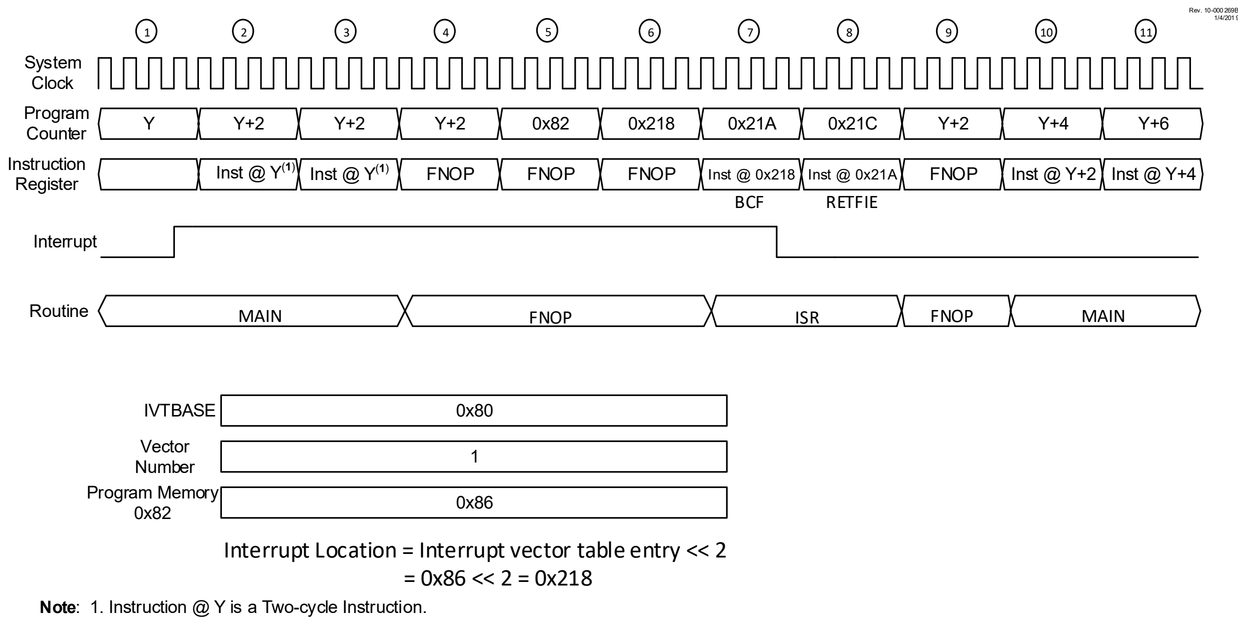
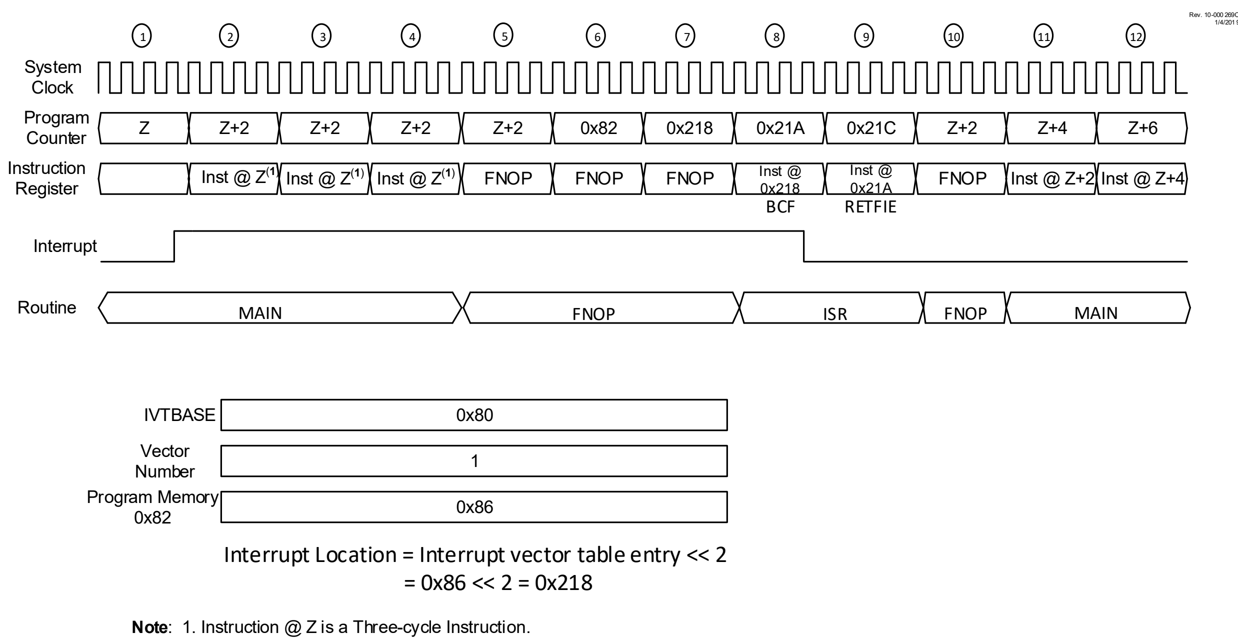


Figure 11-9. Interrupt Timing Diagram: Three-Cycle Instruction



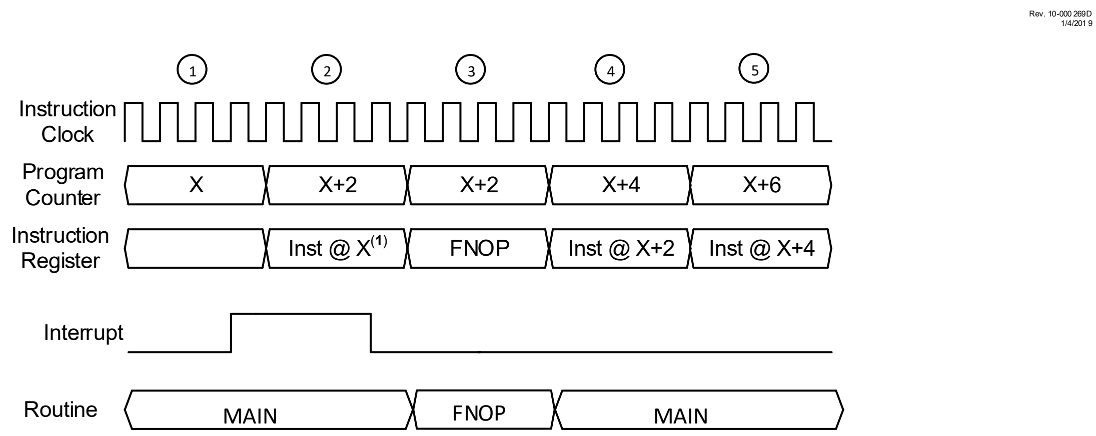
11.8.1 Aborting Interrupts

If the last instruction before the interrupt controller vectors to the ISR from the main routine clears the GIE, PIE, or PIR bit associated with the interrupt, the controller executes one forced `NOP` instruction cycle before it returns to the main routine.

Figure 11-10 illustrates the sequence of events when a peripheral interrupt is asserted and then cleared on the last executed instruction cycle.

If the GIE, PIE or PIR bit associated with the interrupt is cleared prior to vectoring to the ISR, then the controller continues executing the main routine.

Figure 11-10. Interrupt Timing Diagram: Aborting Interrupts



Note: 1. Inst @ X clears the interrupt flag, Example BCF INTCON0, GIE.

11.9 Interrupt Setup Procedure

1. When using interrupt priority levels, set IPEN and then select the user-assigned priority level for the interrupt source by writing the control bits in the appropriate IPRx control register.

> **Important:** At a device Reset, the IPRx registers are initialized such that all user interrupt sources are assigned to high priority.

2. Clear the Interrupt Flag Status bit associated with the peripheral in the associated PIRx STATUS register.
3. Enable the interrupt source by setting the interrupt enable control bit associated with the source in the appropriate PIEx register.
4. If the vector table is used (MVECEN = `1`), then set up the start address for the Interrupt Vector Table using IVTBASE. See the Interrupt Vector Table Contents section for more details.
5. Once IVTBASE is written to, set the interrupt enable bits in INTCON0.
6. An example of setting up interrupts and ISRs can be found below.

Example 11-3. Setting Up Vectored Interrupts Using XC8

```
// NOTE 1: If IVTBASE is changed from its default value of 0x000008, then the
// "base(...)" argument must be provided in the ISR. Otherwise the vector
// table will be placed at 0x0008 by default regardless of the IVTBASE value.

// NOTE 2: When MVECEN=0 and IPEN=1, a separate argument as "high_priority"
// or "low_priority" can be used to distinguish between the two ISRs.
// If the argument is not provided, the ISR is considered high priority
// by default.

// NOTE 3: Multiple interrupts can be handled by the same ISR if they are
// specified in the "irq(...)" argument. Ex: irq(IRQ_SW, IRQ_HLVD)

void __interrupt(irq(IRQ_SW), base(0x3008)) SW_ISR(void)
{
    PIR0bits.SWIF = 0;    // Clear the interrupt flag
    LATCbits.LATC0 ^= 1;    // ISR code goes here
}
void __interrupt(irq(default), base(0x3008)) DEFAULT_ISR(void)
{
    // Unhandled interrupts go here
}
void INTERRUPT_Initialize (void)
{
    INTCON0bits.GIEH = 1;    // Enable high priority interrupts
    INTCON0bits.GIEL = 1;    // Enable low priority interrupts
    INTCON0bits.IPEN = 1;    // Enable interrupt priority
    PIE0bits.SWIE = 1;     // Enable SW interrupt
    PIE0bits.HLVDIE = 1;     // Enable HLVD interrupt
    IPR0bits.SWIP = 0;     // Make SW interrupt low priority

    // Change IVTBASE if required
    IVTBASEU = 0x00;          // Optional
    IVTBASEH = 0x30;          // Default is 0x000008
    IVTBASEL = 0x08;
}
```

11.10 External Interrupt Pins

Devices may have several external interrupt sources that can be assigned to pins on different ports based on PPS settings. Refer to the **"PPS - Peripheral Pin Select Module"** chapter for possible routing options for these external interrupts. The external interrupt sources are edge-triggered. If the corresponding INTxEDG bit in INTCON0 is set, the interrupt is triggered by a rising edge. If the bit is clear, the trigger is on the falling edge.

When a valid edge appears on the INTx pin, the corresponding flag bit (INTxF in the PIRx registers) is set. This interrupt can be disabled by clearing the corresponding enable bit, INTxE. The flag bit INTxF must be cleared by software in the Interrupt Service Routine before re-enabling the interrupt.

All external interrupts can wake up the processor from Idle or Sleep modes if the INTxE bit was set prior to going into those modes. If GIE/GIEH bit is set, the processor will branch to the interrupt vector following wake-up. Interrupt priority is determined by the value contained in the respective INTxIP interrupt priority bits of the IPRx registers.

11.11 Wake-Up from Sleep

The interrupt controller provides a wake-up request to the CPU whenever an interrupt event occurs, if the interrupt event is enabled. This occurs regardless of whether the part is in Run, Idle/Doze or Sleep modes. The status of GIE/GIEH and GIEL bits have no effect on the wake-up request. This wake-up request is asynchronous to all clocks.

11.12 Interrupt Compatibility

When the MVECEN bit is cleared, the IVT feature is disabled, and interrupts are compatible with previous high-performance 8-bit PIC18 microcontroller devices. In this mode, the IVT priority has no effect.

When IPEN is also cleared, the interrupt priority feature is disabled and interrupts are compatible with PIC16 microcontroller midrange devices. All interrupts branch to address 0008h, since the interrupt priority is disabled.

11.13 Register Definitions: Interrupt Control

11.13.1 INTCON0

Name: INTCON0
Address: 0x461

Interrupt Control Register 0

Bit	7	6	5	4	3	2	1	0
	GIE/GIEH	GIEL	IPEN			INT2EDG	INT1EDG	INT0EDG
Access	R/W	R/W	R/W			R/W	R/W	R/W
Reset	0	0	0			1	1	1

Bit 7 – GIE/GIEH Global Interrupt Enable

Value	Condition	Description
1	IPEN = 0	Enables all masked interrupts
0	IPEN = 0	Disables all interrupts
1	IPEN = 1	Enables all unmasked high-priority interrupts: The bit also needs to be set for enabling low-priority interrupts
0	IPEN = 1	Disables all interrupts

Bit 6 – GIEL Global Low-Priority Interrupt Enable

Value	Condition	Description
n	IPEN = 0	Reserved, read as ‘0’
1	IPEN = 1	Enables all unmasked low-priority interrupts, GIEH also needs to be set for low-priority interrupts
0	IPEN = 1	Disables all low-priority interrupts

Bit 5 – IPEN Interrupt Priority Enable

Value	Description
1	Enable priority levels on interrupts
0	Disable priority levels on interrupts, all interrupts are treated as high-priority interrupts

Bit 2 – INT2EDG External Interrupt 2 Edge Select

Value	Description
1	Interrupt on rising edge of the INT2 pin
0	Interrupt on falling edge of the INT2 pin

Bit 1 – INT1EDG External Interrupt 1 Edge Select

Value	Description
1	Interrupt on rising edge of the INT1 pin
0	Interrupt on falling edge of the INT1 pin

Bit 0 – INT0EDG External Interrupt 0 Edge Select

Value	Description
1	Interrupt on rising edge of the INT0 pin
0	Interrupt on falling edge of the INT0 pin

11.13.2 INTCON1

Name: INTCON1
Address: 0x462

Interrupt Control Register 1

Bit	7	6	5	4	3	2	1	0
	STAT[1:0]							
Access	R	R						
Reset	0	0						

Bits 7:6 – STAT[1:0] Interrupt State Status

Value	Description
11	High-priority ISR executing, high-priority interrupt was received while a low-priority ISR was executing
10	High-priority ISR executing, high-priority interrupt was received in main routine
01	Low-priority ISR executing, low-priority interrupt was received in main routine
00	Main routine executing

11.13.3 IVTBASE

Name: IVTBASE
Address: 0x466

Interrupt Vector Table Base Address Register

Bit	23	22	21	20	19	18	17	16
				IVTBASEU[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	IVTBASEH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	IVTBASEL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 20:16 – IVTBASEU[4:0] Interrupt Vector Table Base Address Most Significant 5 bits

Bits 15:8 – IVTBASEH[7:0] Interrupt Vector Table Base Address Middle 8 bits

Bits 7:0 – IVTBASEL[7:0] Interrupt Vector Table Base Address Least Significant 8 bits

11.13.4 IVTAD

Name: IVTAD
Address: 0x463

Interrupt Vector Table Address

Bit	23	22	21	20	19	18	17	16
				IVTADU[4:0]				
Access				R	R	R	R	R
Reset				0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	IVTADH[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	IVTADL[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 20:16 – IVTADU[4:0] Interrupt Vector Table Address Most Significant 5 bits

Bits 15:8 – IVTADH[7:0] Interrupt Vector Table Address Middle 8 bits

Bits 7:0 – IVTADL[7:0] Interrupt Vector Table Address Least Significant 8 bits

11.13.5 IVTLOCK

Name: IVTLOCK
Address: 0x460

Interrupt Vector Table Lock Register

Bit	7	6	5	4	3	2	1	0
								IVTLOCKED
Access								R/W
Reset								0

Bit 0 – IVTLOCKED IVT Registers Lock(1,2)

Value	Description
1	IVTBASE Registers are locked and cannot be written
0	IVTBASE Registers can be modified by write operations

Notes:
1. The IVTLOCKED bit can only be set or cleared after the unlock sequence in Example 11-1.
2. If IVT1WAY = 1, the IVTLOCKED bit cannot be cleared after it has been set.

11.13.6 SHADCON

Name: SHADCON
Address: 0x376

Shadow Control Register

Bit	7	6	5	4	3	2	1	0
								SHADLO
Access								R/W
Reset								0

Bit 0 – SHADLO Interrupt Shadow Register Access Switch

Value	Description
1	Access Main Context for Interrupt Shadow registers
0	Access Low-Priority Interrupt Context for Interrupt Shadow registers

11.13.7 PIE0

Name: PIE0
Address: 0x473

Peripheral Interrupt Enable Register 0

Bit	7	6	5	4	3	2	1	0
	DMA1AIE	DMA1ORIE	DMA1DCNTIE	DMA1SCNTIE	INT2IE	INT1IE	INT0IE	SWIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – DMA1AIE DMA1 Abort Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – DMA1ORIE DMA1 Overrun Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – DMA1DCNTIE DMA1 Destination Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – DMA1SCNTIE DMA1 Source Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – INT2IE External Interrupt 2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – INT1IE External Interrupt 1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – INT0IE External Interrupt 0 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – SWIE Software Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.8 PIE1

Name: PIE1
Address: 0x474

Peripheral Interrupt Enable Register 1

Bit	7	6	5	4	3	2	1	0
	DMA3AIE	DMA3ORIE	DMA3DCNTIE	DMA3SCNTIE	DMA2AIE	DMA2ORIE	DMA2DCNTIE	DMA2SCNTIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – DMA3AIE DMA3 Abort Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – DMA3ORIE DMA3 Overrun Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – DMA3DCNTIE DMA3 Destination Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – DMA3SCNTIE DMA3 Source Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – DMA2AIE DMA2 Abort Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – DMA2ORIE DMA2 Overrun Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – DMA2DCNTIE DMA2 Destination Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – DMA2SCNTIE DMA2 Source Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.9 PIE2

Name: PIE2
Address: 0x475

Peripheral Interrupt Enable Register 2

Bit	7	6	5	4	3	2	1	0
	ACTIE	SCANIE	CRCIE	NVMIE	DMA4AIE	DMA4ORIE	DMA4DCNTIE	DMA4SCNTIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – ACTIE Active Clock Tuning Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – SCANIE Memory Scanner Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – CRCIE CRC Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – NVMIE NVM Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – DMA4AIE DMA4 Abort Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – DMA4ORIE DMA4 Overrun Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – DMA4DCNTIE DMA4 Destination Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – DMA4SCNTIE DMA4 Source Count Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.10 PIE3

Name: PIE3
Address: 0x476

Peripheral Interrupt Enable Register 3

Bit	7	6	5	4	3	2	1	0
	TMR1GIE	TMR1IE	TMR0IE	IOCIE	VDDIO3IE	VDDIO2IE	OSFIE	CSWIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – TMR1GIE TMR1 Gate Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – TMR1IE TMR1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – TMR0IE TMR0 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – IOCIE Interrupt-on-Change Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – VDDIO3IE VDDIO3 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – VDDIO2IE VDDIO2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – OSFIE Oscillator Failure Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – CSWIE Clock Switch Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.11 PIE4

Name: PIE4
Address: 0x477

Peripheral Interrupt Enable Register 4

Bit	7	6	5	4	3	2	1	0
	PWM1IE	PWM1PIE	CCP2IE	CCP1IE	TU16BIE	TU16AIE	TMR4IE	TMR2IE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – PWM1IE PWM1 Parameter Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – PWM1PIE PWM1 Period Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – CCP2IE CCP2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – CCP1IE CCP1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – TU16BIE 16-bit Universal Timer B Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – TU16AIE 16-bit Universal Timer A Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – TMR4IE TMR4 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – TMR2IE TMR2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.12 PIE5

Name: PIE5
Address: 0x478

Peripheral Interrupt Enable Register 5

Bit	7	6	5	4	3	2	1	0
	IOCSRIE	CLC4IE	CLC3IE	CLC2IE	CLC1IE	CWG1IE	PWM2IE	PWM2PIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – IOCSRIE Signal Routing Ports Interrupt-on-Change Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – CLC4IE CLC4 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – CLC3IE CLC3 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – CLC2IE CLC2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – CLC1IE CLC1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – CWG1IE CWG1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – PWM2IE PWM2 Parameter Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – PWM2PIE PWM2 Period Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.13 PIE6

Name: PIE6
Address: 0x479

Peripheral Interrupt Enable Register 6

Bit	7	6	5	4	3	2	1	0
	U2EIE	U2IE	U2TXIE	U2RXIE	U1EIE	U1IE	U1TXIE	U1RXIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – U2EIE UART2 Framing Error Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – U2IE UART2 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – U2TXIE UART2 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – U2RXIE UART 2 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – U1EIE UART1 Framing Error Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – U1IE UART1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – U1TXIE UART1 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – U1RXIE UART 1 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.14 PIE7

Name: PIE7
Address: 0x47A

Peripheral Interrupt Enable Register 7

Bit	7	6	5	4	3	2	1	0
		I2C1EIE	I2C1IE	I2C1TXIE	I2C1RXIE	SPI1IE	SPI1TXIE	SPI1RXIE
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		0	0	0	0	0	0	0

Bit 6 – I2C1EIE I2C1 Error Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – I2C1IE I2C1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 4 – I2C1TXIE I2C1 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – I2C1RXIE I2C1 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – SPI1IE SPI1 Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – SPI1TXIE SPI1 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – SPI1RXIE SPI1 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.15 PIE8

Name: PIE8
Address: 0x47B

Peripheral Interrupt Enable Register 8

Bit	7	6	5	4	3	2	1	0
				I3C1RIE	I3C1EIE	I3C1IE	I3C1TXIE	I3C1RXIE
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit 4 – I3C1RIE I3C1 Reset Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – I3C1EIE I3C1 Error Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – I3C1IE I3C1 General Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – I3C1TXIE I3C1 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – I3C1RXIE I3C1 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.16 PIE9

Name: PIE9
Address: 0x47C

Peripheral Interrupt Enable Register 9

Bit	7	6	5	4	3	2	1	0
	ADTIE	ADIE	HLVDIE	I3C2RIE	I3C2EIE	I3C2IE	I3C2TXIE	I3C2RXIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – ADTIE ADC Threshold Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 6 – ADIE ADC Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 5 – HLVDIE High/Low-Voltage Detect Enable Flag

Value	Description
1	Enabled
0	Disabled

Bit 4 – I3C2RIE I3C2 Reset Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 3 – I3C2EIE I3C2 Error Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 2 – I3C2IE I3C2 General Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 1 – I3C2TXIE I3C2 Transmit Interrupt Enable

Value	Description
1	Enabled
0	Disabled

Bit 0 – I3C2RXIE I3C2 Receive Interrupt Enable

Value	Description
1	Enabled
0	Disabled

11.13.17 PIR0

Name: PIR0
Address: 0x469

Peripheral Interrupt Request Register 0

Bit	7	6	5	4	3	2	1	0
	DMA1AIF	DMA1ORIF	DMA1DCNTIF	DMA1SCNTIF	INT2IF	INT1IF	INT0IF	SWIF
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – DMA1AIF DMA1 Abort Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – DMA1ORIF DMA1 Overrun Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – DMA1DCNTIF DMA1 Destination Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – DMA1SCNTIF DMA1 Source Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 3 – INT2IF External Interrupt 2 Interrupt Flag[(2)]

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – INT1IF External Interrupt 1 Interrupt Flag[(2)]

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – INT0IF External Interrupt 0 Interrupt Flag[(2)]

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 0 – SWIF Software Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. The external interrupt GPIO pin is selected by the INTxPPS register.

11.13.18 PIR1

Name: PIR1
Address: 0x46A

Peripheral Interrupt Request Register 1

Bit	7	6	5	4	3	2	1	0
	DMA3AIF	DMA3ORIF	DMA3DCNTIF	DMA3SCNTIF	DMA2AIF	DMA2ORIF	DMA2DCNTIF	DMA2SCNTIF
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – DMA3AIF DMA3 Abort Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – DMA3ORIF DMA3 Overrun Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – DMA3DCNTIF DMA3 Destination Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – DMA3SCNTIF DMA3 Source Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 3 – DMA2AIF DMA2 Abort Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – DMA2ORIF DMA2 Overrun Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – DMA2DCNTIF DMA2 Destination Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 0 – DMA2SCNTIF DMA2 Source Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Note:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

11.13.19 PIR2

Name: PIR2
Address: 0x46B

Peripheral Interrupt Request Register 2

Bit	7	6	5	4	3	2	1	0
	ACTIF	SCANIF	CRCIF	NVMIF	DMA4AIF	DMA4ORIF	DMA4DCNTIF	DMA4SCNTIF
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – ACTIF Active Clock Tuning Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – SCANIF Memory Scanner Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – CRCIF CRC Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – NVMIF NVM Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 3 – DMA4AIF DMA4 Abort Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – DMA4ORIF DMA4 Overrun Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – DMA4DCNTIF DMA4 Destination Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 0 – DMA4SCNTIF DMA4 Source Count Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Note:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

11.13.20 PIR3

Name: PIR3
Address: 0x46C

Peripheral Interrupt Request Register 3

Bit	7	6	5	4	3	2	1	0
	TMR1GIF	TMR1IF	TMR0IF	IOCIF	VDDIO3IF	VDDIO2IF	OSFIF	CSWIF
Access	R/W/HS	R/W/HS	R/W/HS	R	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – TMR1GIF TMR1 Gate Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – TMR1IF TMR1 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – TMR0IF TMR0 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – IOCIF Interrupt-on-Change Interrupt Flag(2)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 3 – VDDIO3IF VDDIO3 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – VDDIO2IF VDDIO2 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – OSFIF Oscillator Failure Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 0 – CSWIF Clock Switch Interrupt Flag(3)

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. IOCIF is a read-only bit. To clear the interrupt condition, all bits in the IOCxF registers must be cleared.
3. The CSWIF interrupt will not wake the system from Sleep. The system will Sleep until another interrupt causes the wake-up.

11.13.21 PIR4

Name: PIR4
Address: 0x46D

Peripheral Interrupt Request Register 4

Bit	7	6	5	4	3	2	1	0
	PWM1IF	PWM1PIF	CCP2IF	CCP1IF	TU16BIF	TU16AIF	TMR4IF	TMR2IF
Access	R	R/W/HS	R/W/HS	R/W/HS	R	R	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – PWM1IF PWM1 Parameter Interrupt Flag[(2)]

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 6 – PWM1PIF PWM1 Period Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – CCP2IF CCP2 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – CCP1IF CCP1 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 3 – TU16BIF 16-bit Universal Timer B Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – TU16AIF 16-bit Universal Timer A Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – TMR4IF TMR4 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 0 – TMR2IF TMR2 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. PWM1IF is a read-only bit. To clear the interrupt condition, all bits in the PWM1GIR register must be cleared.

11.13.22 PIR5

Name: PIR5
Address: 0x46E

Peripheral Interrupt Request Register 5

Bit	7	6	5	4	3	2	1	0
	IOCSRIF	CLC4IF	CLC3IF	CLC2IF	CLC1IF	CWG1IF	PWM2IF	PWM2PIF
Access	R	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – IOCSRIF Signal Routing Ports Interrupt-on-Change Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – CLC4IF CLC4 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – CLC3IF CLC3 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – CLC2IF CLC2 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 3 – CLC1IF CLC1 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 2 – CWG1IF CWG1 Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 1 – PWM2IF PWM2 Parameter Interrupt Flag[(2)]

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 0 – PWM2PIF PWM2 Period Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. PWM2IF is a read-only bit. To clear the interrupt condition, all bits in the PWM2GIR register must be cleared.

11.13.23 PIR6

Name: PIR6
Address: 0x46F

Peripheral Interrupt Request Register 6

Bit	7	6	5	4	3	2	1	0
	U2EIF	U2IF	U2TXIF	U2RXIF	U1EIF	U1IF	U1TXIF	U1RXIF
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit 7 – U2EIF UART2 Framing Error Interrupt Flag(2)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 6 – U2IF UART2 Interrupt Flag(3)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 5 – U2TXIF UART2 Transmit Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 4 – U2RXIF UART 2 Receive Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 3 – U1EIF UART1 Framing Error Interrupt Flag(2)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 2 – U1IF UART1 Interrupt Flag(3)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 1 – U1TXIF UART1 Transmit Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 0 – U1RXIF UART 1 Receive Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. UxEIF is a read-only bit. To clear the interrupt condition, all bits in the UxERR register must be cleared.
3. UxIF is a read-only bit. To clear the interrupt condition, all bits in the UxUIR register must be cleared.
4. UxTXIF and UxRXIF are read-only bits and cannot be set/cleared by software.

11.13.24 PIR7

Name: PIR7
Address: 0x470

Peripheral Interrupt Request Register 7

Bit	7	6	5	4	3	2	1	0
		I2C1EIF	I2C1IF	I2C1TXIF	I2C1RXIF	SPI1IF	SPI1TXIF	SPI1RXIF
Access		R	R	R	R	R	R	R
Reset		0	0	0	0	0	0	0

Bit 6 – I2C1EIF I2C1 Error Interrupt Flag(2)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 5 – I2C1IF I2C1 Interrupt Flag(3)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 4 – I2C1TXIF I2C1 Transmit Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 3 – I2C1RXIF I2C1 Receive Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 2 – SPI1IF SPI1 Interrupt Flag(5)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 1 – SPI1TXIF SPI1 Transmit Interrupt Flag(6)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 0 – SPI1RXIF SPI1 Receive Interrupt Flag(6)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. I2C1EIF is a read-only bit. To clear the interrupt condition, all bits in the I2C1ERR register must be cleared.
3. I2C1IF is a read-only bit. To clear the interrupt condition, all bits in the I2C1PIR register must be cleared.
4. I2C1TXIF and I2C1RXIF are read-only bits. To clear the interrupt condition, the CLRBF bit in I2C1STAT1 must be set.
5. SPI1IF is a read-only bit. To clear the interrupt condition, all bits in the SPI1INTF register must be cleared.
6. SPI1TXIF and SPI1RXIF are read-only bits and cannot be set/cleared by software.

11.13.25 PIR8

Name: PIR8
Address: 0x471

Peripheral Interrupt Request Register 8

Bit	7	6	5	4	3	2	1	0
				I3C1RIF	I3C1EIF	I3C1IF	I3C1TXIF	I3C1RXIF
Access				R	R	R	R	R
Reset				0	0	0	0	0

Bit 4 – I3C1RIF I3C1 Reset Interrupt Flag(2)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 3 – I3C1EIF I3C1 Error Interrupt Flag(3)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 2 – I3C1IF I3C1 General Interrupt Flag(4)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 1 – I3C1TXIF I3C1 Transmit Interrupt Flag(5)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 0 – I3C1RXIF I3C1 Receive Interrupt Flag(6)

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Notes:
1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. I3C1RIF is a read-only bit.
3. I3C1EIF is a read-only bit. To clear the interrupt condition, all bits in the I3C1ERRIRx registers must be cleared.
4. I3C1IF is a read-only bit. To clear the interrupt condition, all bits in the I3C1PIRx registers must be cleared.
5. I3C1TXIF is a read-only bit. The interrupt flag is cleared when I3CxTXB Transmit Buffer becomes full.
6. I3C1RXIF is a read-only bit. The interrupt flag is cleared when I3CxRXB Receive Buffer becomes empty.

11.13.26 PIR9

Name: PIR9
Address: 0x472

Peripheral Interrupt Request Register 9

Bit	7	6	5	4	3	2	1	0
	ADTIF	ADIF	HLVDIF	I3C2RIF	I3C2EIF	I3C2IF	I3C2TXIF	I3C2RXIF
Access	R/W/HS	R/W/HS	R/W/HS	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit 7 – ADTIF ADC Threshold Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 6 – ADIF ADC Interrupt Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 5 – HLVDIF High/Low-Voltage Detect Enable Flag

Value	Description
1	Interrupt has occurred (must be cleared by software)
0	Interrupt event has not occurred

Bit 4 – I3C2RIF I3C2 Reset Interrupt Flag**(2)**

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 3 – I3C2EIF I3C2 Error Interrupt Flag**(3)**

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 2 – I3C2IF I3C2 General Interrupt Flag**(4)**

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 1 – I3C2TXIF I3C2 Transmit Interrupt Flag**(5)**

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Bit 0 – I3C2RXIF I3C2 Receive Interrupt Flag**(6)**

Value	Description
1	Interrupt has occurred
0	Interrupt event has not occurred

Notes:

1. Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit. User software must ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.
2. I3C2RIF is a read-only bit.
3. I3C2EIF is a read-only bit. To clear the interrupt condition, all bits in the I3C1ERRIRx registers must be cleared.
4. I3C2IF is a read-only bit. To clear the interrupt condition, all bits in the I3C1PIRx registers must be cleared.
5. I3C2TXIF is a read-only bit. The interrupt flag is cleared when I3CxTXB Transmit Buffer becomes full.
6. I3C2RXIF is a read-only bit. The interrupt flag is cleared when I3CxRXB Receive Buffer becomes empty.

11.13.27 IPR0

Name: IPR0
Address: 0x47D

Peripheral Interrupt Request Register 0

Bit	7	6	5	4	3	2	1	0
	DMA1AIP	DMA1ORIP	DMA1DCNTIP	DMA1SCNTIP	INT2IP	INT1IP	INT0IP	SWIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – DMA1AIP DMA1 Abort Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – DMA1ORIP DMA1 Overrun Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – DMA1DCNTIP DMA1 Destination Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – DMA1SCNTIP DMA1 Source Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – INT2IP External Interrupt 2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – INT1IP External Interrupt 1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – INT0IP External Interrupt 0 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – SWIP Software Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.28 IPR1

Name: IPR1
Address: 0x47E

Peripheral Interrupt Priority Register 1

Bit	7	6	5	4	3	2	1	0
	DMA3AIP	DMA3ORIP	DMA3DCNTIP	DMA3SCNTIP	DMA2AIP	DMA2ORIP	DMA2DCNTIP	DMA2SCNTIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – DMA3AIP DMA3 Abort Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – DMA3ORIP DMA3 Overrun Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – DMA3DCNTIP DMA3 Destination Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – DMA3SCNTIP DMA3 Source Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – DMA2AIP DMA2 Abort Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – DMA2ORIP DMA2 Overrun Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – DMA2DCNTIP DMA2 Destination Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – DMA2SCNTIP DMA2 Source Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.29 IPR2

Name: IPR2
Address: 0x47F

Peripheral Interrupt Priority Register 2

Bit	7	6	5	4	3	2	1	0
	ACTIP	SCANIP	CRCIP	NVMIP	DMA4AIP	DMA4ORIP	DMA4DCNTIP	DMA4SCNTIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – ACTIP Active Clock Tuning Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – SCANIP Memory Scanner Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – CRCIP CRC Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – NVMIP NVM Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – DMA4AIP DMA4 Abort Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – DMA4ORIP DMA4 Overrun Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – DMA4DCNTIP DMA4 Destination Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – DMA4SCNTIP DMA4 Source Count Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.30 IPR3

Name: IPR3
Address: 0x480

Peripheral Interrupt Priority Register 3

Bit	7	6	5	4	3	2	1	0
	TMR1GIP	TMR1IP	TMR0IP	IOCIP	VDDIO3IP	VDDIO2IP	OSFIP	CSWIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – TMR1GIP TMR1 Gate Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – TMR1IP TMR1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – TMR0IP TMR0 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – IOCIP Interrupt-on-Change Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – VDDIO3IP VDDIO3 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – VDDIO2IP VDDIO2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – OSFIP Oscillator Failure Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – CSWIP Clock Switch Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.31 IPR4

Name: IPR4
Address: 0x481

Peripheral Interrupt Priority Register 4

Bit	7	6	5	4	3	2	1	0
	PWM1IP	PWM1PIP	CCP2IP	CCP1IP	TU16BIP	TU16AIP	TMR4IP	TMR2IP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – PWM1IP PWM1 Parameter Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – PWM1PIP PWM1 Period Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – CCP2IP CCP2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – CCP1IP CCP1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – TU16BIP 16-bit Universal Timer B Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – TU16AIP 16-bit Universal Timer A Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – TMR4IP TMR4 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – TMR2IP TMR2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.32 IPR5

Name: IPR5
Address: 0x482

Peripheral Interrupt Priority Register 5

Bit	7	6	5	4	3	2	1	0
	IOCSRIP	CLC4IP	CLC3IP	CLC2IP	CLC1IP	CWG1IP	PWM2IP	PWM2PIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – IOCSRIP Signal Routing Ports Interrupt-on-Change Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – CLC4IP CLC4 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – CLC3IP CLC3 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – CLC2IP CLC2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – CLC1IP CLC1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – CWG1IP CWG1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – PWM2IP PWM2 Parameter Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – PWM2PIP PWM2 Period Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.33 IPR6

Name: IPR6
Address: 0x483

Peripheral Interrupt Priority Register 6

Bit	7	6	5	4	3	2	1	0
	U2EIP	U2IP	U2TXIP	U2RXIP	U1EIP	U1IP	U1TXIP	U1RXIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – U2EIP UART2 Framing Error Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – U2IP UART2 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – U2TXIP UART2 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – U2RXIP UART 2 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – U1EIP UART1 Framing Error Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – U1IP UART1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – U1TXIP UART1 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – U1RXIP UART 1 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.34 IPR7

Name: IPR7
Address: 0x484

Peripheral Interrupt Priority Register 7

Bit	7	6	5	4	3	2	1	0
		I2C1EIP	I2C1IP	I2C1TXIP	I2C1RXIP	SPI1IP	SPI1TXIP	SPI1RXIP
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		1	1	1	1	1	1	1

Bit 6 – I2C1EIP I2C1 Error Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – I2C1IP I2C1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 4 – I2C1TXIP I2C1 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – I2C1RXIP I2C1 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – SPI1IP SPI1 Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – SPI1TXIP SPI1 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – SPI1RXIP SPI1 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.35 IPR8

Name: IPR8
Address: 0x485

Peripheral Interrupt Priority Register 8

Bit	7	6	5	4	3	2	1	0
				I3C1RIP	I3C1EIP	I3C1IP	I3C1TXIP	I3C1RXIP
Access				R/W	R/W	R/W	R/W	R/W
Reset				1	1	1	1	1

Bit 4 – I3C1RIP I3C1 Reset Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – I3C1EIP I3C1 Error Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – I3C1IP I3C1 General Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – I3C1TXIP I3C1 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – I3C1RXIP I3C1 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.13.36 IPR9

Name: IPR9
Address: 0x486

Peripheral Interrupt Priority Register 9

Bit	7	6	5	4	3	2	1	0
	ADTIP	ADIP	HLVDIP	I3C2RIP	I3C2EIP	I3C2IP	I3C2TXIP	I3C2RXIP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit 7 – ADTIP ADC Threshold Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 6 – ADIP ADC Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 5 – HLVDIP High/Low-Voltage Detect Priority Flag

Value	Description
1	High Priority
0	Low Priority

Bit 4 – I3C2RIP I3C2 Reset Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 3 – I3C2EIP I3C2 Error Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 2 – I3C2IP I3C2 General Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 1 – I3C2TXIP I3C2 Transmit Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

Bit 0 – I3C2RXIP I3C2 Receive Interrupt Priority

Value	Description
1	High Priority
0	Low Priority

11.14 Register Summary - Interrupts

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0375	Reserved									
0x0376	SHADCON	7:0								SHADLO
0x0377 ... 0x045F	Reserved									
0x0460	IVTLOCK	7:0								IVTLOCKED
0x0461	INTCON0	7:0	GIE/GIEH	GIEL	IPEN			INT2EDG	INT1EDG	INT0EDG
0x0462	INTCON1	7:0	STAT[1:0]							
0x0463	IVTAD	7:0	IVTADL[7:0]							
		15:8	IVTADH[7:0]							
		23:16				IVTADU[4:0]				
0x0466	IVTBASE	7:0	IVTBASEL[7:0]							
		15:8	IVTBASEH[7:0]							
		23:16				IVTBASEU[4:0]				
0x0469	PIR0	7:0	DMA1AIF	DMA1ORIF	DMA1DCNTIF	DMA1SCNTIF	INT2IF	INT1IF	INT0IF	SWIF
0x046A	PIR1	7:0	DMA3AIF	DMA3ORIF	DMA3DCNTIF	DMA3SCNTIF	DMA2AIF	DMA2ORIF	DMA2DCNTIF	DMA2SCNTIF
0x046B	PIR2	7:0	ACTIF	SCANIF	CRCIF	NVMIF	DMA4AIF	DMA4ORIF	DMA4DCNTIF	DMA4SCNTIF
0x046C	PIR3	7:0	TMR1GIF	TMR1IF	TMR0IF	IOCIF	VDDIO3IF	VDDIO2IF	OSFIF	CSWIF
0x046D	PIR4	7:0	PWM1IF	PWM1PIF	CCP2IF	CCP1IF	TU16BIF	TU16AIF	TMR4IF	TMR2IF
0x046E	PIR5	7:0	IOCSRIF	CLC4IF	CLC3IF	CLC2IF	CLC1IF	CWG1IF	PWM2IF	PWM2PIF
0x046F	PIR6	7:0	U2EIF	U2IF	U2TXIF	U2RXIF	U1EIF	U1IF	U1TXIF	U1RXIF
0x0470	PIR7	7:0		I2C1EIF	I2C1IF	I2C1TXIF	I2C1RXIF	SPI1IF	SPI1TXIF	SPI1RXIF
0x0471	PIR8	7:0				I3C1RIF	I3C1EIF	I3C1IF	I3C1TXIF	I3C1RXIF
0x0472	PIR9	7:0	ADTIF	ADIF	HLVDIF	I3C2RIF	I3C2EIF	I3C2IF	I3C2TXIF	I3C2RXIF
0x0473	PIE0	7:0	DMA1AIE	DMA1ORIE	DMA1DCNTIE	DMA1SCNTIE	INT2IE	INT1IE	INT0IE	SWIE
0x0474	PIE1	7:0	DMA3AIE	DMA3ORIE	DMA3DCNTIE	DMA3SCNTIE	DMA2AIE	DMA2ORIE	DMA2DCNTIE	DMA2SCNTIE
0x0475	PIE2	7:0	ACTIE	SCANIE	CRCIE	NVMIE	DMA4AIE	DMA4ORIE	DMA4DCNTIE	DMA4SCNTIE
0x0476	PIE3	7:0	TMR1GIE	TMR1IE	TMR0IE	IOCIE	VDDIO3IE	VDDIO2IE	OSFIE	CSWIE
0x0477	PIE4	7:0	PWM1IE	PWM1PIE	CCP2IE	CCP1IE	TU16BIE	TU16AIE	TMR4IE	TMR2IE
0x0478	PIE5	7:0	IOCSRIE	CLC4IE	CLC3IE	CLC2IE	CLC1IE	CWG1IE	PWM2IE	PWM2PIE
0x0479	PIE6	7:0	U2EIE	U2IE	U2TXIE	U2RXIE	U1EIE	U1IE	U1TXIE	U1RXIE
0x047A	PIE7	7:0		I2C1EIE	I2C1IE	I2C1TXIE	I2C1RXIE	SPI1IE	SPI1TXIE	SPI1RXIE
0x047B	PIE8	7:0				I3C1RIE	I3C1EIE	I3C1IE	I3C1TXIE	I3C1RXIE
0x047C	PIE9	7:0	ADTIE	ADIE	HLVDIE	I3C2RIE	I3C2EIE	I3C2IE	I3C2TXIE	I3C2RXIE
0x047D	IPR0	7:0	DMA1AIP	DMA1ORIP	DMA1DCNTIP	DMA1SCNTIP	INT2IP	INT1IP	INT0IP	SWIP
0x047E	IPR1	7:0	DMA3AIP	DMA3ORIP	DMA3DCNTIP	DMA3SCNTIP	DMA2AIP	DMA2ORIP	DMA2DCNTIP	DMA2SCNTIP
0x047F	IPR2	7:0	ACTIP	SCANIP	CRCIP	NVMIP	DMA4AIP	DMA4ORIP	DMA4DCNTIP	DMA4SCNTIP
0x0480	IPR3	7:0	TMR1GIP	TMR1IP	TMR0IP	IOCIP	VDDIO3IP	VDDIO2IP	OSFIP	CSWIP
0x0481	IPR4	7:0	PWM1IP	PWM1PIP	CCP2IP	CCP1IP	TU16BIP	TU16AIP	TMR4IP	TMR2IP
0x0482	IPR5	7:0	IOCSRIP	CLC4IP	CLC3IP	CLC2IP	CLC1IP	CWG1IP	PWM2IP	PWM2PIP
0x0483	IPR6	7:0	U2EIP	U2IP	U2TXIP	U2RXIP	U1EIP	U1IP	U1TXIP	U1RXIP
0x0484	IPR7	7:0		I2C1EIP	I2C1IP	I2C1TXIP	I2C1RXIP	SPI1IP	SPI1TXIP	SPI1RXIP
0x0485	IPR8	7:0				I3C1RIP	I3C1EIP	I3C1IP	I3C1TXIP	I3C1RXIP
0x0486	IPR9	7:0	ADTIP	ADIP	HLVDIP	I3C2RIP	I3C2EIP	I3C2IP	I3C2TXIP	I3C2RXIP

12. OSC - Oscillator Module (With Fail-Safe Clock Monitor)

The oscillator module contains multiple clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption.

Clock sources can be supplied either internally or externally. External sources include:

- External clock oscillators
- Quartz crystal resonators
- Ceramic resonators
- Secondary Oscillator (SOSC)

Internal sources include:

- High-Frequency Internal Oscillator (HFINTOSC)
- Low-Frequency Internal Oscillator (LFINTOSC)
- Analog-to-Digital Converter RC Oscillator (ADCRC)

Special features of the oscillator module include:

- Oscillator Start-up Timer (OST): Ensures stability of quartz crystal or ceramic resonators
- 4x Phase-Locked Loop (PLL): Frequency multiplier for external clock sources
- HFINTOSC Frequency Adjustment: Provides the ability to adjust the HFINTOSC frequency
- Clock switching: Allows the system clock to switch between internal or external sources via software during run time
- Fail-Safe Clock Monitor (FSCM): Designed to detect a failure of the system clock (FOSC), primary external clock (EXTOSC) or secondary external clock (SOSC) sources. The FSCM automatically switches to an internal clock source upon detection of an FOSC failure.

The Reset Oscillator (RSTOSC) Configuration bits determine the type of oscillator that will be used when the device runs after a Reset, including when the device is first powered up (see the table below).

Table 12-1. RSTOSC Selection Table

RSTOSC	SFR Reset Values			Clock Source
	NOSC / COSC	NDIV / CDIV	OSCFRQ	
111	111	0000 (1:1)	0010 (4 MHz)	EXTOSC per FEXTOSC
110	110	0010 (4:1)		HFINTOSC @ 1 MHz
101	101	0000 (1:1)		LFINTOSC
100	100	0000 (1:1)		SOSC
011	Reserved			
010	010	0000 (1:1)	0010 (4 MHz)	EXTOSC + 4x PLL(1)
001	Reserved			
000	000	0000 (1:1)	1000 (64 MHz)	HFINTOSC @ 64 MHz

Note:

1. EXTOSC must meet the PLL specifications (see the data sheet Electrical Specifications).

If an external clock source is selected by the RSTOSC bits, the External Oscillator Mode Select (FEXTOSC) Configuration bits must be used to select the External Clock mode. These modes include:

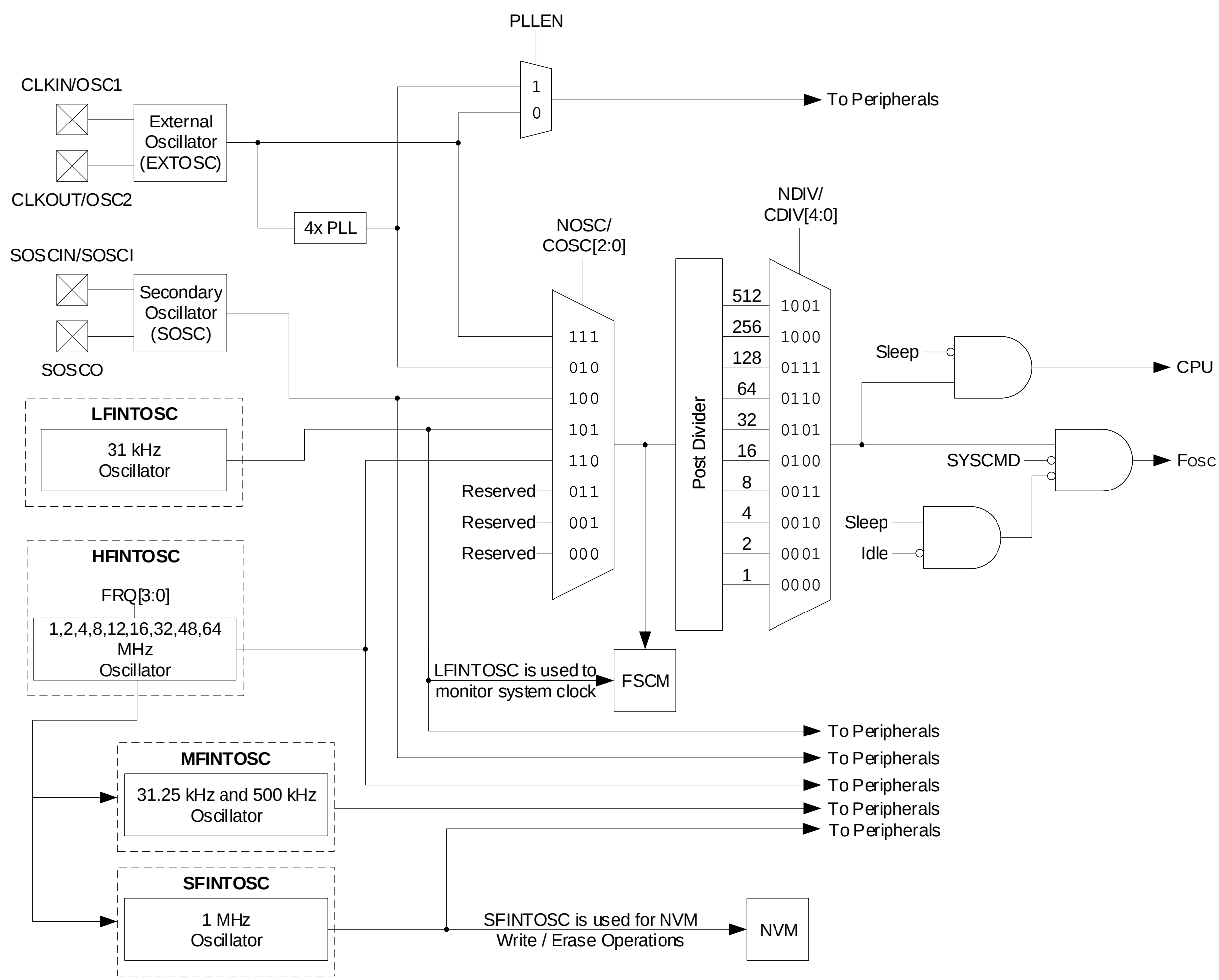
- ECL: External Clock Low-Power mode
- ECM: External Clock Medium-Power mode
- ECH: External Clock High-Power mode

- HS: High-Gain Crystal or Ceramic Resonator mode (up to 32 MHz)

The ECH, ECM and ECL modes rely on an external logic-level signal as the device clock source. The HS mode relies on an external quartz crystal or ceramic resonator as the device clock source. Each mode is optimized for a specific frequency range. The internal oscillator block produces both low-frequency and high-frequency clock signals, designated LFINTOSC and HFINTOSC, respectively. Multiple system operating frequencies may be derived from these clock sources.

The figure below illustrates a block diagram of the oscillator module.

Figure 12-1. Clock Source Block Diagram



12.1 Clock Source Types

Clock sources can be classified as external or internal.

External clock sources rely on external circuitry for the clock source to function. Examples of external clock sources include:

- Digital oscillator modules
- Quartz crystal resonators
- Ceramic resonators

A 4x PLL is provided for use with external clock sources.

Internal clock sources are contained within the oscillator module. The internal oscillator block features two internal oscillators that are used to generate internal system clock sources. The

High-Frequency Internal Oscillator (HFINTOSC) can produce a wide range of frequencies which are determined via the HFINTOSC Frequency Selection (OSCFRQ) register. The Low-Frequency Internal Oscillator (LFINTOSC) generates a fixed nominal 31 kHz clock signal. The internal oscillator block also features an RC oscillator which is dedicated to the Analog-to-Digital Converter (ADC).

The oscillator module allows the system clock source or system clock frequency to be changed through clock switching. Clock source selections are made via the New Oscillator Source Request (NOSC) bits. Once the clock source has been selected, the clock source base frequency can be divided (post-scaled) via the New Divider Selection Request (NDIV) bits.

The instruction clock ($F_{OSC}/4$) can be routed to the OSC2/CLKOUT pin when the pin is not in use. The Clock Out Enable ($\overline{\text{CLKOUTEN}}$) Configuration bit controls the functionality of the CLKOUT signal. When $\overline{\text{CLKOUTEN}}$ is clear ($\overline{\text{CLKOUTEN}}$ = `0`), the CLKOUT signal is routed to the OSC2/CLKOUT pin. When $\overline{\text{CLKOUTEN}}$ is set ($\overline{\text{CLKOUTEN}}$ = `1`), the OSC2/CLKOUT pin functions as an I/O pin.

12.1.1 External Clock Sources

An external clock source can be used as the device system clock by performing one of the following actions:

- Program the RSTOSC and FEXTOSC Configuration bits to select an external clock source that will be used as the default system clock upon a device Reset.
- Write the NOSC and NDIV bits to switch the system clock source during run time.

12.1.1.1 EC Mode

The External Clock (EC) mode allows an externally generated logic level signal to be the system clock source. When operating in EC mode, an external clock source is connected to the OSC1/CLKIN input pin. The OSC2/CLKOUT pin is available as a general purpose I/O pin or as the CLKOUT signal pin.

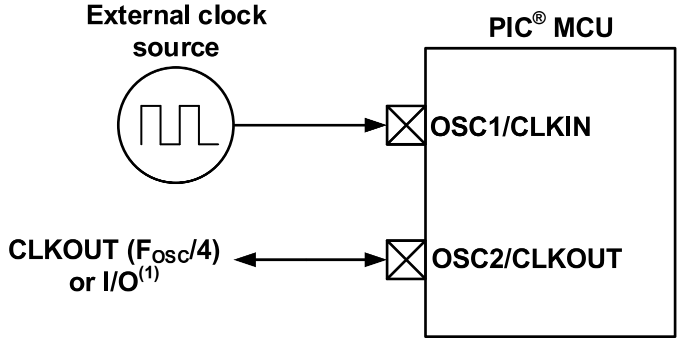
EC mode provides three Power mode selections:

- ECH: High-Power mode
- ECM: Medium-Power mode
- ECL: Low-Power mode

The Oscillator Start-up Timer (OST) is disabled when EC mode is selected; therefore, there is no delay in operation after a Power-on Reset (POR) or wake-up from Sleep. Because the PIC® MCU design is fully static, stopping the external clock input will have the effect of halting the device while leaving all data intact. Upon restarting the external clock, the device will resume operation as if no time had elapsed.

The figure below shows the pin connections for EC mode.

Figure 12-2. External Clock (EC) Mode Operation



Note:

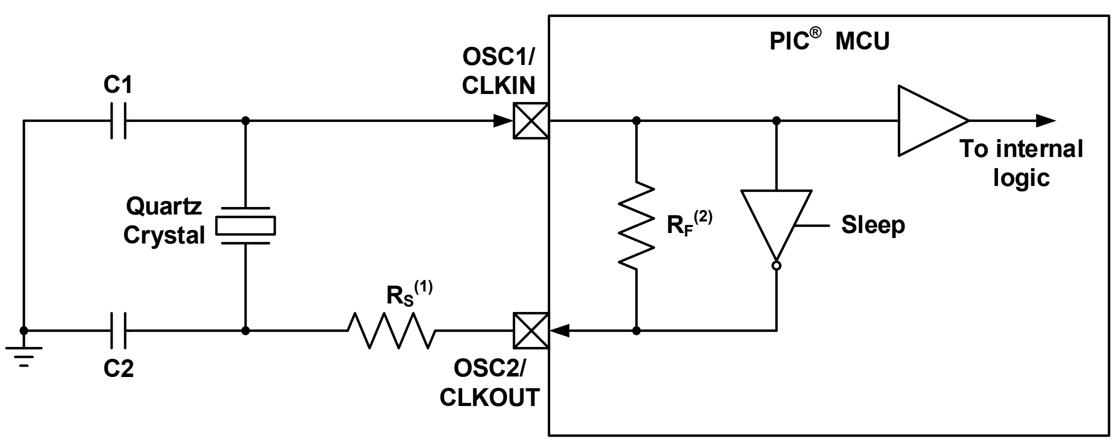
1. Output depends on the setting of the $\overline{\text{CLKOUTEN}}$ Configuration bit.

12.1.1.2 HS Modes

The High Speed (HS) oscillator modes support the use of quartz crystals or ceramic resonators connected to the OSC1 and OSC2 pins, as shown in the figures below. These modes work best for crystals or ceramic resonators that require operating frequencies from 4 MHz up to 32 MHz. Depending on the operating frequency, the appropriate HS power mode (8, 16, 24, or 32 MHz) should be selected to control the drive strength and optimize current consumption, which can help eliminate the need of an external series resistor.

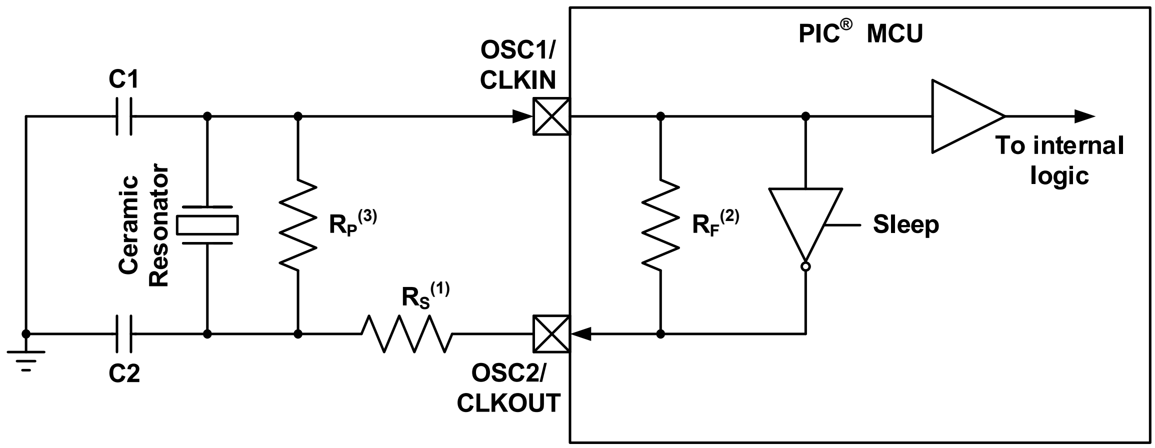
The figures below show typical circuits for quartz crystal and ceramic resonators.

Figure 12-3. Quartz Crystal Operation



Notes:
1. A series resistor (R_S) may be required for quartz crystals with low drive level.
2. The value of R_F varies with the Oscillator mode selected (typically between 2 MΩ and 10 MΩ).

Figure 12-4. Ceramic Resonator Operation



Notes:
1. A series resistor (R_S) may be required for ceramic resonators with low drive level.
2. The value of R_F varies with the Oscillator mode selected (typically between 2 MΩ and 10 MΩ).
3. An additional parallel feedback resistor (R_P) may be required for proper ceramic resonator operation.

12.1.1.3 Oscillator Start-Up Timer (OST)

The Oscillator Start-up Timer (OST) ensures that the oscillator circuit has started and is providing a stable system clock to the oscillator module. Quartz crystals or ceramic resonators do not start immediately and may take a few hundred cycles before the oscillator becomes stable. The oscillations must build up until sufficient amplitude is generated to properly toggle between logic states. The OST counts 1024 oscillation periods from the OSC1 input following a Power-on Reset (POR), Brown-out Reset (BOR), or wake-up from Sleep event to ensure that the oscillator has enough time to reach stable and accurate operation. Once the OST has completed its count, module hardware sets the External Oscillator Ready (EXTOR) bit, indicating that the oscillator is stable and ready to use.

12.1.1.4 4x PLL

The oscillator module contains a 4x Phase-Locked Loop (PLL) circuit that can be used with the external clock sources to provide a system clock source. The input frequency for the PLL must fall within a specified range. See the **“PLL Specifications”** table found in the **“Electrical Specifications”** chapter for more information.

The PLL can be enabled for use through one of two methods:

1. Program the RSTOSC Configuration bits to select the “EXTOSC with 4x PLL” option.
2. Write the NOSC bits to select the ”EXTOSC with 4x PLL” option.

12.1.1.5 Secondary Oscillator

The Secondary Oscillator (SOSC) is a separate external oscillator block that can be used as an alternate system clock source or as a Timer clock source. The SOSC is optimized for 32.768 kHz and can be used with either an external quartz crystal connected to the SOSCI and SOSCO pins or with an external clock source connected to the SOSCI pin, as shown in the figures below.

Figure 12-5. SOSC 32.768 kHz Quartz Crystal Oscillator Operation

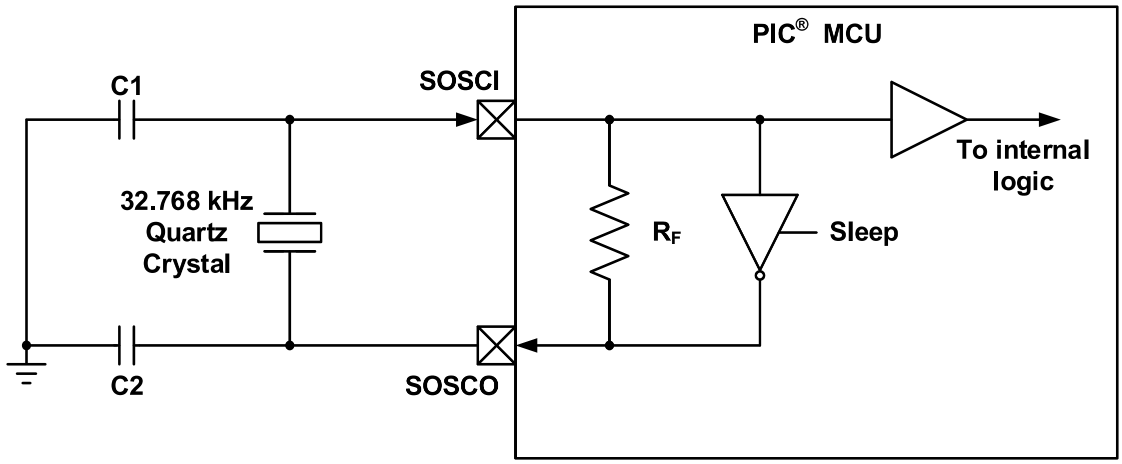
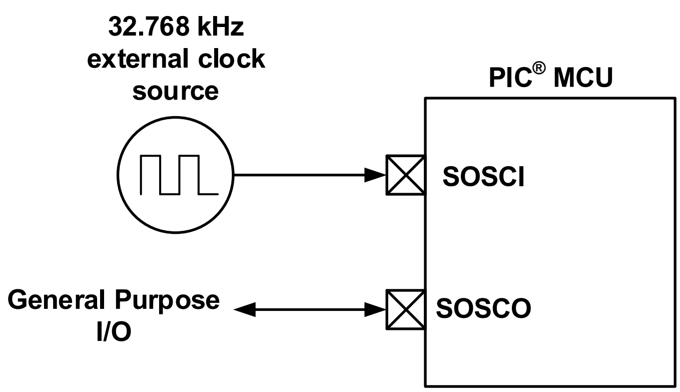


Figure 12-6. SOSC 32.768 kHz External Clock Operation



The SOSC can be enabled through one of two methods:

- Programming the RSTOSC Configuration bits to select the SOSC as the system clock.
- Programming the NOSC bits to select the SOSC during run time.

Two Power modes are available for the secondary oscillator and are selected using the Secondary Oscillator Power Mode Select (SOSCPWR) bit. When SOSCPWR is clear (SOSCPWR = 0), the oscillator operates in Low-Power mode, which is ideal for crystal oscillators with low drive strength. When

SOSCPWR is set (SOSCPWR = 1), the oscillator operates in High-Power mode, which is ideal for crystal oscillators with high drive strength or high Equivalent Series Resistance (ESR).

Important: The SOSC module must be disabled before changing Power modes. Changes to the Power mode during operation may result in undefined oscillator behavior.

12.1.1.5.1 SOSC Start-Up Timing

The SOSC utilizes the Oscillator Start-up Timer (OST) to ensure that the 32.768 kHz crystal oscillator has started and is available for use. Since crystal oscillators do not start immediately and may take a few hundred cycles before achieving stable operation, the OST counts 1024 oscillation periods from the SOSCI input. Once the OST completes its count, module hardware sets the Secondary Oscillator Ready (SOR) bit, indicating that the SOSC is stable and ready to use.

12.1.2 Internal Clock Sources

The internal oscillator block contains two independent oscillators that can produce two internal system clock sources:

- High-Frequency Internal Oscillator (HFINTOSC)
- Low-Frequency Internal Oscillator (LFINTOSC)

Internal oscillator selection is performed one of two ways:

1. Program the RSTOSC Configuration bits to select one of the INTOSC sources which will be used upon a device Reset.
2. Write the New Oscillator Source Request (NOSC) bits to select an internal oscillator during run time.

In INTOSC mode, the OSC1/CLKIN and OSC2/CLKOUT pins are available for use as a general purpose I/Os, provided that no external oscillator is connected. The function of the OSC2/CLKOUT pin is determined by the $\overline{\text{CLKOUTEN}}$ Configuration bit. When $\overline{\text{CLKOUTEN}}$ is set ($\overline{\text{CLKOUTEN}}$ = 1), the pin functions as a general-purpose I/O. When $\overline{\text{CLKOUTEN}}$ is clear ($\overline{\text{CLKOUTEN}}$ = 0), the system instruction clock (F_{OSC}/4) is available as an output signal on the pin.

12.1.2.1 HFINTOSC

The High-Frequency Internal Oscillator (HFINTOSC) is a factory-calibrated, precision digitally-controlled internal clock source that produces a wide range of stable clock frequencies. The HFINTOSC can be enabled through one of the following methods:

- Program the RSTOSC Configuration bits to select the HFINTOSC upon device Reset or power-up.
- Write to the New Oscillator Source Request (NOSC) bits to select the HFINTOSC during run time.

The HFINTOSC frequency is selected via the HFINTOSC Frequency Selection (FRQ) bits. Fine-tuning of the HFINTOSC is done via the HFINTOSC Frequency Tuning (TUN) bits. The HFINTOSC output frequency can be divided (post-scaled) via the New Divider Selection Request (NDIV) bits.

12.1.2.1.1 HFINTOSC Frequency Tuning

The HFINTOSC frequency can be fine-tuned via the HFINTOSC Tuning (OSCTUNE) register. The OSCTUNE register is used by Active Clock Tuning hardware or user software to provide small adjustments to the HFINTOSC nominal frequency.

The OSCTUNE register contains the HFINTOSC Frequency Tuning (TUN) bits. The TUN bits default to a 6-bit, two’s complement value of `0x00`, which indicates that the oscillator is operating at the selected frequency. When a value between `0x01` and `0x1F` is written to the TUN bits, the HFINTOSC frequency is increased. When a value between `0x3F` and `0x20` is written to the TUN bits, the HFINTOSC frequency is decreased.

When the OSCTUNE register is modified, the oscillator will begin to shift to the new frequency. Code execution continues during this shift. There is no indication that the frequency shift occurred.

Important: OSCTUNE tuning does not affect the LFINTOSC frequency.

12.1.2.2 MFINTOSC

The Medium-Frequency Internal Oscillator (MFINTOSC) generates two constant clock outputs (500 kHz and 31.25 kHz). The MFINTOSC clock signals are created from the HFINTOSC using dynamic divider logic, which provides constant MFINTOSC clock rates regardless of selected HFINTOSC frequency.

The MFINTOSC cannot be used as the system clock but can be used as a clock source for certain peripherals, such as a Timer.

12.1.2.3 LFINTOSC

The Low-Frequency Internal Oscillator (LFINTOSC) is a factory-calibrated 31 kHz internal clock source.

The LFINTOSC can be used as a system clock source and may be used by certain peripheral modules as a clock source. Additionally, the LFINTOSC provides a time base for the following:

- Power-up Timer (PWRT)
- Watchdog Timer (WDT)/Windowed Watchdog Timer (WWDT)
- Fail-Safe Clock Monitor (FSCM)

The LFINTOSC is enabled through one of the following methods:

- Program the RSTOSC Configuration bits to select LFINTOSC
- Write the NOSC bits to select LFINTOSC during run time

12.1.2.4 SFINTOSC

The Specified-Frequency Internal Oscillator (SFINTOSC) generates a constant 1MHz clock output. The SFINTOSC clock signal is created from the HFINTOSC using dynamic divider logic, which provides constant SFINTOSC clock rates regardless of the selected HFINTOSC frequency.

The SFINTOSC cannot be used as the system clock, but provides a constant 1 MHz clock signal that is used for NVM Write and Erase operations. Additionally, SFINTOSC can be used as a clock source for certain peripherals.

12.1.2.5 ADCRC

The Analog-to-Digital RC (ADCRC) oscillator is dedicated to the ADC module. ADCRC operates at a fixed frequency of approximately 600 kHz and is used as a conversion clock source. The ADCRC allows the ADC module to operate in Sleep mode, which can reduce system noise during the ADC conversion. The ADCRC is automatically enabled when it is selected as the clock source for the ADC module or when selected as the clock source of any peripheral that may use it. The ADCRC may also be manually enabled via the ADC Oscillator Enable (ADOEN) bit, thereby avoiding start-up delays when this source is used intermittently.

12.1.3 Oscillator Status and Manual Enable

The Oscillator Status (OSCSTAT) register displays the Ready status for each of the following oscillators:

- External oscillator
- HFINTOSC
- MFINTOSC

- LFINTOSC
- SOSC
- ADCRC

The OSCSTAT register also displays the Ready status for the 4xPLL.

The HFINTOSC Oscillator Ready (HFOR) and MFINTOSC Oscillator Ready (MFOR) Status bits indicate whether the respective oscillators are ready for use. Both clock sources are available for use at any time but may require a finite amount of time before they have reached the specified accuracy levels. When the HFINTOSC or MFINTOSC are ready and achieved the specified accuracy, module hardware sets the HFOR/MFOR bits, respectively.

When a new value is loaded into the OSCFRQ register, the HFOR and MFOR bits are cleared by hardware and will be set again once the respective oscillator is ready. During pending OSCFRQ changes, the MFINTOSC will stall at either a high or a low state until the HFINTOSC locks in the new frequency and resumes operation.

The Oscillator Enable (OSCEN) register can be used to manually enable the following oscillators:

- External oscillator
- HFINTOSC
- MFINTOSC
- LFINTOSC
- SOSC
- ADCRC

Important: OSCEN cannot be used to manually enable the 4xPLL.

12.2 Clock Switching

The system clock source can be switched between external and internal clock sources via software using the New Oscillator Source Request (NOSC) and New Divider Selection Request (NDIV) bits. The following sources can be selected:

- External Oscillator (EXTOSC)
- EXTOSC with 4x PLL
- High-Frequency Internal Oscillator (HFINTOSC)
- Low-Frequency Internal Oscillator (LFINTOSC)
- Secondary Oscillator (SOSC)

The Clock Switch Enable (CSWEN) Configuration bit can be used to enable or disable the clock switching capability. When CSWEN is set (CSWEN = `1`), writes to NOSC and NDIV by user software will allow the system clock to switch between sources or frequencies. When CSWEN is clear (CSWEN = `0`), writes to NOSC and NDIV are ignored, preventing the system clock from switching from one source to another.

12.2.1 NOSC and NDIV Bits

The New Oscillator Source Request (NOSC) and New Divider Selection Request (NDIV) bits are used to select the system clock source and clock frequency divider that will be used by the CPU and peripherals (see the tables below).

When new values are written into NOSC and/or NDIV, the current oscillator selection will continue to operate as the system clock while waiting for the new source to indicate that it is ready. Writes to NDIV without changing the clock source (e.g., changing the HFINTOSC frequency from 1 MHz to 2 MHz) are handled in the same manner as a clock switch.

When the new oscillator selection is ready, the New Oscillator is Ready (NOSCR) bit and the Clock Switch Interrupt Flag (CSWIF) are set by module hardware. If the Clock Switch Interrupt Enable (CSWIE) bit is set (CSWIE = 1), an interrupt will be generated when CSWIF is set. Additionally, the Oscillator Ready (ORDY) bit can be polled to determine that the clock switch has completed and the new oscillator source has replaced the old source as the system clock.

Important: The CSWIF interrupt does not wake the device from Sleep.

Table 12-2. NOSC/COSC Clock Source Selection Table

NOSC / COSC	Clock Source
111	EXTOSC(1)
110	HFINTOSC(2)
101	LFINTOSC
100	SOSC
011	Reserved
010	EXTOSC + 4xPLL(3)
001	Reserved
000	Reserved

Notes:
1. EXTOSC is configured via the FEXTOSC Configuration bits.
2. HFINTOSC frequency is determined by the FRQ bits.
3. EXTOSC must meet the PLL specifications (see the data sheet Electrical Specifications).

Table 12-3. NDIV/CDIV Clock Divider Selection Table

NDIV / CDIV	Clock Divider
1111-1010	Reserved
1001	512
1000	256
0111	128
0110	64
0101	32
0100	16
0011	8
0010	4
0001	2
0000	1

12.2.2 COSC and CDIV Bits

The Current Oscillator Source Select (COSC) bits and the Current Divider Select (CDIV) bits indicate the current oscillator source and clock divider, respectively. When a new oscillator or divider is requested via the NOSC/NDIV bits, the COSC and CDIV bits remain unchanged until the clock switch actually occurs. When the switch actually occurs, hardware copies the NOSC and NDIV values into COSC and CDIV, the Oscillator Ready (ORDY) bit is set, and the NOSCR bit is cleared by hardware, indicating that the clock switch is complete.

12.2.3 CSWHOLD

When the system oscillator changes frequencies, peripherals using the system clock may be affected. For example, if the I²C module is actively using the system clock as its Serial Clock (SCL) time base, changing the system clock frequency will change the SCL frequency. The Clock Switch Hold (CSWHOLD) bit can be used to suspend a requested clock switch. In this example, software can request a new clock source, use the CSWHOLD bit to suspend the switch, wait for the I²C bus to become Idle, then reconfigure the SCL frequency based on the new clock source. Once the I²C has been reconfigured, software can use CSWHOLD to complete the clock switch without causing any issues with the I²C bus.

When CSWHOLD is set (CSWHOLD = `1`), a write to NOSC and/or NDIV is accepted, but the clock switch is suspended and does not automatically complete. While the switch is suspended, code execution continues using the old (current) clock source. Module hardware will still enable the new oscillator selection and set the NOSCR bit. Once the NOSCR bit is set, software will either:

- clear CSWHOLD so that the clock switch can complete, or
- copy the Current Oscillator Source Select (COSC) value into NOSC to abandon the clock switch.

When CSWHOLD is clear (CSWHOLD = `0`), the clock switch will occur when the NOSCR bit is set. When NOSCR is set, the CSWIF is also set, and if CSWIE is set, the generated interrupt will be serviced using the new oscillator.

12.2.4 PLL Input Switch

Switching between the PLL and any non-PLL source is handled in the same manner as any other clock source change.

When the NOSC selects a source with a PLL, the system continues to operate using the current oscillator until the new oscillator is ready. When the new source is ready, the associated Status bit in the Oscillator Status (OSCSTAT) register is set, and once the PLL is locked and ready for use, the PLL is Ready (PLLR) bit is set. Once both the source and PLL are ready, the switch will complete.

12.2.5 Clock Switch and Sleep

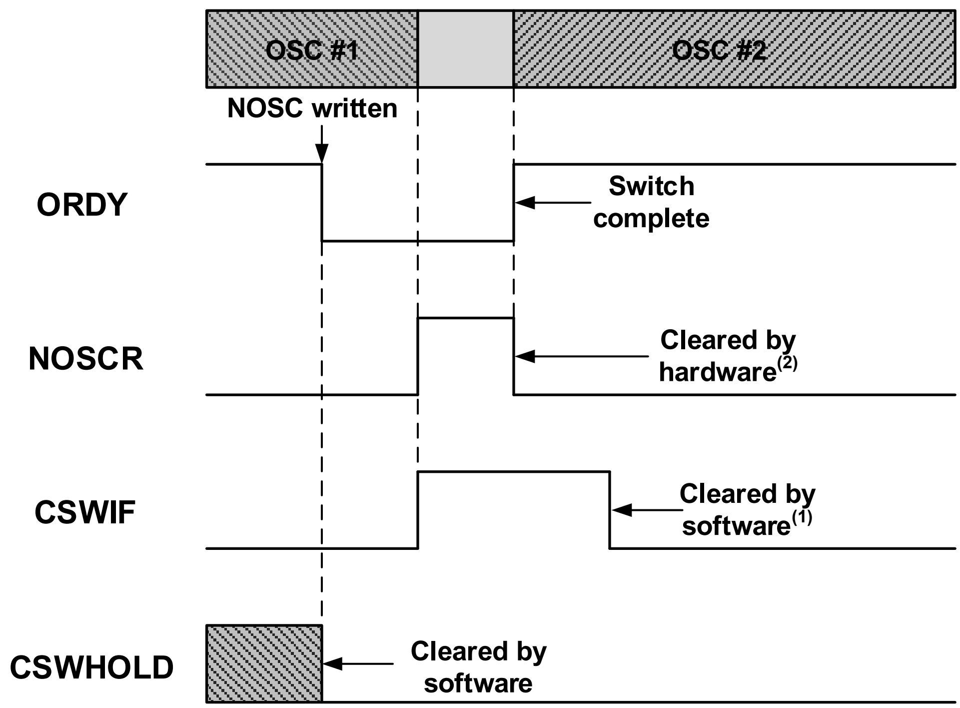
If the NOSC/NDIV bits are written with new values and the device is put to Sleep before the clock switch completes, the switch will not take place and the device will enter Sleep mode.

When the device wakes up from Sleep and CSWHOLD is clear (CSWHOLD = `0`), the clock switch will complete and the device will wake with the new clock active, setting CSWIF.

When the device wakes from Sleep and CSWHOLD is set (CSWHOLD = `1`), the device will wake up with the old clock active, and the new clock source will be requested again.

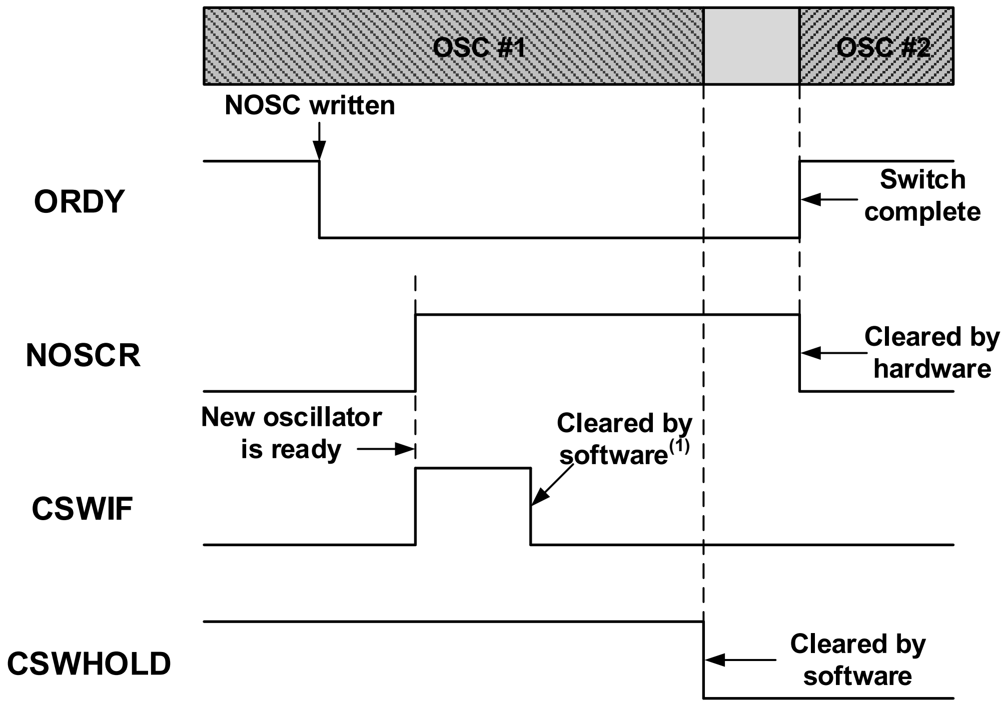
If Doze mode is in effect, the clock switch occurs on the next clock cycle regardless of whether or not the CPU is active during that clock cycle.

Figure 12-7. Clock Switch (CSWHOLD = 0)



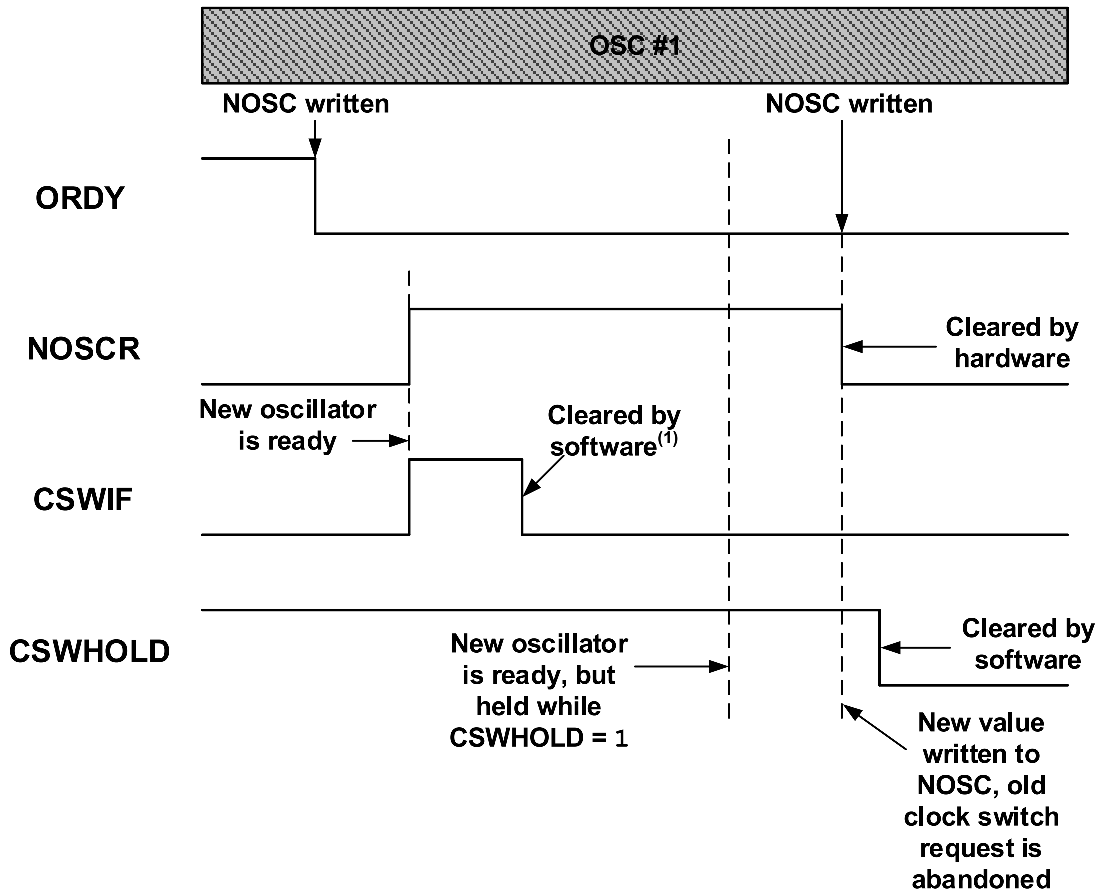
Notes:
1. CSWIF is asserted coincident with NOSCR; interrupt is serviced at OSC#2 speed.
2. The assertion of NOSCR may not be seen by the user as it is only set for the duration of the switch.

Figure 12-8. Clock Switch (CSWHOLD = 1)



Note:
1. CSWIF may be cleared before or after clearing CSWHOLD.

Figure 12-9. Clock Switch Abandoned



Note:

1. CSWIF may be cleared before or after rewriting NOSC; CSWIF is not automatically cleared.

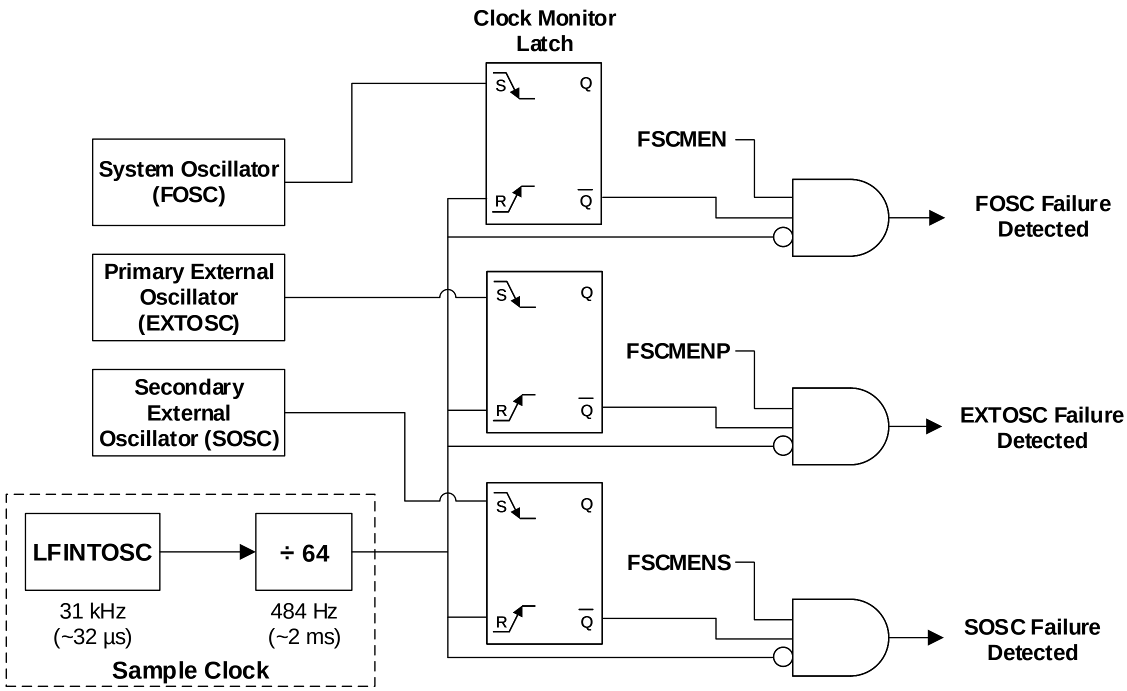
12.3 Fail-Safe Clock Monitor (FSCM)

The Fail-Safe Clock Monitor (FSCM) allows the device to continue operating in the event of an oscillator failure. The FSCM also provides diagnostic data pertaining to potential primary and secondary oscillator failures. The FSCM serves three separate functions:

- Monitoring of F_{OSC} using the FSCMFEV bit
- Monitoring of EXTOSC (primary external oscillator) using the FSCMPEV bit
- Monitoring of SOSC (secondary external oscillator) using the FSCMSEV bit

The primary external oscillator FSCM (FSCMP) is enabled by setting the Fail-Safe Clock Monitor for Primary Crystal Oscillator (FCMENP) Configuration bit. The secondary external oscillator FSCM (FSCMS) is enabled by setting the Fail-Safe Clock Monitor for Secondary Crystal Oscillator (FCMENS) Configuration bit. The F_{OSC} FSCM is enabled by setting the Fail-Safe Clock Monitor Enable for FOSC (FCMEN) Configuration bit. The figure below shows the FSCM block diagram.

Figure 12-10. FSCM Block Diagram



12.3.1 Fail-Safe Detection

Each FSCM detects a failed oscillator by comparing the external oscillator to the FSCM sample clock. The sample clock is generated by dividing the LFINTOSC by 64. The fail detector logic block contains a latch that is set upon each falling edge of the external clock. The latch is cleared on the rising edge of the sample clock. A failure is detected when a half-period of the sample clock elapses before the external clock goes low and the corresponding FSCM failure status bit will be set.

12.3.2 Fail-Safe Operation - FOSC Fail-Safe Clock Monitor

When the system clock (F_{OSC}) fails, the Oscillator Fail Interrupt Flag (OSFIF) bit of the PIR registers, as well as the corresponding FSCM failure status (FSCMFEV) bit, will be set. If the Oscillator Fail Interrupt Enable (OSFIE) bit was set, an interrupt will be generated when OSFIF is high. If enabled, the F_{OSC} Fail-Safe Clock Monitor will switch the system clock to HFINTOSC when a failure is detected by overwriting the NOSC/COSC bits. The frequency of HFINTOSC will depend on the previous state of the FRQ bits and the state of the NDIV/CDIV bits. Once a failure is detected, software can be used to take steps to mitigate the repercussions of the oscillator failure. The FSCM will switch the system clock to HFINTOSC, and the device will continue to operate from HFINTOSC until the external oscillator has been restarted. Once the external source is operational, it is up to the user to confirm that the clock source is stable and to switch the system clock back to the external oscillator using the NOSC/NDIV bits.

12.3.3 Fail-Safe Operation - Primary and Secondary Fail-Safe Clock Monitors

When the primary external clock (EXTOSC) or the secondary external clock (SOSC) fail, the Oscillator Fail Interrupt Flag (OSFIF) bit of the PIR registers will be set. Additionally, the corresponding FSCM failure status bit (FSCMPEV or FSCMSEV, respectively) will be set. If the Oscillator Fail Interrupt Enable (OSFIE) bit has been set, an interrupt will be generated when OSFIF is high. It is important to note that neither the primary or secondary Fail-Safe Clock Monitors will cause a clock switch to occur in the event of a failure, and it is up to the user to address the clock fail event.

12.3.4 Fail-Safe Clock Monitor Fault Injection

Each of the Fail-Safe Clock monitors on this device has its own respective Fault Injection bit. The Fault Injection bit is used to verify in the software that the FSCM functions work properly and that they will detect a clock failure during normal operation. If the FSCM Fault Injection bit is set, the FSCM sample clock input will be blocked, forcing a clock failure. Writing to the FOSC FSCM Fault Injection (FSCMFFI) bit will result in the system clock switching to HFINTOSC and the FSCMFEV bit as well as the Oscillator Fail Interrupt Flag (OSFIF) of the PIR registers being set. Writing to the primary and secondary external FSCM Fault Injection (FSCMPFI and FSCMSFI) bits will result in the respective FSCM Fault Status (FSCMPEV and FSCMSEV) bits being set but the system clock will not switch. Additionally, the Oscillator Fail Interrupt Flag (OSFIF) of the PIR registers will also be set.

12.3.5 Fail-Safe Condition Clearing

For the FOSC FSCM, the Fail-Safe condition is cleared after either a device Reset, execution of a `SLEEP` instruction, or a change to the NOSC/NDIV bits. When switching to the external oscillator or PLL, the Oscillator Start-up Timer (OST) is restarted. While the OST is running, the device continues to operate from HFINTOSC. When the OST expires, the Fail-Safe condition is cleared after successfully switching to the external clock source.

Important: Software must clear the OSFIF bit before switching to the external oscillator. If the Fail-Safe condition still exists, the OSFIF bit will be set again by module hardware.

12.3.6 Reset or Wake-Up from Sleep

The FSCM is designed to detect an oscillator failure after the OST has expired. The OST is used after waking up from Sleep or after any type of Reset, when in HS mode. If the device is using the EC mode, the FSCM will be active as soon as the Reset or wake-up event has completed.

12.4 Active Clock Tuning (ACT)

Many applications, such as those using UART communication, require an oscillator with an accuracy of ± 1% over the full temperature and voltage range. To meet this level of accuracy, the Active Clock Tuning (ACT) feature utilizes the SOSC frequency of 32.768 kHz to adjust the frequency of the HFINTOSC over voltage and temperature.

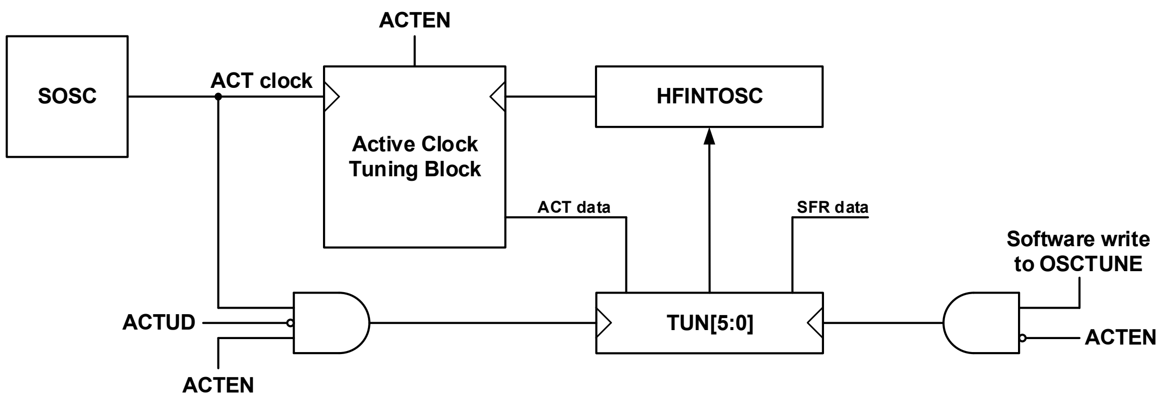
Important: Active Clock Tuning requires the use of a 32.768 kHz external oscillator connected to the SOSCI/SOSCO pins.

Active Clock Tuning is enabled via the Active Clock Tuning Enable (ACTEN) bit. When ACTEN is set (ACTEN = `1`), the ACT module uses the SOSC time base to measure the HFINTOSC frequency and uses the HFINTOSC Frequency Tuning (TUN) bits to adjust the HFINTOSC frequency. When ACTEN is clear (ACTEN = `0`), the ACT feature is disabled, and user software can utilize the TUN bits to adjust the HFINTOSC frequency.

Important: When the ACT feature is enabled, the TUN bits are controlled directly through module hardware and become read-only bits to user software. Writes to the TUN bits when the ACT feature is enabled are ignored.

The figure below shows the Active Clock Tuning block diagram.

Figure 12-11. Active Clock Tuning (ACT) Block Diagram



12.4.1 ACT Lock Status

The Active Clock Tuning Lock Status (ACTLOCK) bit can be used to determine when the HFINTOSC has been tuned. When ACTLOCK is set (ACTLOCK = `1`), the HFINTOSC frequency has been locked to within ± 1% of the nominal frequency. When ACTLOCK is clear (ACTLOCK = `0`), the following conditions may be true:

- The HFINTOSC frequency has not been locked to within ± 1%
- A device Reset occurred
- The ACT feature is disabled

Important: The ACTLOCK bit is read-only. Writes to ACTLOCK are ignored.

12.4.2 ACT Out-of-Range Status

When Active Clock Tuning is enabled, module hardware uses the TUN bits to achieve high accuracy levels. If the module requires a TUN value outside of its range, the ACT Out-of-Range Status (ACTORS) bit is set by hardware (ACTORS = `1`).

The ACTORS bit will be set when:

- The HFINTOSC is tuned to its lowest frequency as determined by the TUN bits and will require a value lower than the TUN bits can provide to achieve accuracy within ± 1%.
- The HFINTOSC is tuned to its highest frequency as determined by the TUN bits and will require a value higher than the TUN bits can provide to achieve accuracy within ± 1%.

When an ACT out-of-range event occurs, the HFINTOSC will continue to use the last TUN value until the HFINTOSC frequency returns to the tunable range. Once the HFINTOSC returns to the tunable range, module hardware clears the ACTORS bit.

Important: The ACTORS bit is read-only. Writes to ACTORS are ignored.

12.4.3 ACT Update Disable

When Active Clock Tuning is enabled, the OSCTUNE register is continuously updated every ACT clock cycle. The ACT Update Disable (ACTUD) bit can be used to suspend updates to the OSCTUNE register. When ACTUD is set (ACTUD = 1), updates to OSCTUNE are suspended, although the module continues to operate. The last value written to OSCTUNE is used for tuning, and the ACTLOCK bit is continually updated for each ACT cycle. When ACTUD is clear (ACTUD = 0), the module updates OSCTUNE register every ACT cycle.

12.4.4 ACT Interrupts

When Active Clock Tuning is enabled (ACTEN = 1) and the ACTLOCK or ACTORS bit changes state (e.g., from a Locked to an Unlocked state), the ACT Interrupt Flag (ACTIF) of the PIR registers is set (ACTIF = 1). If the ACT Interrupt Enable (ACTIE) bit is set (ACTIE = 1), an interrupt will be generated when ACTIF becomes set. No interrupts are generated for each OSCTUNE update unless the update results in a change of Lock status or Out-of-Range status.

12.5 Register Definitions: Oscillator Module

12.5.1 ACTCON

Name: ACTCON
Address: 0x081

Active Clock Tuning Control Register

Bit	7	6	5	4	3	2	1	0
	ACTEN	ACTUD			ACTLOCK		ACTORS	
Access	R/W	R/W			R		R	
Reset	0	0			0		0	

Bit 7 – ACTEN Active Clock Tuning Enable

Value	Description
1	ACT enabled: HFINTOSC tuning is controlled by the ACT
0	ACT disabled: HFINTOSC tuning is controlled by the OSCTUNE register via user software

Bit 6 – ACTUD Active Clock Tuning Update Disable

Value	Condition	Description
1	ACTEN = 1	Updates to the OSCTUNE register from ACT hardware are disabled
0	ACTEN = 1	Updates to the OSCTUNE register from ACT hardware are allowed
x	ACTEN = 0	Updates to the OSCTUNE register through user software are allowed

Bit 3 – ACTLOCK Active Clock Tuning Lock Status

Value	Description
1	Locked: HFINTOSC is within ± 1% of its nominal value
0	Not locked: HFINTOSC may or may not be within ± 1% of its nominal value

Bit 1 – ACTORS Active Clock Tuning Out-of-Range Status

Value	Description
1	Value required for tuning is outside of the OSCTUNE range
0	Value required for tuning is within the OSCTUNE range

12.5.2 OSCCON1

Name: OSCCON1
Address: 0x07A

Oscillator Control Register 1

Bit	7	6	5	4	3	2	1	0
		NOSC[2:0]			NDIV[3:0]			
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		f	f	f	q	q	q	q

Bits 6:4 – NOSC[2:0] New Oscillator Source Request[1,2,3]
Requests a new oscillator source per the NOSC/COSC Clock Source Selection Table.

Bits 3:0 – NDIV[3:0] New Divider Selection Request
Requests the new postscaler division ratio per the NDIV/CDIV Clock Divider Selection Table.

Notes:
1. The default value is determined by the RSTOSC Configuration bits. See the Reset Oscillator (RSTOSC) selection table for the RSTOSC selections.
2. If NOSC is written with a reserved value, the operation is ignored and neither NOSC nor NDIV is written.
3. When CSWEN = `0`, these bits are read-only and cannot be changed from the RSTOSC value.

12.5.3 OSCCON2

Name: OSCCON2
Address: 0x07B

Oscillator Control Register 2

Bit	7	6	5	4	3	2	1	0
		COSC[2:0]			CDIV[3:0]			
Access		R	R	R	R	R	R	R
Reset		f	f	f	f	f	f	f

Bits 6:4 – COSC[2:0] Current Oscillator Source Select (read-only)[(1)]
Indicates the current oscillator source per the NOSC/COSC Clock Source Selection Table.

Bits 3:0 – CDIV[3:0] Current Divider Select (read-only)
Indicates the current postscaler divider ratio per the NDIV/CDIV Clock Divider Table.

Note:
1. The RSTOSC value is the value present when user code execution begins. Refer to the RSTOSC Configuration bits or the RSTOSC selection table for the Reset Oscillator selections.

12.5.4 OSCCON3

Name: OSCCON3
Address: 0x07C

Oscillator Control Register 3

Bit	7	6	5	4	3	2	1	0
	CSWHOLD	SOSCPWR		ORDY	NOSCR			
Access	R/W/HC	R/W		R	R			
Reset	0	1		0	0			

Bit 7 – CSWHOLD Clock Switch Hold Control

Value	Description
1	Clock switch (and interrupt) will hold when the oscillator selected by NOSC is ready
0	Clock switch will proceed when the oscillator selected by NOSC is ready

Bit 6 – SOSCPWR Secondary Oscillator Power Mode Select

Value	Description
1	Secondary Oscillator operates in High-Power mode
0	Secondary Oscillator operates in Low-Power mode

Bit 4 – ORDY Oscillator Ready (read-only)

Value	Description
1	OSCCON1 = OSCCON2; the current system clock is the clock specified by NOSC
0	A clock switch is in progress

Bit 3 – NOSCR New Oscillator is Ready (read-only)[(1)]

Value	Description
1	A clock switch is in progress and the oscillator selected by NOSC indicates a Ready condition
0	A clock switch is not in progress, or the NOSC-selected oscillator is not ready

Note:

1. If CSWHOLD = 0, the user may not see this bit set (NOSCR = 1). When the oscillator becomes ready, there may be a delay of one instruction cycle before NOSCR is set. The clock switch occurs in the next instruction cycle and NOSCR is cleared.

12.5.5 OSCTUNE

Name: OSCTUNE
Address: 0x07F

HFINTOSC Frequency Tuning Register

Bit	7	6	5	4	3	2	1	0
			TUN[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – TUN[5:0] HFINTOSC Frequency Tuning

TUN	Condition
`01 1111`	Maximum frequency
•	•
•	•
•	•
`00 0000`	Center frequency. Oscillator is operating at the selected nominal frequency. (Default value)
•	•
•	•
•	•
`10 0000`	Minimum frequency

12.5.6 OSCFRQ

Name: OSCFRQ
Address: 0x080

HFINTOSC Frequency Selection Register

Bit	7	6	5	4	3	2	1	0
					FRQ[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – FRQ[3:0] HFINTOSC Frequency Selection

FRQ	Nominal Freq (MHz)
1111-1001	Reserved
1000	64
0111	48
0110	32
0101	16
0100	12
0011	8
0010	4
0001	2
0000	1

12.5.7 OSCSTAT

Name: OSCSTAT
Address: 0x07D

Oscillator Status Register

Bit	7	6	5	4	3	2	1	0
	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	SFOR	PLLR
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit 7 – EXTOR External Oscillator Ready

Value	Description
1	The External oscillator is ready for use
0	The External oscillator is not enabled, or it is not ready for use

Bit 6 – HFOR HFINTOSC Ready

Value	Description
1	The HFINTOSC is ready for use
0	The HFINTOSC is not enabled, or it is not ready for use

Bit 5 – MFOR MFINTOSC Ready

Value	Description
1	The MFINTOSC is ready for use
0	The MFINTOSC is not enabled, or it is not ready for use

Bit 4 – LFOR LFINTOSC Ready

Value	Description
1	The LFINTOSC is ready for use
0	The LFINTOSC is not enabled, or it is not ready for use

Bit 3 – SOR Secondary Oscillator (SOSC) Ready

Value	Description
1	The Secondary oscillator is ready for use
0	The Secondary oscillator is not enabled, or it is not ready for use

Bit 2 – ADOR ADCRC Oscillator Ready

Value	Description
1	The ADCRC oscillator is ready for use
0	The ADCRC oscillator is not enabled, or it is not ready for use

Bit 1 – SFOR SFINTOSC Ready

Value	Description
1	The SFINTOSC is ready for use
0	The SFINTOSC is not enabled, or it is not ready for use

Bit 0 – PLLR PLL is Ready

Value	Description
1	The PLL is ready for use
0	The PLL is not enabled, the required input source is not ready, or the PLL is not locked

12.5.8 OSCEN

Name: OSCEN
Address: 0x07E

Oscillator Enable Register

Bit	7	6	5	4	3	2	1	0
	EXTOEN	HFOEN	MFOEN	LFOEN	SOSCEN	ADOEN		PLLEN
Access	R/W	R/W	R/W	R/W	R/W	R/W		R/W
Reset	0	0	0	0	0	0		0

Bit 7 – EXTOEN External Oscillator Enable

Value	Description
1	EXTOSC is explicitly enabled, operating as specified by FEXTOSC
0	EXTOSC can be enabled by a peripheral request

Bit 6 – HFOEN HFINTOSC Enable

Value	Description
1	HFINTOSC is explicitly enabled, operating as specified by OSCFRQ
0	HFINTOSC can be enabled by a peripheral request

Bit 5 – MFOEN MFINTOSC Enable

Value	Description
1	MFINTOSC is explicitly enabled
0	MFINTOSC can be enabled by a peripheral request

Bit 4 – LFOEN LFINTOSC Enable

Value	Description
1	LFINTOSC is explicitly enabled
0	LFINTOSC can be enabled by a peripheral request

Bit 3 – SOSCEN Secondary Oscillator Enable

Value	Description
1	SOSC is explicitly enabled, operating as specified by SOSCPWR
0	SOSC can be enabled by a peripheral request

Bit 2 – ADOEN ADCRC Oscillator Enable

Value	Description
1	ADCRC is explicitly enabled
0	ADCRC may be enabled by a peripheral request

Bit 0 – PLLEN PLL Enable[(1)]

Value	Description
1	EXTOSC multiplied by the 4x system PLL is used by a peripheral request
0	EXTOSC is used by a peripheral request

Note:
1. This bit only controls external clock source supplied to the peripherals and has no effect on the system clock.

12.5.9 FSCMCON

Name: FSCMCON
Address: 0x082

Fail-Safe Clock Monitor Control and Status Register

Bit	7	6	5	4	3	2	1	0
			FSCMSFI	FSCMSEV	FSCMPFI	FSCMPEV	FSCMFFI	FSCMFEV
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit 5 – FSCMSFI SOSC Fail-Safe Clock Monitor Fault Injection[(1)]

Value	Description
1	SOSC FSCM clock input is blocked; FSCM will time-out
0	SOSC FSCM clock input is enabled; FSCM functions as indicated

Bit 4 – FSCMSEV SOSC Fail-Safe Clock Monitor Status[(2)]

Value	Description
1	SOSC clock showed a failure
0	FSCM is detecting SOSC input clocks, or the bit was cleared by the user

Bit 3 – FSCMPFI Primary Oscillator Fail-Safe Clock Monitor Fault Injection[(1)]

Value	Description
1	Primary Oscillator FSCM clock input is blocked; FSCM will time-out
0	Primary Oscillator FSCM clock input is enabled; FSCM functions as indicated

Bit 2 – FSCMPEV Primary Oscillator Fail-Safe Clock Monitor Status[(2)]

Value	Description
1	Primary Oscillator clock showed a failure
0	FSCM is detecting primary oscillator input clocks, or the bit was cleared by the user

Bit 1 – FSCMFFI FOSC Fail-Safe Clock Monitor Fault Injection[(1)]

Value	Description
1	F_{OSC} FSCM clock input is blocked; FSCM will time-out
0	F_{OSC} FSCM clock input is enabled; FSCM functions as indicated

Bit 0 – FSCMFEV FOSC Fail-Safe Clock Monitor Status[(2)]

Value	Description
1	F_{OSC} clock showed a failure
0	FSCM is detecting F_{OSC} input clocks, or the bit was cleared by the user

Notes:

1. This bit is used to demonstrate that FSCM can detect clock failure; the bit must be cleared for normal operation.
2. This bit will not be cleared by hardware upon clock recovery; the bit must be cleared by the user.

12.6 Register Summary - Oscillator Module

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x79	Reserved									
0x7A	OSCCON1	7:0		NOSC[2:0]			NDIV[3:0]			
0x7B	OSCCON2	7:0		COSC[2:0]			CDIV[3:0]			
0x7C	OSCCON3	7:0	CSWHOLD	SOSCPWR		ORDY	NOSCR			
0x7D	OSCSTAT	7:0	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	SFOR	PLLR
0x7E	OSCEN	7:0	EXTOEN	HFOEN	MFOEN	LFOEN	SOSCEN	ADOEN		PLLEN
0x7F	OSCTUNE	7:0			TUN[5:0]					
0x80	OSCFRQ	7:0					FRQ[3:0]			
0x81	ACTCON	7:0	ACTEN	ACTUD			ACTLOCK		ACTORS	
0x82	FSCMCON	7:0			FSCMSFI	FSCMSEV	FSCMPFI	FSCMPEV	FSCMFFI	FSCMFEV

13. CRC - Cyclic Redundancy Check Module with Memory Scanner

The Cyclic Redundancy Check (CRC) module provides a software-configurable hardware-implemented CRC checksum generator. This module includes the following features:

- Any standard CRC up to 32 bits can be used
- Configurable polynomial
- Any seed value up to 32 bits can be used
- Standard and reversed bit order available
- Augmented zeros can be added automatically or by the user
- Memory scanner for core-independent CRC calculations on any program memory locations
- Software configurable data registers for communication CRCs

13.1 Module Overview

The CRC module is coupled with a memory scanner that provides a means of performing CRC calculations in hardware, without CPU intervention. The memory scanner can automatically provide data from program Flash memory to the CRC module. The CRC module can also be operated by directly writing data to SFRs, without using a scanner.

The CRC module can be used to detect bit errors in the Flash memory using the built-in memory scanner or through user input RAM. The CRC module can accept up to a 32-bit polynomial with up to a 32-bit seed value. A CRC calculated check value (or checksum) will then be generated into the CRCOUT registers for user storage. The CRC module uses an XOR shift register implementation to perform the polynomial division required for the CRC calculation. This feature is useful for calculating CRC values of data being transmitted or received using communications peripherals such as the SPI, UART or I^2C.

13.2 Polynomial Implementation

The CRC polynomial equation is user configurable, allowing any polynomial equation to be used for the CRC checksum calculation. The polynomial and accumulator sizes are determined by the PLEN bits. For an n-bit accumulator, PLEN = n-1 and the corresponding polynomial is n+1 bits. This allows the accumulator to be any size up to 32 bits with a corresponding polynomial up to 33 bits. The MSb and LSb of the polynomial are always '1' which is forced by hardware. Therefore, the LSb of the CRCXOR Low Byte register is hardwired high and always reads as '1'.

All polynomial bits between the MSb and LSb are specified by the CRCXOR registers. For example, when using the standard CRC32, the polynomial is defined as `0x4C11DB7` $\left(x^{32}+x^{26}+x^{23}+x^{22}+x^{16}+x^{12}+x^{11}+x^{10}+x^{8}+x^{7}+x^{5}+x^{4}+x^{2}+x+1\right)$. In this polynomial, the X^{32} and X^0 terms are the MSb and LSb controlled by hardware. The X^{31} and X^1 terms are specified by setting the CRCXOR[31:0] bits with the corresponding polynomial value, which in this example is `0x04C11DB6`. Reading the CRCXOR registers will return `0x04C11DB7` because the LSb is always '1'. Refer to the following example for more details.

Example 13-1. CRC32 Example

Standard CRC32 Polynomial (33 bits):

$$\left(x^{32}+x^{26}+x^{23}+x^{22}+x^{16}+x^{12}+x^{11}+x^{10}+x^{8}+x^{7}+x^{5}+x^{4}+x^{2}+x+1\right)$$

Standard 32-bit Polynomial Representation: `0x04C11DB7`

```
CRCXORT = 0x04 = 0b00000100

CRCXORU = 0xC1 = 0b11000001

CRCXORH = 0x1D = 0b00011101
```

```
CRCXORL = 0xB7 = 0b1011011- (1)
```

Data Sequence: `0x55, 0x66, 0x77, 0x88`

```
DLEN = 0b00111 // Number of bits written to CRCDATA registers
(Data Length)

PLEN = 0b11111 // MSb position of the polynomial (Polynomial
Length)
```

Data passed into the CRC:

```
// SHIFTM = 0(Shift Mode: MSb first)

0x55 0x66 0x77 0x88 = 01010101 01100110 01110111 10001000

// SHIFTM = 1(Shift Mode: LSb first)

0x55 0x66 0x77 0x88 = 10101010 01100110 11101110 00010001
```

CRC Check Value (`ACCM = 1`, data are augmented with zeros)

`// When SHIFTM = 0, CRC Result = 0xC60D8323`

```
CRCOUTT = 0xC6 = 0b11000110

CRCOUTU = 0x0D = 0b00001101

CRCOUTH = 0x83 = 0b10000011

CRCOUTL = 0x23 = 0b00100011
```

`// When SHIFTM = 1, CRC Result = 0x843529CC`

```
CRCOUTT = 0x84 = 0b10000100

CRCOUTU = 0x35 = 0b00110101

CRCOUTH = 0x29 = 0b00101001

CRCOUTL = 0xCC = 0b11001100
```

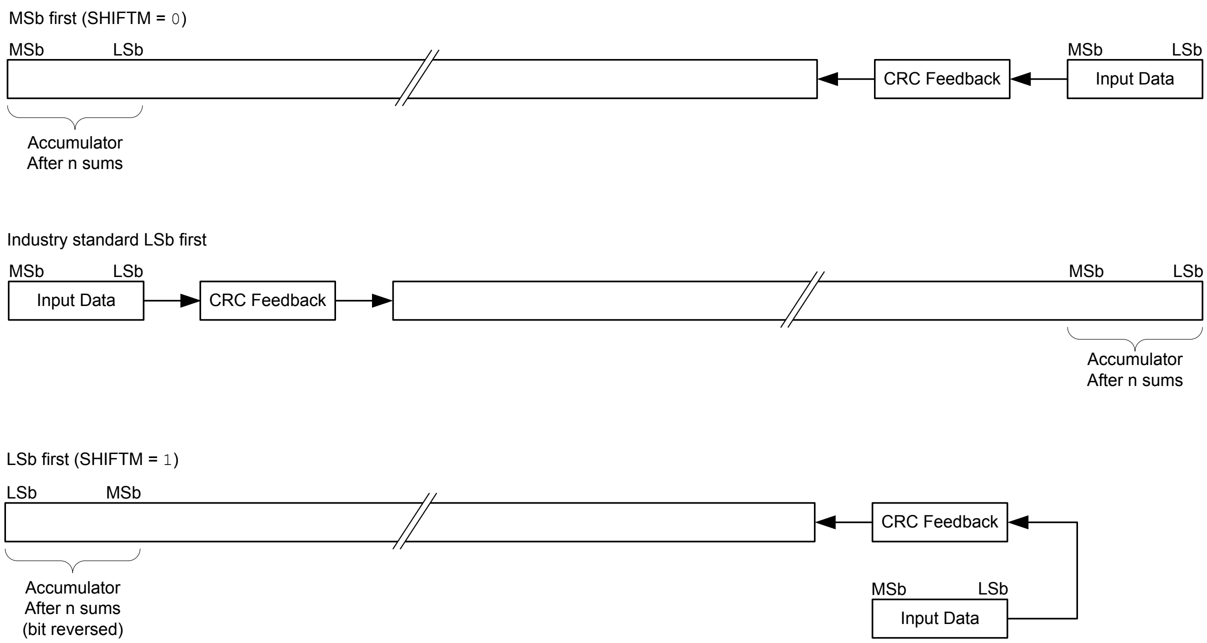
Note:

1. Bit 0 is unimplemented. The LSb of any CRC polynomial is always '1' and will always be treated as a '1' by the CRC for calculating the CRC check value. This bit will be read in software as a '0'.

13.3 Data Sources

Data are supplied to the CRC module using the CRCDATA registers and can either be loaded manually or automatically by using the scanner module. The length of the data word being supplied to the CRC module is specified by the DLEN bits and can be configured for data words up to 32 bits in length. The DLEN field indicates how many bits in the CRCDATA registers are valid and any bits outside of the specified data word size will be ignored. Data are moved into the CRCSHIFT registers as an intermediate to calculate the check value located in the CRCOUT registers. The SHIFTM bit is used to determine the bit order of the data being shifted into the accumulator and the bit order of the result.

Figure 13-1. CRC Process



When the SHIFTM bit is not set, data will be shifted into the CRC, MSb first and the result will be big-endian. When the SHIFTM bit is set, data will be shifted into the accumulator in the reverse order (LSb first) and the result will be little-endian. The CRC module can be seeded with an initial value by setting the CRCOUT registers to the appropriate value before beginning the CRC process.

13.3.1 CRC from User Data

Data can be supplied to the CRC module by writing to the CRCDATA registers. Once data has been loaded into the CRCDATA registers, it will then be latched onto the CRC Shift (CRCSHIFT) registers. If data are still being shifted from an earlier write to the CRCDATA registers and the user attempts to write more data, the most recently written data will be held in the CRCDATA registers until the previous shift has completed.

13.3.2 CRC from Flash

Data can also be supplied to the CRC module using the memory scanner, as opposed to writing the data manually using the CRCDATA registers, allowing users to automate CRC calculations. An automated scan of Program Flash Memory or Data EEPROM can be performed by configuring the scanner accordingly, to copy data into the CRCDATA registers. The user can initialize the program memory scanner as defined in Scanner Module Overview and Configuring the Scanner.

13.4 CRC Check Value

The CRC check value can be accessed using the CRCOUT registers after a CRC calculation has completed. The check value is dependent on the configuration of the ACCM and SHIFTM mode settings. When the ACCM bit is set, the CRC module will augment the data with a number of zeros equal to the length of the polynomial to align the final check value. When the ACCM bit is not set, the CRC will stop at the end of the data and no additional zeroes will be augmented to the final value. The user can manually augment a number of additional zeroes equal to the length of the polynomial by entering them into the CRCDATA register, which will yield the same check value as Augmented mode. Alternatively, the expected check value can be entered at this point to make the final result equal zero.

When the CRC check value is computed with the SHIFTM (LSb first) and ACCM bits set, the final value in the CRCOUT registers will be reversed such that the LSb will be in the MSb position and vice versa (Figure 13-1).

When creating a check value to be appended to a data stream, then a reversal must be performed on the final value to achieve the correct checksum. The CRC can be used to do this reversal by following the steps below.

1. Save CRCOUT value in user RAM space.
2. Clear the CRCOUT registers.
3. Clear the CRCXOR registers.
4. Write the saved CRCOUT value to the CRCDATA input.

If the steps listed above were followed completely, the properly orientated check value will be in the CRCOUT registers.

13.5 CRC Interrupt

The CRC module will generate an interrupt when the BUSY bit transitions from '1' to '0'. The CRC Interrupt Flag (CRCIF) bit of the corresponding PIR register will be set every time the BUSY bit transitions, whether or not the CRC Interrupt Enable (CRCIE) has been set. The CRCIF bit must be cleared by software by the user. If the user has the CRCIE bit set, then the CPU will jump to the Interrupt Service Routine (ISR) every time that the CRCIF bit is set.

13.6 Configuring the CRC Module

The following steps illustrate how to properly configure the CRC:

1. Determine if the automatic program memory scan will be used with the scanner or if manual calculation will take place through the SFR interface and perform the actions specified in the CRC Data Sources section.
   a. To configure the scanner module to be used with CRC, refer to the Configuring the Scanner section for more information.
2. When applicable, seed a starting CRC value into the CRCOUT registers.
3. Program the CRCXOR registers with the desired generator polynomial.
4. Program the DLEN bits with the length of the data word (refer to Figure 13-1). This value determines how many times the shifter will shift into the accumulator for each data word.
5. Program the PLEN bits with the length of the polynomial (refer to Figure 13-1).
6. Determine whether shifting in trailing zeroes is desired and set the ACCM bit accordingly.
7. Determine whether the MSb or LSb first shifting is desired and write the SHIFTM bit accordingly.
8. Set the GO bit to begin the shifting process.
9. If manual SFR entry is used, monitor the FULL bit.
   a. When FULL = 0, another word of data can be written to the CRCDATA registers. It is important to note that the Most Significant Byte (CRCDATAH) must be written first if the data has more than eight bits, as the shifter will begin upon the CRCDATAL register being written.
   b. If the scanner is used, it will automatically load words into the CRCDATA registers as needed, as long as the GO bit is set.
10. If using the Flash memory scanner, monitor the SCANIF bit of the corresponding PIR register to determine when the scanner has finished pushing data into the CRCDATA registers.
    a. After the scan is completed, monitor the SGO bit to determine that the CRC has been completed and the check value can be read from the CRCOUT registers.
    b. When both the interrupt flags are set (or both BUSY and SGO bits are cleared), the completed CRC calculation can be read from the CRCOUT registers.

11. If manual entry is used, monitor the BUSY bit to determine when the CRCOUT registers hold the valid check value.

13.6.1 Register Overlay

The CRCOUT, CRCSHIFT and CRCXOR registers are grouped together and share SFR space. Since these register groups are located within the same addresses, the SETUP bits must be configured accordingly to access any of these registers. Refer to the CRCCON2 register for more information about how the SETUP bits can be configured to access each of the available CRC registers.

13.7 Scanner Module Overview

The scanner allows segments of the Program Flash Memory or Data EEPROM to be read out (scanned) to the CRC peripheral. The scanner module interacts with the CRC module and supplies it with data, one word at a time. Data are fetched from the address range defined by SCANLADR registers up to the SCANHADR registers. The scanner begins operation when the SGO bit is set and ends when either SGO is cleared by the user or when SCANLADR increments past SCANHADR. The SGO bit is also cleared when the EN bit in the CRCCON0 register is cleared.

13.8 Scanning Modes

The interaction of the scanner with the system operation is controlled by the priority selection in the system arbiter (refer to the **"Memory Access Scheme"** section for more details). When using the scanner module in conjunction with the CRC module, the system arbiter needs to be configured such that the scanner has a higher priority than the CPU to ensure that a memory access request is granted when it occurs. Additionally, BURSTMD and TRIGEN bits also determine the operation of the scanner.

13.8.1 TRIGEN = 0, BURSTMD = 0

In this case, the memory access request is granted to the scanner if no other higher priority source is requesting access. All sources with lower priority than the scanner will get the memory access cycles that are not utilized by the scanner.

13.8.2 TRIGEN = 1, BURSTMD = 0

In this case, the memory access request is generated when the CRC module is ready to accept. The memory access request is granted to the scanner if no other higher priority source is requesting access. All sources with lower priority than the scanner will get the memory access cycles that are not utilized by the scanner.

13.8.3 TRIGEN = x, BURSTMD = 1

In this case, the memory access is always requested by the scanner. The memory access request is granted to the scanner if no other higher priority source is requesting access. The memory access cycles will not be granted to lower priority sources than the scanner until it completes operation, i.e. SGO = 0.

Important: If TRIGEN = 1 and BURSTMD = 1, the user needs to ensure that the trigger source is active for the scanner operation to complete.

13.8.4 WWDT Interaction

The Windowed Watch Dog Timer (WWDT) operates in the background during scanner activity. It is possible that long scans, particularly in Burst mode, may exceed the WWDT time-out period and result in an undesired device Reset. This must be considered when performing memory scans with an application that also utilizes WWDT.

13.9 Configuring the Scanner

The scanner module may be used in conjunction with the CRC module to perform a CRC calculation over a range of program memory or Data EEPROM addresses. To set up the scanner to work with the CRC, perform the following steps:

1. Set up the CRC module (see the Configuring the CRC Module section) and enable the scanner module by setting the EN bit in the SCANCON0 register.
2. Choose which memory region the scanner module needs to operate on and set the MREG bit appropriately.
3. If trigger is used for scanner operation, set the TRIGEN bit and select the trigger source using the SCANTRIG register. Select the trigger source using the SCANTRIG register and then set the TRIGEN bit.
4. If Burst mode of operation is desired, set the BURSTMD bit.
5. Set the SCANLADR and SCANHADR registers with the beginning and ending locations in memory that are to be scanned.
6. Select the priority level for the scanner module (refer to the **"System Arbitration"** and the **"Priority Lock"** sections for more details).
   Note: The default priority levels of the system arbiter may need to be changed to ensure the scanner operates as intended and that a memory access request is granted when it occurs.
7. Both EN and GO bits in the CRCCON0 register must be enabled to use the scanner. Setting the SGO bit will start the scanner operation.

13.10 Scanner Interrupt

The scanner will trigger an interrupt when the SGO bit transitions from '1' to '0'. The SCANIF interrupt flag of one of the PIR registers is set when the last memory location is reached and the data are entered into the CRCDATA registers. The SCANIF bit must be cleared by software. The SCAN interrupt enable is the SCANIE bit of the corresponding PIE register.

13.11 Peripheral Module Disable

Both the CRC and scanner module can be disabled individually by setting the CRCMD and SCANMD bits of one of the PMD registers (see the **"PMD - Peripheral Module Disable"** chapter for more details). The SCANMD bit can be used to enable or disable the scanner module only if the SCANE Configuration bit is set. If the SCANE bit is cleared, then the scanner module is not available for use and the SCANMD bit is ignored.

13.12 Register Definitions: CRC and Scanner Control

Long bit name prefixes for the CRC are shown in the table below. Refer to the "**Long Bit Names**" section in the "**Register and Bit Naming Conventions**" chapter for more information.

Table 13-1. CRC Long Bit Name Prefixes

Peripheral	Bit Name Prefix
CRC	CRC

13.12.1 CRCCON0

Name: CRCCON0
Address: 0x068

CRC Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN	GO	BUSY	ACCM	SETUP[1:0]		SHIFTM	FULL
Access	R/W	R/W	R	R/W	R/W		R/W	R
Reset	0	0	0	0	0		0	0

Bit 7 – EN CRC Enable

Value	Description
1	CRC module is released from Reset
0	CRC is disabled and consumes no operating current

Bit 6 – GO CRC Start

Value	Description
1	Start CRC serial shifter
0	CRC serial shifter turned off

Bit 5 – BUSY CRC Busy

Value	Description
1	Shifting in progress or pending
0	All valid bits in shifter have been shifted into accumulator and EMPTY = 1

Bit 4 – ACCM Accumulator Mode

Value	Description
1	Data are augmented with zeros
0	Data are not augmented with zeros

Bits 4:3 – SETUP[1:0]
Register Overlay Setup

Value	Description
11	CRC Register Overlay Selection; Read / Write access to CRCOUT
10	CRC Register Overlay Selection; Read / Write access to CRCXOR
01	CRC Register Overlay Selection; Read / Write access to CRCSHIFT
00	CRC Register Overlay Selection; Read / Write access to CRCOUT

Bit 1 – SHIFTM Shift Mode

Value	Description
1	Shift right (LSb first)
0	Shift left (MSb first)

Bit 0 – FULL Data Path Full Indicator

Value	Description
1	CRCDATAT/U/H/L registers are full
0	CRCDATAT/U/H/L registers have shifted their data into the shifter

13.12.2 CRCCON1

Name: CRCCON1
Address: 0x069

CRC Control Register 1

Bit	7	6	5	4	3	2	1	0
				PLEN[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – PLEN[4:0] Polynomial Length
Denotes the length of the polynomial (n-1)

13.12.3 CRCCON2

Name: CRCCON2
Address: 0x06A

CRC Control Register 2

Bit	7	6	5	4	3	2	1	0
				DLEN[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – DLEN[4:0] Data Length
Denotes the length of the data word (n-1)

13.12.4 CRCDATA

Name: CRCDATA
Address: 0x060

CRC Data Registers

Bit	31	30	29	28	27	26	25	24
	CRCDATAT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	23	22	21	20	19	18	17	16
	CRCDATAU[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	CRCDATAH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	CRCDATAL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 31:24 – CRCDATAT[7:0] CRC Data Top Byte

Bits 23:16 – CRCDATAU[7:0] CRC Data Upper Byte

Bits 15:8 – CRCDATAH[7:0] CRC Data High Byte

Bits 7:0 – CRCDATAL[7:0] CRC Data Low Byte

13.12.5 CRCOUT

Name: CRCOUT
Address: 0x064

CRC Output Registers

Bit	31	30	29	28	27	26	25	24
	CRCOUTT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0
Bit	23	22	21	20	19	18	17	16
	CRCOUTU[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0
Bit	15	14	13	12	11	10	9	8
	CRCOUTH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0
Bit	7	6	5	4	3	2	1	0
	CRCOUTL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 31:24 – CRCOUTT[7:0] CRC Output Register Top Byte
Writing to this register writes the Most Significant Byte of the CRC output register. Reading from this register reads the Most Significant Byte of the CRC output.

Bits 23:16 – CRCOUTU[7:0] CRC Output Register Upper Byte

Bits 15:8 – CRCOUTH[7:0] CRC Output Register High Byte

Bits 7:0 – CRCOUTL[7:0] CRC Output Register Low Byte
Writing to this register writes the Least Significant Byte of the CRC output register. Reading from this register reads the Least Significant Byte of the CRC output.

13.12.6 CRCSHIFT

Name: CRCSHIFT
Address: 0x064

CRC Shift Registers

Bit	31	30	29	28	27	26	25	24
	CRCSHIFTT[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	23	22	21	20	19	18	17	16
	CRCSHIFTU[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	CRCSHIFTH[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	CRCSHIFTL[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 31:24 – CRCSHIFTT[7:0] CRC Shift Register Top Byte
Reading from this register reads the Most Significant Byte of the CRC Shifter.

Bits 23:16 – CRCSHIFTU[7:0] CRC Shift Register Upper Byte

Bits 15:8 – CRCSHIFTH[7:0] CRC Shift Register High Byte

Bits 7:0 – CRCSHIFTL[7:0] CRC Shift Register Low Byte
Reading from this register reads the Least Significant Byte of the CRC Shifter.

13.12.7 CRCXOR

Name: CRCXOR
Address: 0x064

CRC XOR Registers

Bit	31	30	29	28	27	26	25	24
	CRCXORT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	23	22	21	20	19	18	17	16
	CRCXORU[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	CRCXORH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	CRCXORL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 31:24 – CRCXORT[7:0] XOR of Polynomial Term XN Enable Top Byte

Bits 23:16 – CRCXORU[7:0] XOR of Polynomial Term XN Enable Upper Byte

Bits 15:8 – CRCXORH[7:0] XOR of Polynomial Term XN Enable High Byte

Bits 7:0 – CRCXORL[7:0] XOR of Polynomial Term XN Enable Low Byte

13.12.8 SCANCON0

Name: SCANCON0
Address: 0x071

Scanner Access Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN	TRIGEN	SGO			MREG	BURSTMD	BUSY
Access	R/W	R/W	R/W/HC			R/W	R/W	R/W
Reset	0	0	0			1	0	0

Bit 7 – EN Scanner Enable[(1)]

Value	Description
1	Scanner is enabled
0	Scanner is disabled

Bit 6 – TRIGEN Scanner Trigger Enable[(2,5)]

Value	Description
1	Scanner trigger is enabled
0	Scanner trigger is disabled

Bit 5 – SGO Scanner GO[(3,4)]

Value	Description
1	When the CRC is ready, the Memory region set by the MREG bit will be accessed and data are passed to the CRC peripheral
0	Scanner operations will not occur

Bit 2 – MREG Scanner Memory Region Select[(2)]

Value	Description
1	Scanner address points to Data EEPROM
0	Scanner address points to Program Flash Memory

Bit 1 – BURSTMD Scanner Burst Mode[(5)]

Value	Description
1	Memory access request to the CPU Arbiter is always true
0	Memory access request to the CPU Arbiter is dependent on the CRC request and trigger

Bit 0 – BUSY Scanner Busy Indicator

Value	Description
1	Scanner cycle is in process
0	Scanner cycle is compete (or never started)

Notes:
1. Setting EN = 0 does not affect any other register content.
2. Scanner trigger selection can be set using the SCANTRIG register.
3. This bit can be cleared in software. It is cleared in hardware when LADR > HADR (and a data cycle is not occurring) or when CRCGO = 0.
4. The CRCEN and CRCGO bits must be set before setting the SGO bit.
5. See Table 13-2.

Table 13-2. Scanner Operating Modes

TRIGEN	BURSTMD	Scanner Operation
0	0	Memory access is requested when the CRC module is ready to accept data; the request is granted if no other higher priority source request is pending.
1	0	Memory access is requested when the CRC module is ready to accept data and trigger selection is true; the request is granted if no other higher priority source request is pending.
x	1	Memory access is always requested; the request is granted if no other higher priority source request is pending.
Note: Refer to the **"System Arbitration"** and the **"Memory Access Scheme"** sections for more details about Priority selection and Memory Access Scheme.		

13.12.9 SCANLADR

Name: SCANLADR
Address: 0x06B

Scan Low Address Registers

Bit	23	22	21	20	19	18	17	16
			SCANLADRU[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	SCANLADRH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	SCANLADRL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 21:16 – SCANLADRU[5:0] Scan Start/Current Address upper byte
Upper bits of the current address to be fetched from, value increments on each fetch of memory.

Bits 15:8 – SCANLADRH[7:0] Scan Start/Current Address high byte
High byte of the current address to be fetched from, value increments on each fetch of memory.

Bits 7:0 – SCANLADRL[7:0] Scan Start/Current Address low byte
Low byte of the current address to be fetched from, value increments on each fetch of memory.

Notes:
1. Registers SCANLADRU/H/L form a 22-bit value, but are not guarded for atomic or asynchronous access; registers may only be read or written while SGO = `0`.
2. While SGO = `1`, writing to this register is ignored.

13.12.10 SCANHADR

Name: SCANHADR
Address: 0x06E

Scan High Address Registers

Bit	23	22	21	20	19	18	17	16
			SCANHADRU[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			1	1	1	1	1	1

Bit	15	14	13	12	11	10	9	8
	SCANHADRH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit	7	6	5	4	3	2	1	0
	SCANHADRL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 21:16 – SCANHADRU[5:0] Scan End Address
Upper bits of the address at the end of the designated scan

Bits 15:8 – SCANHADRH[7:0] Scan End Address
High byte of the address at the end of the designated scan

Bits 7:0 – SCANHADRL[7:0] Scan End Address
Low byte of the address at the end of the designated scan

Notes:
1. Registers SCANHADRU/H/L form a 22-bit value but are not guarded for atomic or asynchronous access; registers may only be read or written while SGO = `0`.
2. While SGO = `1`, writing to this register is ignored.

13.12.11 SCANTRIG

Name: SCANTRIG
Address: 0x072

SCAN Trigger Selection Register

Bit	7	6	5	4	3	2	1	0
					TSEL[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – TSEL[3:0] Scanner Data Trigger Input Selection

Table 13-3. Scanner Data Trigger Input Sources

TSEL Value	Trigger Input Sources
1111 - 1010	—
1001	CLC4_OUT
1000	CLC3_OUT
0111	CLC2_OUT
0110	CLC1_OUT
0101	TMR4_Postscaler_OUT
0100	TMR2_Postscaler_OUT
0011	TMR1_OUT
0010	TMR0_OUT
0001	CLCKREF_OUT
0000	LFINTOSC(1)

Note:
1. The number of implemented bits varies by device.

13.13 Register Summary - CRC

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x5F	Reserved									
0x60	CRCDATA	7:0	CRCDATAL[7:0]							
		15:8	CRCDATAH[7:0]							
		23:16	CRCDATAU[7:0]							
		31:24	CRCDATAT[7:0]							
0x64	CRCOUT	7:0	CRCOUTL[7:0]							
		15:8	CRCOUTH[7:0]							
		23:16	CRCOUTU[7:0]							
		31:24	CRCOUTT[7:0]							
0x64	CRCSHIFT	7:0	CRCSHIFTL[7:0]							
		15:8	CRCSHIFTH[7:0]							
		23:16	CRCSHIFTU[7:0]							
		31:24	CRCSHIFTT[7:0]							
0x64	CRCXOR	7:0	CRCXORL[7:0]							
		15:8	CRCXORH[7:0]							
		23:16	CRCXORU[7:0]							
		31:24	CRCXORT[7:0]							
0x68	CRCCON0	7:0	EN	GO	BUSY	ACCM	SETUP[1:0]		SHIFTM	FULL
0x69	CRCCON1	7:0				PLEN[4:0]				
0x6A	CRCCON2	7:0				DLEN[4:0]				
0x6B	SCANLADR	7:0	SCANLADRL[7:0]							
		15:8	SCANLADRH[7:0]							
		23:16			SCANLADRU[5:0]					
0x6E	SCANHADR	7:0	SCANHADRL[7:0]							
		15:8	SCANHADRH[7:0]							
		23:16			SCANHADRU[5:0]					
0x71	SCANCON0	7:0	EN	TRIGEN	SGO			MREG	BURSTMD	BUSY
0x72	SCANTRIG	7:0					TSEL[3:0]			

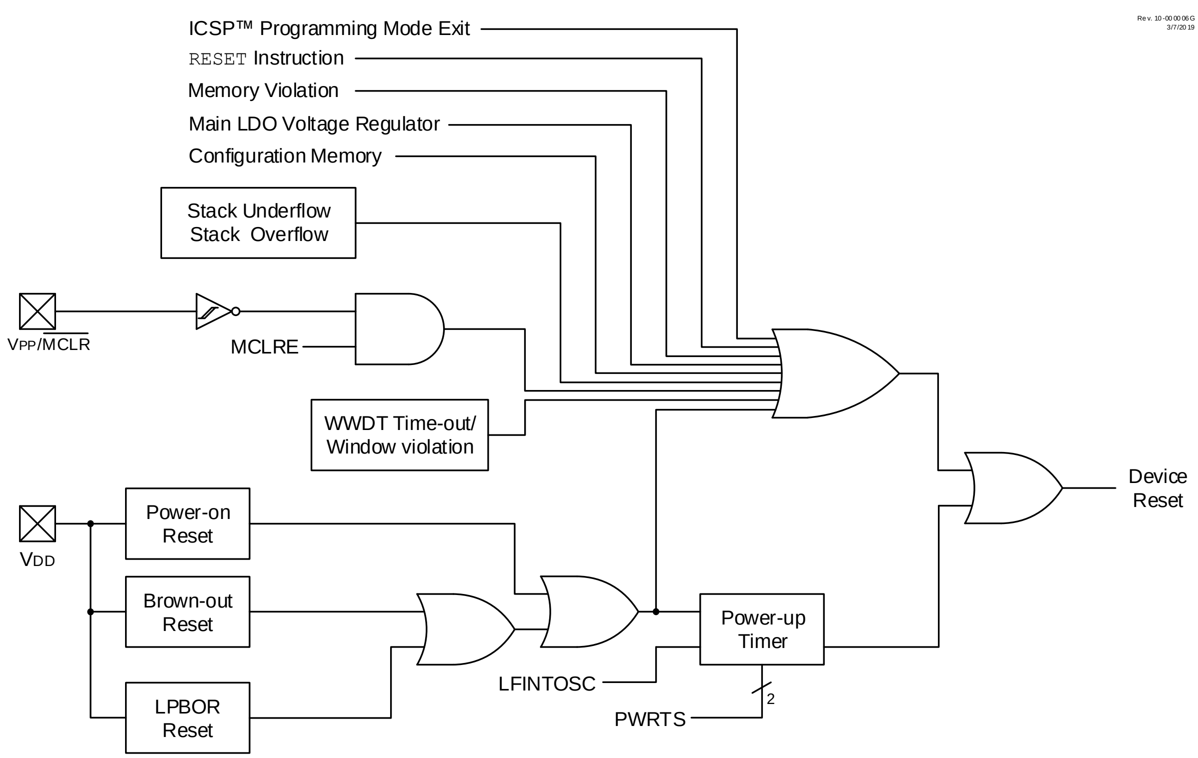
14. Resets

There are multiple ways to reset the device:

- Power-on Reset (POR)
- Brown-out Reset (BOR)
- Low-Power Brown-out Reset (LPBOR)
- $\overline{\text{MCLR}}$ Reset
- WDT Reset
- `RESET` instruction
- Stack Overflow
- Stack Underflow
- Programming mode exit
- Memory Execution Violation Reset
- Main LDO Voltage Regulator Reset
- Configuration Memory Reset

A simplified block diagram of the On-Chip Reset Circuit is shown in the block diagram below.

Figure 14-1. Simplified Block Diagram of On-Chip Reset Circuit



Note:
1. See the BOR Operating Modes table for BOR active conditions.

14.1 Power-on Reset (POR)

The POR circuit holds the device in Reset until V_{DD} has reached an acceptable level for minimum operation. Slow rising V_{DD}, fast operating speeds or analog performance may require greater than minimum V_{DD}. The PWRT, BOR or $\overline{MCLR}$ features can be used to extend the start-up period until all device operation conditions have been met. The $\overline{POR}$ bit will be set to '0' if a Power-on Reset has occurred.

14.2 Brown-out Reset (BOR)

The BOR circuit holds the device in Reset when V_{DD} reaches a selectable minimum level. Between the POR and BOR, complete voltage range coverage for execution protection can be implemented. The $\overline{BOR}$ bit will be set to '0' if a BOR has occurred.

The BOR module has four operating modes controlled by the BOREN Configuration bits. The four operating modes are:

- BOR is always on
- BOR is off when in Sleep
- BOR is controlled by software
- BOR is always off

Refer to the BOR Operating Modes table for more information.

A V_{DD} noise rejection filter prevents the BOR from triggering on small events. If V_{DD} falls below V_{BOR} for a duration greater than parameter T_{BORDC}, the device will reset. Refer to the **"Electrical Specifications"** chapter for more details.

14.2.1 BOR Is Always On

When the BOREN Configuration bits are programmed to `b11, the BOR is always on. The device start-up will be delayed until the BOR is ready and V_{DD} is higher than the BOR threshold.

BOR protection is active during Sleep. The BOR does not delay wake-up from Sleep.

14.2.2 BOR Is Off in Sleep

When the BOREN Configuration bits are programmed to `b10, the BOR is on, except in Sleep. The device start-up will be delayed until the BOR is ready and V_{DD} is higher than the BOR threshold.

BOR protection is not active during Sleep. The device wake-up will be delayed until the BOR is ready.

14.2.3 BOR Controlled by Software

When the BOREN Configuration bits are programmed to `b01, the BOR is controlled by the SBOREN bit. The device start-up is not delayed by the BOR Ready condition or the V_{DD} level.

BOR protection begins as soon as the BOR circuit is ready. The status of the BOR circuit is reflected in the BORRDY bit.

BOR protection selected by SBOREN bit is unchanged by Sleep.

14.2.4 BOR Is Always Off

When the BOREN Configuration bits are programmed to `b00, the BOR is off at all times. The device start-up is not delayed by the BOR Ready condition or the V_{DD} level.

Table 14-1. BOR Operating Modes

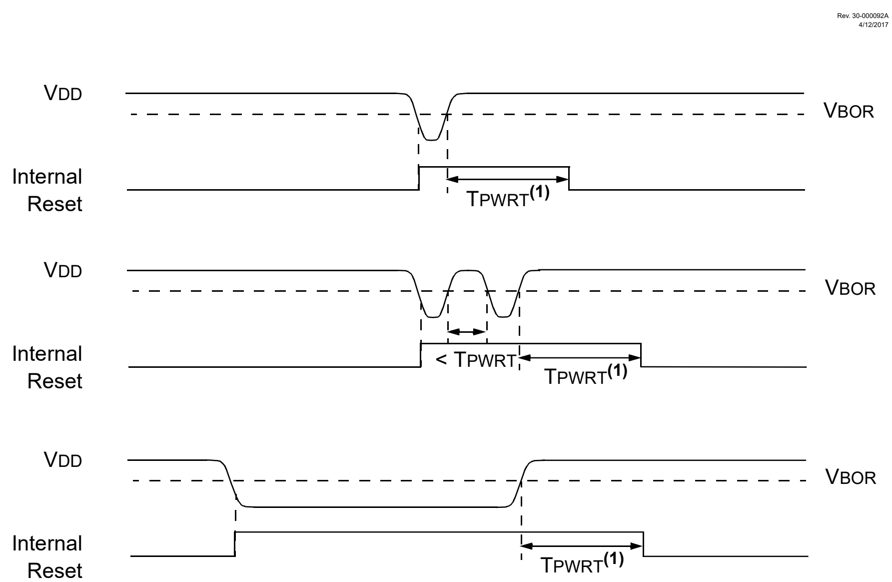
BOREN	SBOREN	Device Mode	BOR Mode	Instruction Execution upon:	
				Release of POR	Wake-up from Sleep
11[(1)]	x	X	Active	Wait for release of BOR (BORRDY = 1)	Begins immediately

...........continued

BOREN	SBOREN	Device Mode	BOR Mode	Instruction Execution upon:	
				Release of POR	Wake-up from Sleep
10	x	Awake	Active	Wait for release of BOR (BORRDY = 1)	N/A
		Sleep	Hibernate	N/A	Wait for release of BOR (BORRDY = 1)
01	1	X	Active	Wait for release of BOR (BORRDY = 1)	Begins immediately
	0	X	Hibernate		
00	x	X	Disabled	Begins immediately	

Note:
1. In this specific case, "Release of POR" and "Wake-up from Sleep", there is no BOR ready delay in start-up. The BOR ready flag (BORRDY = 1) will be set before the CPU is ready to execute instructions, because the BOR circuit is forced on by the BOREN bits.

Figure 14-2. Brown-Out Situations



Note:
1. T_{PWRT} delay only if the Configuration bits enable the Power-up Timer.

14.2.5 BOR and Bulk Erase

BOR is forced ON during PFM Bulk Erase operations to make sure that the system code protection cannot be compromised by reducing V_{DD}.

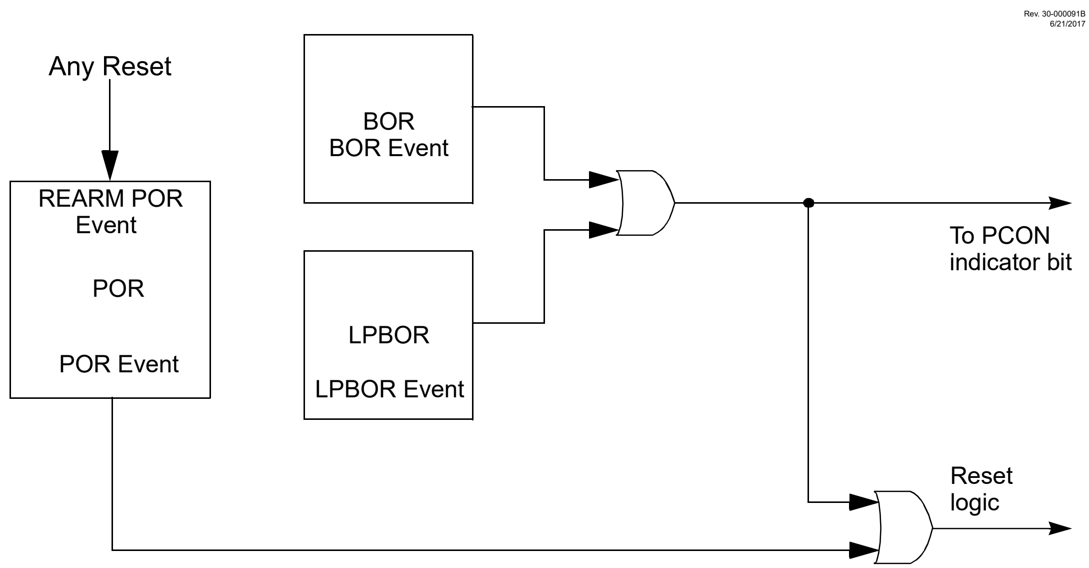
During Bulk Erase, the BOR is enabled at the lowest BOR threshold level, even if it is configured to some other value. If V_{DD} falls, the erase cycle will be aborted, but the device will not be reset.

14.3 Low-Power Brown-out Reset (LPBOR)

The Low-Power Brown-out Reset (LPBOR) provides an additional BOR circuit for low-power operation. Refer to the figure below to see how the BOR interacts with other modules.

The LPBOR is used to monitor the external V_{DD} pin. When too low of a voltage is detected, the device is held in Reset.

Figure 14-3. LPBOR, BOR, POR Relationship



14.3.1 Enabling LPBOR

The LPBOR is controlled by the LPBOREN Configuration bit. When the device is erased, the LPBOR module defaults to disabled.

14.3.2 LPBOR Module Output

The output of the LPBOR module indicates whether or not a Reset is to be asserted. This signal is OR'd with the Reset signal of the BOR module to provide the generic BOR signal, which goes to the PCON0 register and to the power control block.

14.4 MCLR Reset

MCLR is an optional external input that can reset the device. The MCLR function is controlled by the MCLRE and LVP Configuration bits (see the table below). The RMCLR bit will be set to '0' if a MCLR has occurred.

Table 14-2. MCLR Configuration

MCLRE	LVP	MCLR
x	1	Enabled
1	0	Enabled
0	0	Disabled

14.4.1 MCLR Enabled

When MCLR is enabled and the pin is held low, the device is held in Reset. The MCLR pin is connected to V_{DD} through an internal weak pull-up.

The device has a noise filter in the MCLR Reset path. The filter will detect and ignore small pulses.

Important: An internal Reset event (RESET instruction, BOR, WWDT, POR, STKOVF, STKUNF) does not drive the MCLR pin low.

14.4.2 $\overline{\text{MCLR}}$ Disabled

When $\overline{\text{MCLR}}$ is disabled, the $\overline{\text{MCLR}}$ pin becomes input-only and pin functions such as internal weak pull-ups are under software control.

14.5 Windowed Watchdog Timer (WWDT) Reset

The Windowed Watchdog Timer generates a Reset if the firmware does not issue a `CLRWDT` instruction within the time-out period or window set. The $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits in the STATUS register and the $\overline{\text{RWDT}}$ bit are changed to indicate a WDT Reset. The $\overline{\text{WDTWV}}$ bit indicates if the WDT Reset has occurred due to a time-out or a window violation.

14.6 RESET Instruction

A `RESET` instruction will cause a device Reset. The $\overline{\text{RI}}$ bit will be set to '`0`'. See Determining the Cause of a Reset for default conditions after a `RESET` instruction has occurred.

14.7 Stack Overflow/Underflow Reset

The device can be reset when the Stack Overflows or Underflows. The STKOVF or STKUNF bits indicate the Reset condition. These Resets are enabled by setting the STVREN Configuration bit.

14.8 Programming Mode Exit

Upon exit of Programming mode, the device will operate as if a POR had just occurred.

14.9 Power-up Timer (PWRT)

The Power-up Timer provides a selected time-out duration on POR or Brown-out Reset.

The device is held in Reset as long as PWRT is active. The PWRT delay allows additional time for V_{DD} to rise to an acceptable level. The Power-up Timer is selected by setting the PWRTS Configuration bits accordingly.

The Power-up Timer starts after the release of the POR and BOR/LPBOR if enabled, as shown in Figure 14-4.

14.10 Start-Up Sequence

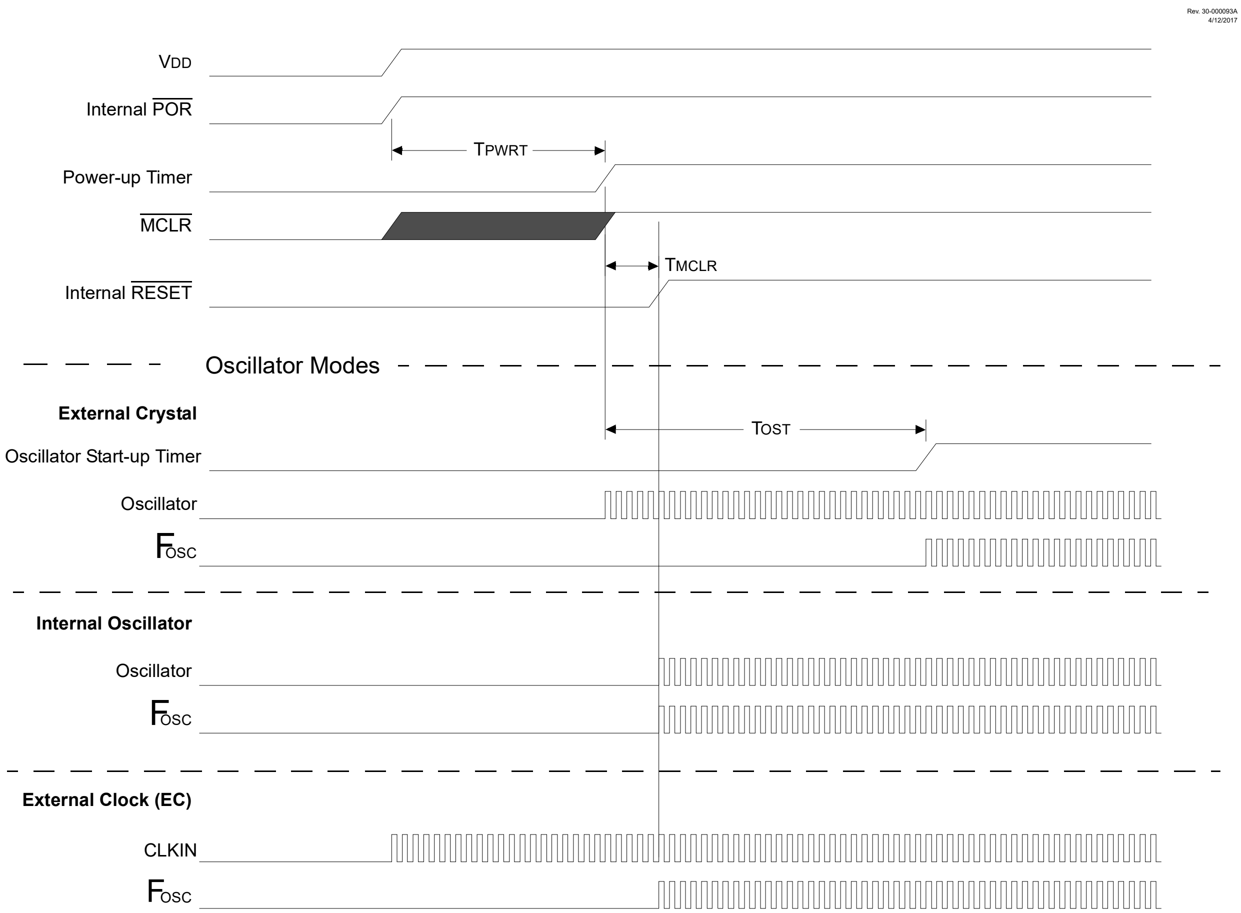
Upon the release of a POR or BOR, the following must occur before the device will begin executing:

1. Power-up Timer runs to completion (if enabled).
2. Oscillator Start-up Timer runs to completion (if required for selected oscillator source).
3. $\overline{\text{MCLR}}$ must be released (if enabled).

The total time-out will vary based on the oscillator configuration and Power-up Timer configuration.

The Power-up Timer and Oscillator Start-up Timer run independently of $\overline{\text{MCLR}}$ Reset. If $\overline{\text{MCLR}}$ is kept low long enough, the Power-up Timer and Oscillator Start-up Timer will expire. Upon bringing $\overline{\text{MCLR}}$ high, the device will begin execution after 10 F_{OSC} cycles (see the figure below). This is useful for testing purposes or to synchronize more than one device operating in parallel.

Figure 14-4. Reset Start-Up Sequence



14.10.1 Memory Execution Violation

A memory execution violation Reset occurs if executing an instruction being fetched from outside the valid execution area. The invalid execution areas are:

1. Addresses outside implemented program memory.
2. Storage Area Flash (SAF) inside program memory, if it is enabled.

When a memory execution violation is generated, the device is reset and the $\overline{\text{MEMV}}$ bit is cleared to signal the cause of the Reset. The $\overline{\text{MEMV}}$ bit must be set in the user code after a memory execution violation Reset has occurred to detect further violation Resets.

14.11 Determining the Cause of a Reset

Upon any Reset, multiple bits in the STATUS, PCON0 and PCON1 registers are updated to indicate the cause of the Reset. The following table shows the Reset conditions of these registers.

Table 14-3. Reset Condition for Special Registers

Condition	Program Counter	STATUS Register(1,2)	PCON0 Register	PCON1 Register
V_{DD} Power-on Reset	0	`-110 0000`	`0011 110x`	`---u u111`
V_{DD} Brown-out Reset	0	`-110 0000`	`0011 11u0`	`---u uu1u`
V_{DDIO2} Power-on Reset	PC + 2	`-uuu uuuu`	`uuuu uuuu`	`---u 0uuu`
V_{DDIO3} Power-on Reset	PC + 2	`-uuu uuuu`	`uuuu uuuu`	`---0 uuuu`

...........continued

Condition	Program Counter	STATUS Register(1,2)	PCON0 Register	PCON1 Register
$\overline{MCLR}$ Reset during normal operation	0	-uuu uuuu	uuuu 0uuu	---u uuuu
$\overline{MCLR}$ Reset during Sleep	0	-10u uuuu	uuuu 0uuu	---u uuuu
WDT Time-out Reset	0	-0uu uuuu	uuu0 uuuu	---u uuuu
WDT Wake-up from Sleep	PC + 2	-00u uuuu	uuuu uuuu	---u uuuu
WWDT Window Violation Reset	0	-uuu uuuu	uu0u uuuu	---u uuuu
Interrupt Wake-up from Sleep	PC + 2(3)	-10u uuuu	uuuu uuuu	---u uuuu
RESET Instruction Executed	0	-uuu uuuu	uuuu u0uu	---u uuuu
Stack Overflow Reset (STVREN = 1)	0	-uuu uuuu	1uuu uuuu	---u uuuu
Stack Underflow Reset (STVREN = 1)	0	-uuu uuuu	u1uu uuuu	---u uuuu
Data Protection (Fuse Fault)	0	-uuu uuuu	uuuu uuuu	---u uuu0
VREG or ULP Ready Fault	0	-110 0000	0011 110u	---u u0u1
Memory Violation Reset	0	-uuu uuuu	uuuu uuuu	---u uu0u

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0'.
Notes:
1. If a Status bit is not implemented, that bit will be read as '0'.
2. Status bits Z, C, DC are reset by V_{DD} POR/BOR.
3. When the wake-up is due to an interrupt and Global Interrupt Enable (GIE) bit is set, the return address is pushed on the stack and PC is loaded with the corresponding interrupt vector (depending on source, high or low priority) after execution of PC + 2.

14.12 Power Control (PCON0/PCON1) Registers

The Power Control (PCON0/PCON1) registers contain flag bits to differentiate between the following Reset events:

- Brown-out Reset ($\overline{BOR}$)
- Power-on Reset ($\overline{POR}$)
- Reset Instruction Reset ($\overline{RI}$)
- $\overline{MCLR}$ Reset ($\overline{RMCLR}$)
- Watchdog Timer Reset ($\overline{RWDT}$)
- Watchdog Window Violation ($\overline{WDTWV}$)
- Stack Underflow Reset (STKUNF)
- Stack Overflow Reset (STKOVF)
- Configuration Memory Reset ($\overline{RCM}$)
- Memory Violation Reset ($\overline{MEMV}$)
- Main LDO Voltage Regulator Reset ($\overline{RVREG}$)

Hardware will change the corresponding register bit or bits as a result of the Reset event. Bits for other Reset events remain unchanged. See Determining the Cause of a Reset for more details.

Software will reset the bit to the Inactive state after restart (hardware will not reset the bit).

Software may also set any PCON0 bit to the Active state so that user code may be tested, but no Reset action will be generated.

14.13 Register Definitions: Power Control

14.13.1 BORCON

Name: BORCON
Address: 0x073

Brown-out Reset Control Register

Bit	7	6	5	4	3	2	1	0
	SBOREN							BORRDY
Access	R/W							R
Reset	1							q

Bit 7 – SBOREN Software Brown-out Reset Enable
Reset States: POR/BOR = 1
All Other Resets = u

Value	Condition	Description
—	If BOREN ≠ 01	SBOREN is read/write but has no effect on the BOR
1	If BOREN = 01	BOR Enabled
0	If BOREN = 01	BOR Disabled

Bit 0 – BORRDY Brown-out Reset Circuit Ready Status
Reset States: POR/BOR = q
All Other Resets = u

Value	Description
1	The Brown-out Reset Circuit is active and armed
0	The Brown-out Reset Circuit is disabled or is warming up

14.13.2 PCON0

Name: PCON0
Address: 0x4F0

Power Control Register 0

Bit	7	6	5	4	3	2	1	0
	STKOVF	STKUNF	$\overline{\text{WDTWV}}$	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$
Access	R/W/HS	R/W/HS	R/W/HC	R/W/HC	R/W/HC	R/W/HC	R/W/HC	R/W/HC
Reset	0	0	1	1	1	1	0	q

Bit 7 – STKOVF Stack Overflow Flag
Reset States: POR/BOR = 0
All Other Resets = q

Value	Description
1	A Stack Overflow occurred (more `CALL`s than fit on the stack)
0	A Stack Overflow has not occurred or set to '0' by firmware

Bit 6 – STKUNF Stack Underflow Flag
Reset States: POR/BOR = 0
All Other Resets = q

Value	Description
1	A Stack Underflow occurred (more `RETURN`s than `CALL`s)
0	A Stack Underflow has not occurred or set to '0' by firmware

Bit 5 – $\overline{\text{WDTWV}}$ Watchdog Window Violation Flag
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	A WDT window violation has not occurred or set to '1' by firmware
0	A `CLRWDT` instruction was issued when the WDT Reset window was closed (set to '0' in hardware when a WDT window violation Reset occurs)

Bit 4 – $\overline{\text{RWDT}}$ WDT Reset Flag
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	A WDT overflow/Time-out Reset has not occurred or set to '1' by firmware
0	A WDT overflow/Time-out Reset has occurred (set to '0' in hardware when a WDT Reset occurs)

Bit 3 – $\overline{\text{RMCLR}}$ $\overline{\text{MCLR}}$ Reset Flag
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	A $\overline{\text{MCLR}}$ Reset has not occurred or set to '1' by firmware
0	A $\overline{\text{MCLR}}$ Reset has occurred (set to '0' in hardware when a $\overline{\text{MCLR}}$ Reset occurs)

Bit 2 – $\overline{\text{RI}}$ `RESET` Instruction Flag
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	A `RESET` instruction has not been executed or set to '1' by firmware
0	A `RESET` instruction has been executed (set to '0' in hardware upon executing a `RESET` instruction)

Bit 1 – $\overline{\text{POR}}$ Power-on Reset Status
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	No V_{DD} Power-on Reset occurred or set to '1' by firmware
0	A V_{DD} Power-on Reset occurred (set to '0' in hardware when a Power-on Reset occurs)

Bit 0 – $\overline{\text{BOR}}$ Brown-out Reset Status
Reset States: POR/BOR = q
All Other Resets = u

Value	Description
1	No V_{DD} Brown-out Reset occurred or set to '1' by firmware
0	A V_{DD} Brown-out Reset occurred (set to '0' in hardware when a Brown-out Reset occurs)

14.13.3 PCON1

Name: PCON1
Address: 0x4F1

Power Control Register 1

Bit	7	6	5	4	3	2	1	0
				$\overline{\text{PORVDDIO3}}$	$\overline{\text{PORVDDIO2}}$	$\overline{\text{RVREG}}$	$\overline{\text{MEMV}}$	$\overline{\text{RCM}}$
Access				R/W/HC	R/W/HC	R/W/HC	R/W/HC	R/W/HC
Reset				0	0	1	0	q

Bit 4 – $\overline{\textbf{PORVDDIO3}}$ V_{DDIO3} Power-on Reset Flag
Reset States: POR/BOR = 0
All Other Resets = q

Value	Description
1	No V_{DDIO3} Power-on Reset occurred or set to '1' by firmware
0	A V_{DDIO3} Power-on Reset occurred (set to '0' in hardware when a V_{DDIO3} Power-on Reset occurs)

Bit 3 – $\overline{\textbf{PORVDDIO2}}$ V_{DDIO2} Power-on Reset Flag
Reset States: POR/BOR = 0
All Other Resets = q

Value	Description
1	No V_{DDIO2} Power-on Reset occurred or set to '1' by firmware
0	A V_{DDIO2} Power-on Reset occurred (set to '0' in hardware when a V_{DDIO2} Power-on Reset occurs)

Bit 2 – $\overline{\textbf{RVREG}}$ Main LDO Voltage Regulator Reset Flag
Reset States: POR/BOR = 1
All Other Resets = q

Value	Description
1	No LDO or ULP "ready" Reset has occurred or set to '1' by firmware
0	LDO or ULP "ready" Reset has occurred (VDDCORE reached its minimum spec)

Bit 1 – $\overline{\textbf{MEMV}}$ Memory Violation Reset Flag
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	No memory violation Reset occurred or set to '1' by firmware
0	A memory violation Reset occurred (set to '0' in hardware when a Memory Violation occurs)

Bit 0 – $\overline{\textbf{RCM}}$ Configuration Memory Reset Flag
Reset States: POR/BOR = q
All Other Resets = u

Value	Description
1	A Reset occurred due to corruption of the configuration and/or calibration data latches
0	The configuration and calibration latches have not been corrupted

14.14 Register Summary - BOR Control and Power Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x72	Reserved									
0x73	BORCON	7:0	SBOREN							BORRDY
0x74 ... 0x04EF	Reserved									
0x04F0	PCON0	7:0	STKOVF	STKUNF	$\overline{\text{WDTWV}}$	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$
0x04F1	PCON1	7:0				$\overline{\text{PORVDDIO3}}$	$\overline{\text{PORVDDIO2}}$	$\overline{\text{RVREG}}$	$\overline{\text{MEMV}}$	$\overline{\text{RCM}}$

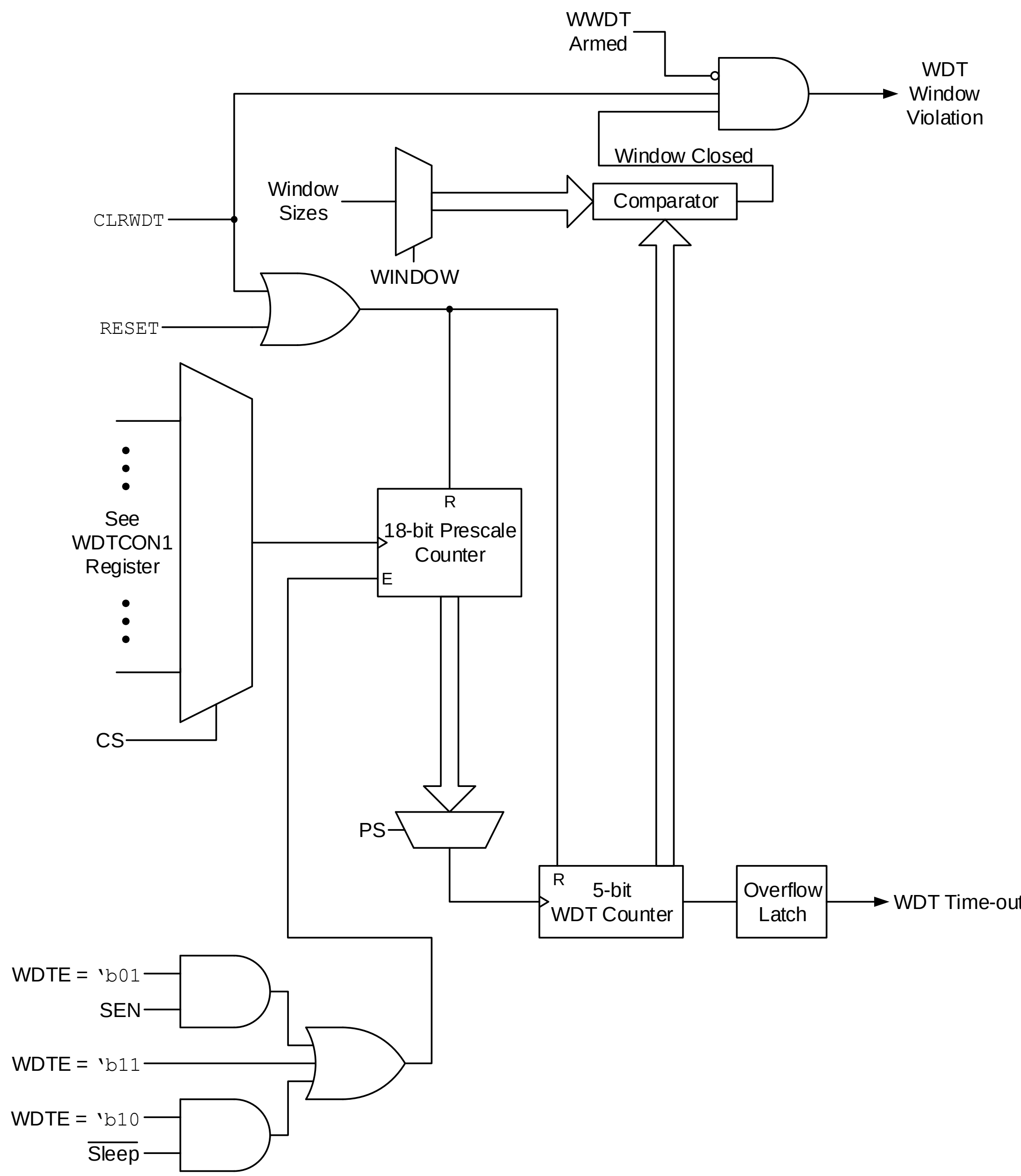
15. WWDT - Windowed Watchdog Timer

A Watchdog Timer (WDT) is a system timer that generates a Reset if the firmware does not issue a `CLRWDT` instruction within the time-out period. A Watchdog Timer is typically used to recover the system from unexpected events. The Windowed Watchdog Timer (WWDT) differs from nonwindowed operation in that `CLRWDT` instructions are only accepted when they are performed within a specific window during the time-out period.

The WWDT has the following features:

- Selectable clock source
- Multiple operating modes
  - WWDT is always on
  - WWDT is off when in Sleep
  - WWDT is controlled by software
  - WWDT is always off
- Configurable time-out period from 1 ms to 256s (nominal)
- Configurable window size from 12.5% to 100% of the time-out period
- Multiple Reset conditions

Figure 15-1. Windowed Watchdog Timer Block Diagram



15.1 Independent Clock Source

The WWDT can derive its time base from either the 31 KHz LFINTOSC or 31.25 kHz MFINTOSC internal oscillators, depending on the value of WDT Operating Mode (WDTE) Configuration bits. If WDTE = `'b1x`, then the clock source will be enabled depending on the WDTCCS Configuration bits. If WDTE = `'b01`, the SEN bit will be set by software to enable WWDT and the clock source is enabled by the CS bits. Time intervals in this chapter are based on a minimum nominal interval of 1 ms. See the device Electrical Specifications for LFINTOSC and MFINTOSC tolerances.

15.2 WWDT Operating Modes

The Windowed Watchdog Timer module has four operating modes that are controlled by the WDTE Configuration bit. The table below summarizes the different WWDT operating modes.

Table 15-1. WWDT Operating Modes

WDTE	SEN	Device Mode	WWDT Mode
`11`	`x`	X	Active
`10`	`x`	Awake	Active
		Sleep	Disabled
`01`	`1`	X	Active
	`0`	X	Disabled
`00`	`x`	X	Disabled

15.2.1 WWDT Is Always On

When the WDTE Configuration bits are set to `'b11`, the WWDT is always on. WWDT protection is active during Sleep.

15.2.2 WWDT Is Off in Sleep

When the WDTE Configuration bits are set to `'b10`, the WWDT is on, except in Sleep mode. WWDT protection is not active during Sleep.

15.2.3 WWDT Controlled by Software

When the WDTE Configuration bits are set to `'b01`, the WWDT is controlled by the SEN bit. WWDT protection is unchanged by Sleep. See Table 15-1 for more details.

15.3 Time-Out Period

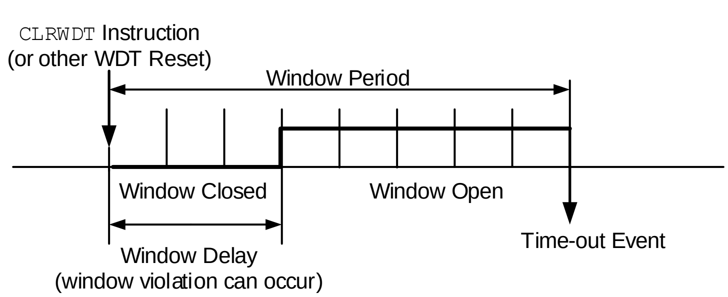
When the WDTCPS Configuration bits are set to the default value of `'b11111`, the PS bits set the time-out period from 1 ms to 256 seconds (nominal). If any value other than the default value is assigned to the WDTCPS Configuration bits, then the timer period will be based on the WDTCPS Configuration bits. After a Reset, the default time-out period is 2s.

15.4 Watchdog Window

The Windowed Watchdog Timer has an optional Windowed mode that is controlled by either the WDTCWS Configuration bits or the WINDOW bits. In the Windowed mode (WINDOW < `'b1111`), the `CLRWDT` instruction must occur within the allowed window of the WDT period. Any `CLRWDT` instruction that occurs outside of this window will trigger a window violation and will cause a WWDT Reset, similar to a WWDT time-out. See Figure 15-2 for an example.

When the WDTCWS Configuration bits are `'b111`, then the window size is controlled by the WINDOW bits, otherwise the window size is controlled by the WDTCWS bits. The five Most Significant bits of the WDTTMR register are used to determine whether the window is open, as defined by the window size. In the event of a window violation, a Reset will be generated and the WDTWV bit of the PCON0 register will be cleared. This bit is set by a POR and can be set by software.

Figure 15-2. Window Period and Delay



15.5 Clearing the Watchdog Timer

The Watchdog Timer is cleared when any of the following conditions occur:

- Any Reset
- A valid `CLRWDT` instruction is executed
- The device enters Sleep
- The devices exits Sleep by Interrupt
- The WWDT is disabled
- The Oscillator Start-up Timer (OST) is running
- Any write to the WDTCON0 or WDTCON1 registers

15.5.1 CLRWDT Considerations (Windowed Mode)

When in Windowed mode, the WWDT must be armed before a `CLRWDT` instruction will clear the timer. This is performed by reading the WDTCON0 register. Executing a `CLRWDT` instruction without performing such an arming action will trigger a window violation regardless of whether the window is open or not. See Table 15-2 for more information.

15.6 Operation During Sleep

When the device enters Sleep, the Watchdog Timer is cleared. If the WWDT is enabled during Sleep, the Watchdog Timer resumes counting. When the device exits Sleep, the Watchdog Timer is cleared again. The Watchdog Timer remains clear until the Oscillator Start-up Timer (OST) completes, if enabled. When a WWDT time-out occurs while the device is in Sleep, no Reset is generated. Instead, the device wakes up and resumes operation. The $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits in the STATUS register are changed to indicate the event. The $\overline{\text{RWDT}}$ bit in the PCON0 register indicates that a Watchdog Reset has occurred.

Table 15-2. WWDT Clearing Conditions

<table>
<tr><th>Conditions</th><th>WWDT</th></tr>
<tr><td>WDTE = `b00</td><td rowspan="6">Cleared</td></tr>
<tr><td>WDTE = `b01 and SEN = 0</td></tr>
<tr><td>WDTE = `b10 and enter Sleep</td></tr>
<tr><td>CLRWDT Command</td></tr>
<tr><td>Oscillator Fail Detected</td></tr>
<tr><td>Exit Sleep + System Clock = EXTRC, INTOSC, EXTCLK</td></tr>
<tr><td>Exit Sleep + System Clock = XT, HS, LP</td><td>Cleared until the end of OST</td></tr>
<tr><td>Change INTOSC divider (NOSC bits)</td><td>Unaffected</td></tr>
</table>

15.7 Register Definitions: Windowed Watchdog Timer Control

Long bit name prefixes for the Windowed Watchdog Timer peripherals are shown in the following table. Refer to the "**Long Bit Names**" section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 15-3. WWDT Long Bit Name Prefixes

Peripheral	Bit Name Prefix
WDT	WDT

15.7.1 WDTCON0

Name: WDTCON0
Address: 0x074

Watchdog Timer Control Register 0

Bit	7	6	5	4	3	2	1	0
			PS[4:0]					SEN
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			q	q	q	q	q	0

Bits 5:1 – PS[4:0] Watchdog Timer Prescaler Select(2)

Value	Description
`11111` to `10011`	Reserved. Results in minimum interval (1 ms)
`10010`	1:8388608 (2^{23}) (Interval 256s nominal)
`10001`	1:4194304 (2^{22}) (Interval 128s nominal)
`10000`	1:2097152 (2^{21}) (Interval 64s nominal)
`01111`	1:1048576 (2^{20}) (Interval 32s nominal)
`01110`	1:524288 (2^{19}) (Interval 16s nominal)
`01101`	1:262144 (2^{18}) (Interval 8s nominal)
`01100`	1:131072 (2^{17}) (Interval 4s nominal)
`01011`	1:65536 (Interval 2s nominal) (Reset value)
`01010`	1:32768 (Interval 1s nominal)
`01001`	1:16384 (Interval 512 ms nominal)
`01000`	1:8192 (Interval 256 ms nominal)
`00111`	1:4096 (Interval 128 ms nominal)
`00110`	1:2048 (Interval 64 ms nominal)
`00101`	1:1024 (Interval 32 ms nominal)
`00100`	1:512 (Interval 16 ms nominal)
`00011`	1:256 (Interval 8 ms nominal)
`00010`	1:128 (Interval 4 ms nominal)
`00001`	1:64 (Interval 2 ms nominal)
`00000`	1:32 (Interval 1 ms nominal)

Bit 0 – SEN Software Enable/Disable for Watchdog Timer

Value	Condition	Description
`x`	If WDTE = `1x`	This bit is ignored
`1`	If WDTE = `01`	WDT is turned on
`0`	If WDTE = `01`	WDT is turned off
`x`	If WDTE = `00`	This bit is ignored

Notes:

1. When the WDTCPS Configuration bits = `'b11111`, the Reset value (q) of WDTPS is `'b01011`. Otherwise, the Reset value of WDTPS is equal to the WDTCPS in Configuration bits.
2. When the WDTCPS in Configuration bits ≠ `'b11111`, these bits are read-only.

15.7.2 WDTCON1

Name: WDTCON1
Address: 0x075

Watchdog Timer Control Register 1

Bit	7	6	5	4	3	2	1	0
			CS[2:0]				WINDOW[2:0]	
Access		R/W	R/W	R/W		R/W	R/W	R/W
Reset		q	q	q		q	q	q

Bits 6:4 – CS[2:0] Watchdog Timer Clock Select[1,3]

CS	Clock Source
111-100	Reserved
011	EXTOSC
010	SOSC
001	MFINTOSC (31.25 kHz)
000	LFINTOSC (31 kHz)

Bits 2:0 – WINDOW[2:0] Watchdog Timer Window Select[2,4]

WINDOW	Window Delay Percent of Time	Window Opening Percent of Time
111	N/A	100
110	12.5	87.5
101	25	75
100	37.5	62.5
011	50	50
010	62.5	37.5
001	75	25
000	87.5	12.5

Notes:
1. When the WDTCCS in Configuration bits = `'0b111`, the Reset value of WDTCS is `'b000`.
2. The Reset value (q) of WINDOW is determined by the value of WDTCWS in the Configuration bits.
3. When the WDTCCS in Configuration bits ≠ `'b111`, these bits are read-only.
4. When the WDTCWS in Configuration bits ≠ `'b111`, these bits are read-only.

15.7.3 WDTPSH

Name: WDTPSH
Address: 0x077

WWDT Prescaler Select Register (Read-Only)

Bit	7	6	5	4	3	2	1	0
	PSCNTH[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PSCNTH[7:0] Prescaler Select High Byte[(1)]

Note:
1. The 18-bit WDT prescaler value, PSCNT[17:0] includes the WDTPSL, WDTPSH and the lower bits of the WDTTMR registers. PSCNT[17:0] is intended for debug operations and will be read during normal operation.

15.7.4 WDTPSL

Name: WDTPSL
Address: 0x076

WWDT Prescaler Select Register (Read-Only)

Bit	7	6	5	4	3	2	1	0
	PSCNTL[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PSCNTL[7:0] Prescaler Select Low Byte[(1)]

Note:
1. The 18-bit WDT prescaler value, PSCNT[17:0] includes the WDTPSL, WDTPSH and the lower bits of the WDTTMR registers. PSCNT[17:0] is intended for debug operations and will be read during normal operation.

15.7.5 WDTTMR

Name: WDTTMR
Address: 0x078

WDT Timer Register (Read-Only)

Bit	7	6	5	4	3	2	1	0
	TMR[4:0]					STATE	PSCNT[17:16]	
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:3 – TMR[4:0] Watchdog Window Value

WINDOW	WDT Window State		Open Percent
	Closed	Open	
111	N/A	00000-11111	100
110	00000-00011	00100-11111	87.5
101	00000-00111	01000-11111	75
100	00000-01011	01100-11111	62.5
011	00000-01111	10000-11111	50
010	00000-10011	10100-11111	37.5
001	00000-10111	11000-11111	25
000	00000-11011	11100-11111	12.5

Bit 2 – STATE WDT Armed Status

Value	Description
1	WDT is armed
0	WDT is not armed

Bits 1:0 – PSCNT[17:16] Prescaler Select Upper Byte[(1)]

Note:
1. The 18-bit WDT prescaler value, PSCNT[17:0] includes the WDTPSL, WDTPSH and the lower bits of the WDTTMR registers. PSCNT[17:0] is intended for debug operations and will not be read during normal operation.

15.8 Register Summary - WDT Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x73	Reserved									
0x74	WDTCON0	7:0			PS[4:0]					SEN
0x75	WDTCON1	7:0		CS[2:0]				WINDOW[2:0]		
0x76	WDTPSL	7:0	PSCNTL[7:0]							
0x77	WDTPSH	7:0	PSCNTH[7:0]							
0x78	WDTTMR	7:0	TMR[4:0]					STATE	PSCNT[17:16]	

16. DMA - Direct Memory Access

The Direct Memory Access (DMA) module is designed to service data transfers between different memory regions directly, without intervention from the CPU. By eliminating the need for CPU-intensive management of handling interrupts intended for data transfers, the CPU now can spend more time on other tasks.

The DMA modules can be independently programmed to transfer data between different memory locations, move different data sizes, and use a wide range of hardware triggers to initiate transfers. The DMA modules can even be programmed to work together, to carry out more complex data transfers without CPU overhead.

Key features of the DMA module include:

- Support access to the following memory regions:
  - GPR and SFR space (R/W)
  - Program Flash memory (R only)
  - Data EEPROM memory (R only)
- Programmable priority between the DMA and CPU operations. Refer to the **"System Arbitration"** section in the **"PIC18 CPU"** chapter for details.
- Programmable Source and Destination Address modes:
  - Fixed address
  - Post-increment address
  - Post-decrement address
- Programmable source and destination sizes
- Source and Destination Pointer register, dynamically updated and reloadable
- Source and Destination Count register, dynamically updated and reloadable
- Programmable auto-stop based on source or destination counter
- Software triggered transfers
- Multiple user-selectable sources for hardware triggered transfers
- Multiple user-selectable sources for aborting DMA transfers

16.1 DMA Registers

The operation of the DMA module is controlled by the following registers:

- DMA Instance Selection (DMASELECT) register
- Control (DMAnCON0, DMAnCON1) registers
- Data Buffer (DMAnBUF) register
- Source Start Address (DMAnSSA) register
- Source Pointer (DMAnSPTR) register
- Source Message Size (DMAnSSZ) register
- Source Count (DMAnSCNT) register
- Destination Start Address (DMAnDSA) register
- Destination Pointer (DMAnDPTR) register
- Destination Message Size (DMAnDSZ) register
- Destination Count (DMAnDCNT) register
- Start Interrupt Request Source (DMAnSIRQ) register

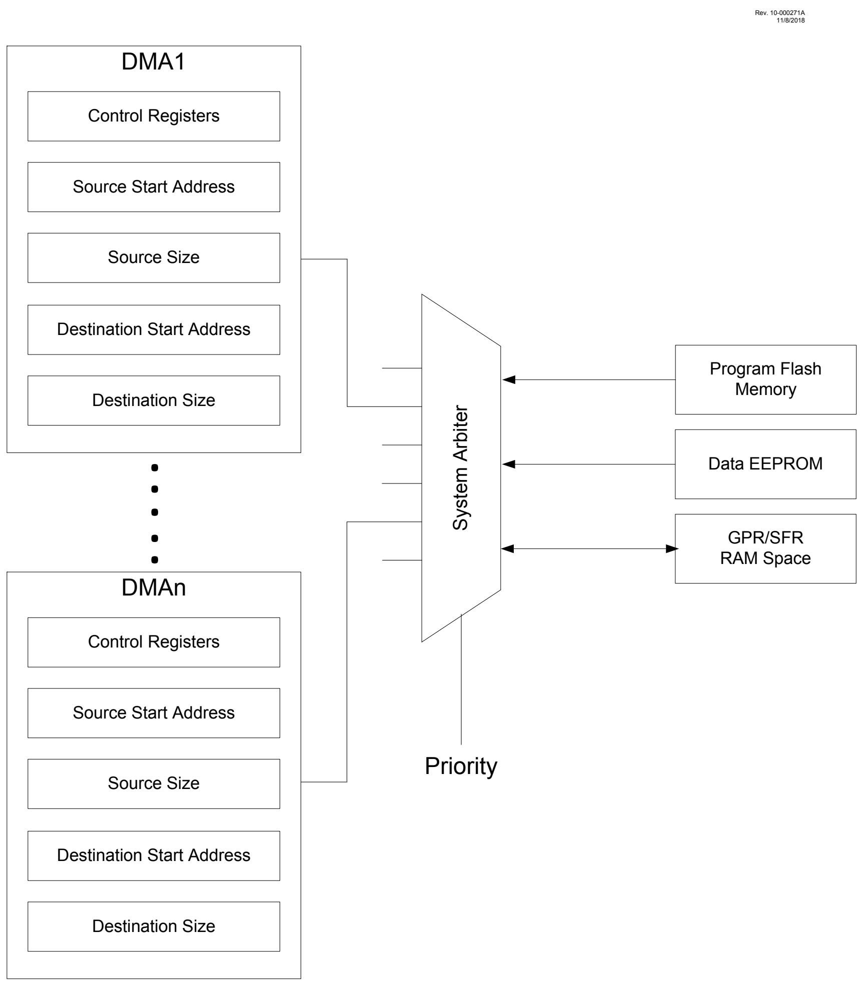
- Abort Interrupt Request Source (DMAnAIRQ) register

The registers are detailed in Register Definitions: DMA.

16.2 DMA Organization

The DMA module is designed to move data by using the existing instruction bus and data bus without the need for any dual-porting of memory or peripheral systems (Figure 16-1). The DMA accesses the required bus when granted by the system arbiter.

Figure 16-1. DMA Functional Block Diagram



Depending on the priority of the DMA with respect to CPU execution (refer to the **"Memory Access Scheme"** section in the **"PIC18 CPU"** chapter for more information), the DMA Controller can move data through two methods:

- Stalling the CPU execution until it has completed its transfers (DMA has higher priority over the CPU in this mode of operation)
- Utilizing unused CPU cycles for DMA transfers (CPU has higher priority over the DMA in this mode of operation). Unused CPU cycles are referred to as bubbles, which are instruction cycles available for use by the DMA to perform read and write operations. In this way, the effective bandwidth for handling data are increased; at the same time, DMA operations can proceed without causing a processor stall.

16.3 DMA Interface

The DMA module transfers data from the source to the destination one byte at a time, this smallest data movement is called a DMA data transaction. A DMA message refers to one or more DMA data transactions.

Each DMA data transaction consists of two separate actions:

- Reading the source address memory and storing the value in the DMA Buffer register
- Writing the contents of the DMA Buffer register to the destination address memory

Important: DMA data movement is a two-cycle operation.

The XIP bit is a Status bit to indicate whether or not the data in the DMAnBUF register has been written to the destination address. If the bit is set, then data are waiting to be written to the destination. If clear, it means that either data have been written to the destination or that no source read has occurred.

The DMA has read access to PFM, Data EEPROM, and SFR/GPR space and has write access to SFR/GPR space. Based on these memory access capabilities, the DMA can support the following memory transactions:

Table 16-1. DMA Memory Access

Read Source	Write Destination
Program Flash Memory	GPR
Program Flash Memory	SFR
Data EE	GPR
Data EE	SFR
GPR	GPR
GPR	SFR
SFR	GPR
SFR	SFR

Important: Even though the DMA module has access to all memory and peripherals that are also available to the CPU, it is recommended that the DMA does not access any register that is part of the system arbitration. The DMA, as a system arbitration client must not be read or written by itself or by another DMA instantiation.

The following sections discuss the various control interfaces required for DMA data transfers.

16.3.1 Special Function Registers with DMA Access only

The DMA can transfer data to any GPR or SFR location. For better user accessibility, some of the more commonly used SFR spaces have their mirror registers placed in a separate data memory location. These mirror registers can be only accessed by the DMA module through the DMA Source and Destination Address registers. The figure below shows the register map for these registers.

These registers are useful to multiple peripherals together like the Timers, PWMs and also other DMA modules using one of the DMA modules.

Figure 16-2. Special Function Register Map (DMA Access Only)

40FFh	-	40DFh	-	40BFh	-	409Fh	-	407Fh	-	405Fh	-	403Fh	-	401Fh	-
40FEh	-	40DEh	-	40BEh	-	409Eh	-	407Eh	-	405Eh	-	403Eh	-	401Eh	-
40FDh	-	40DDh	-	40BDh	-	409Dh	-	407Dh	ADRESH_M1	405Dh	-	403Dh	-	401Dh	-
40FCh	-	40DCh	-	40BCh	-	409Ch	-	407Ch	ADRESL_M1	405Ch	-	403Ch	-	401Ch	-
40FBh	-	40DBh	-	40BBh	-	409Bh	-	407Bh	ADPCH_M1	405Bh	-	403Bh	-	401Bh	-
40FAh	-	40DAh	-	40BAh	-	409Ah	-	407Ah	ADCLK_M1	405Ah	-	403Ah	-	401Ah	-
40F9h	-	40D9h	-	40B9h	-	4099h	-	4079h	ADACT_M1	4059h	-	4039h	-	4019h	-
40F8h	-	40D8h	-	40B8h	-	4098h	-	4078h	ADREF_M1	4058h	-	4038h	-	4018h	-
40F7h	-	40D7h	-	40B7h	-	4097h	-	4077h	ADCON3_M1	4057h	-	4037h	-	4017h	PWM2S1P2H_M1
40F6h	ADRESH_M2	40D6h	-	40B6h	-	4096h	-	4076h	ADCON2_M1	4056h	-	4036h	-	4016h	PWM2S1P2L_M1
40F5h	ADRESL_M2	40D5h	-	40B5h	-	4095h	-	4075h	ADCON1_M1	4055h	-	4035h	-	4015h	PWM2S1P1H_M2
40F4h	ADPCH_M2	40D4h	-	40B4h	-	4094h	-	4074h	ADCON0_M1	4054h	-	4034h	-	4014h	PWM2S1P1L_M2
40F3h	ADCAP_M2	40D3h	-	40B3h	-	4093h	-	4073h	ADCAP_M1	4053h	-	4033h	-	4013h	PWM1S1P2H_M1
40F2h	ADACQH_M2	40D2h	-	40B2h	-	4092h	-	4072h	ADACQH_M1	4052h	-	4032h	-	4012h	PWM1S1P2L_M1
40F1h	ADACQL_M2	40D1h	-	40B1h	-	4091h	-	4071h	ADACQL_M1	4051h	-	4031h	-	4011h	PWM1S1P1H_M2
40F0h	ADPREVH_M2	40D0h	-	40B0h	-	4090h	-	4070h	ADPREVH_M1	4050h	-	4030h	-	4010h	PWM1S1P1L_M2
40EFh	ADPREVL_M2	40CFh	-	40AFh	-	408Fh	-	406Fh	ADPREVL_M1	404Fh	-	402Fh	-	400Fh	-
40EEh	ADRPT_M2	40CEh	-	40AEh	-	408Eh	-	406Eh	ADRPT_M1	404Eh	-	402Eh	-	400Eh	-
40EDh	ADCNT_M2	40CDh	-	40ADh	-	408Dh	-	406Dh	ADCNT_M1	404Dh	-	402Dh	-	400Dh	-
40ECh	-	40CCh	-	40ACh	-	408Ch	-	406Ch	-	404Ch	-	402Ch	-	400Ch	-
40EBh	ADACCH_M2	40CBh	-	40ABh	-	408Bh	-	406Bh	ADACCH_M1	404Bh	-	402Bh	PWM2PRH_M1	400Bh	-
40EAh	ADACCL_M2	40CAh	-	40AAh	-	408Ah	-	406Ah	ADACCL_M1	404Ah	-	402Ah	PWM2PRL_M1	400Ah	-
40E9h	ADFLTRH_M2	40C9h	-	40A9h	-	4089h	-	4069h	ADFLTRH_M1	4049h	-	4029h	PWM2S1P2H_M2	4009h	PWM2S1P1H_M1
40E8h	ADFLTRL_M2	40C8h	-	40A8h	-	4088h	-	4068h	ADFLTRL_M1	4048h	-	4028h	PWM2S1P2L_M2	4008h	PWM2S1P1L_M1
40E7h	ADSTPTH_M2	40C7h	-	40A7h	-	4087h	-	4067h	ADSTPTH_M1	4047h	-	4027h	PWM2S1P1H_M3	4007h	PWM1S1P1H_M1
40E6h	ADSTPTL_M2	40C6h	-	40A6h	-	4086h	-	4066h	ADSTPTL_M1	4046h	-	4026h	PWM2S1P1L_M3	4006h	PWM1S1P1L_M1
40E5h	ADERRH_M2	40C5h	-	40A5h	-	4085h	-	4065h	ADERRH_M1	4045h	T4PR_M1	4025h	PWM1PRH_M1	4005h	-
40E4h	ADERRL_M2	40C4h	-	40A4h	-	4084h	-	4064h	ADERRL_M1	4044h	CCPR2H_M2	4024h	PWM1PRL_M1	4004h	-
40E3h	ADUTHH_M2	40C3h	-	40A3h	-	4083h	-	4063h	ADUTHH_M1	4043h	CCPR2L_M2	4023h	PWM1S1P2H_M2	4003h	CCPR2H_M1
40E2h	ADUTHL_M2	40C2h	-	40A2h	-	4082h	-	4062h	ADUTHL_M1	4042h	T2PR_M1	4022h	PWM1S1P2L_M2	4002h	CCPR2L_M1
40E1h	ADLTHH_M2	40C1h	-	40A1h	-	4081h	-	4061h	ADLTHH_M1	4041h	CCPR1H_M2	4021h	PWM1S1P1H_M3	4001h	CCPR1H_M1
40E0h	ADLTHL_M2	40C0h	-	40A0h	-	4080h	-	4060h	ADLTHL_M1	4040h	CCPR1L_M2	4020h	PWM1S1P1L_M3	4000h	CCPR1L_M1

41FFh	-	41DFh	-	41BFh	-	419Fh	-	417Fh	-	415Fh	-	413Fh	DMAnSSAH_DMA3	411Fh	DMAnDSAH_DMA2
41FEh	-	41DEh	-	41BEh	-	419Eh	-	417Eh	-	415Eh	-	413Eh	DMAnSSAL_DMA3	411Eh	DMAnDSAL_DMA2
41FDh	-	41DDh	-	41BDh	-	419Dh	-	417Dh	-	415Dh	-	413Dh	DMAnSSZH_DMA3	411Dh	DMAnDSZH_DMA2
41FCh	-	41DCh	-	41BCh	-	419Ch	-	417Ch	-	415Ch	-	413Ch	DMAnSSZL_DMA3	411Ch	DMAnDSZL_DMA2
41FBh	-	41DBh	-	41BBh	-	419Bh	-	417Bh	-	415Bh	DMAnSIRQ_DMA4	413Bh	DMAnSPTRU_DMA3	411Bh	DMAnDPTRH_DMA2
41FAh	-	41DAh	-	41BAh	-	419Ah	-	417Ah	-	415Ah	DMAnAIRQ_DMA4	413Ah	DMAnSPTRH_DMA3	411Ah	DMAnDPTRL_DMA2
41F9h	-	41D9h	-	41B9h	-	4199h	-	4179h	-	4159h	DMAnCON1_DMA4	4139h	DMAnSPTRL_DMA3	4119h	DMAnDCNTH_DMA2
41F8h	-	41D8h	-	41B8h	-	4198h	-	4178h	-	4158h	DMAnCON0_DMA4	4138h	DMAnSCNTH_DMA3	4118h	DMAnDCNTL_DMA2
41F7h	TMR1H_M1	41D7h	-	41B7h	-	4197h	-	4177h	-	4157h	DMAnSSAU_DMA4	4137h	DMAnSCNTL_DMA3	4117h	DMAnBUF_DMA2
41F6h	TMR1L_M1	41D6h	-	41B6h	-	4196h	-	4176h	-	4156h	DMAnSSAH_DMA4	4136h	DMAnDSAH_DMA3	4116h	DMAnSIRQ_DMA1
41F5h	-	41D5h	-	41B5h	-	4195h	-	4175h	-	4155h	DMAnSSAL_DMA4	4135h	DMAnDSAL_DMA3	4115h	DMAnAIRQ_DMA1
41F4h	-	41D4h	-	41B4h	-	4194h	-	4174h	-	4154h	DMAnSSZH_DMA4	4134h	DMAnDSZH_DMA3	4114h	DMAnCON1_DMA1
41F3h	TU2PRH_M1	41D3h	-	41B3h	-	4193h	-	4173h	-	4153h	DMAnSSZL_DMA4	4133h	DMAnDSZL_DMA3	4113h	DMAnCON0_DMA1
41F2h	TU2PRL_M1	41D2h	-	41B2h	-	4192h	-	4172h	-	4152h	DMAnSPTRU_DMA4	4132h	DMAnDPTRH_DMA3	4112h	DMAnSSAU_DMA1
41F1h	TU1PRH_M1	41D1h	-	41B1h	-	4191h	-	4171h	-	4151h	DMAnSPTRH_DMA4	4131h	DMAnDPTRL_DMA3	4111h	DMAnSSAH_DMA1
41F0h	TU1PRL_M1	41D0h	-	41B0h	-	4190h	-	4170h	-	4150h	DMAnSPTRL_DMA4	4130h	DMAnDCNTH_DMA3	4110h	DMAnSSAL_DMA1
41EFh	-	41CFh	-	41AFh	-	418Fh	-	416Fh	-	414Fh	DMAnSCNTH_DMA4	412Fh	DMAnDCNTL_DMA3	410Fh	DMAnSSZH_DMA1
41EEh	-	41CEh	-	41AEh	-	418Eh	-	416Eh	-	414Eh	DMAnSCNTL_DMA4	412Eh	DMAnBUF_DMA3	410Eh	DMAnSSZL_DMA1
41EDh	-	41CDh	-	41ADh	-	418Dh	-	416Dh	-	414Dh	DMAnDSAH_DMA4	412Dh	DMAnSIRQ_DMA2	410Dh	DMAnSPTRU_DMA1
41ECh	-	41CCh	-	41ACh	-	418Ch	-	416Ch	-	414Ch	DMAnDSAL_DMA4	412Ch	DMAnAIRQ_DMA2	410Ch	DMAnSPTRH_DMA1
41CBh	-	41CBh	-	41ABh	-	418Bh	-	416Bh	-	414Bh	DMAnDSZH_DMA4	412Bh	DMAnCON1_DMA2	410Bh	DMAnSPTRL_DMA1
41EAh	-	41CAh	-	41AAh	-	418Ah	-	416Ah	-	414Ah	DMAnDSZL_DMA4	412Ah	DMAnCON0_DMA2	410Ah	DMAnSCNTH_DMA1
41E9h	-	41C9h	-	41A9h	-	4189h	-	4169h	-	4149h	DMAnDPTRH_DMA4	4129h	DMAnSSAU_DMA2	4109h	DMAnSCNTL_DMA1
41E8h	-	41C8h	-	41A8h	-	4188h	-	4168h	-	4148h	DMAnDPTRL_DMA4	4128h	DMAnSSAH_DMA2	4108h	DMAnDSAH_DMA1
41E7h	-	41C7h	-	41A7h	-	4187h	-	4167h	-	4147h	DMAnDCNTH_DMA4	4127h	DMAnSSAL_DMA2	4107h	DMAnDSAL_DMA1
41E6h	-	41C6h	-	41A6h	-	4186h	-	4166h	-	4146h	DMAnDCNTL_DMA4	4126h	DMAnSSZH_DMA2	4106h	DMAnDSZH_DMA1
41E5h	-	41C5h	-	41A5h	-	4185h	-	4165h	-	4145h	DMAnBUF_DMA4	4125h	DMAnSSZL_DMA2	4105h	DMAnDSZL_DMA1
41E4h	IOCWF_M1	41C4h	-	41A4h	-	4184h	-	4164h	-	4144h	DMAnSIRQ_DMA3	4124h	DMAnSPTRU_DMA2	4104h	DMAnDPTRH_DMA1
41E3h	-	41C3h	-	41A3h	-	4183h	-	4163h	-	4143h	DMAnAIRQ_DMA3	4123h	DMAnSPTRH_DMA2	4103h	DMAnDPTRL_DMA1
41E2h	IOCCF_M1	41C2h	-	41A2h	-	4182h	-	4162h	-	4142h	DMAnCON1_DMA3	4122h	DMAnSPTRL_DMA2	4102h	DMAnDCNTH_DMA1
41E1h	IOCBF_M1	41C1h	-	41A1h	-	4181h	-	4161h	-	4141h	DMAnCON0_DMA3	4121h	DMAnSCNTH_DMA2	4101h	DMAnDCNTL_DMA1
41E0h	IOCAF_M1	41C0h	-	41A0h	-	4180h	-	4160h	-	4140h	DMAnSSAU_DMA3	4120h	DMAnSCNTL_DMA2	4100h	DMAnBUF_DMA1

16.3.2 DMA Addressing

The start addresses for the source read and destination write operations are set using the DMAnSSA and DMAnDSA registers, respectively.

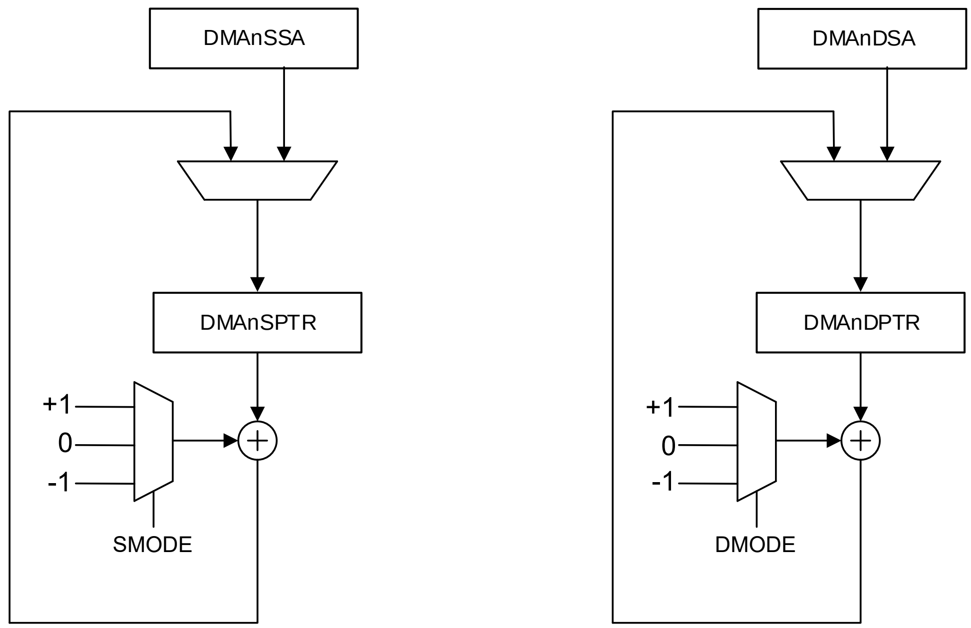
When the DMA message transfers are in progress, the DMAnSPTR and DMAnDPTR registers contain the current Address Pointers for each source read and destination write operation. These registers are modified after each transaction based on the Address mode selection bits.

The SMODE and DMODE bits determine the Address modes of operation by controlling how the DMAnSPTR and DMAnDPTR registers are updated after every DMA data transaction (Figure 16-3).

Each address can be separately configured to:

- Remain unchanged
- Increment by 1
- Decrement by 1

Figure 16-3. DMA Pointers Block Diagram



The DMA can initiate data transfers from the PFM, Data EEPROM or SFR/GPR space. The SMR bits are used to select the type of memory being pointed to by the Source Address Pointer. The SMR bits are required because the PFM and SFR/GPR spaces have overlapping addresses that do not allow the specified address to uniquely define the memory location to be accessed.

Important:
1. For proper memory read access to occur, the combination of address and space selection must be valid.
2. The destination does not have space selection bits because it can only write to the SFR/GPR space.

16.3.3 DMA Message Size/Counters

A transaction is the transfer of one byte. A message consists of one or more transactions. A complete DMA process consists of one or more messages. The size registers determine how many transactions are in a message. The DMAnSSZ registers determine the source size and DMAnDSZ registers determine the destination size.

When a DMA transfer is initiated, the size registers are copied to corresponding counter registers that control the duration of the message. The DMAnSCNT registers count the source transactions and the DMAnDCNT registers count the destination transactions. Both are simultaneously decremented by one after each transaction.

A message is started by setting the DGO bit and terminates when the smaller of the two counters reaches zero.

When either counter reaches zero, the DGO bit is cleared and the counter and pointer registers are immediately reloaded with the corresponding size and address data. If the other counter did not reach zero, then the next message will continue with the count and address corresponding to that register. Refer to Figure 16-4.

When the Source and Destination Size registers are not equal, then the ratio of the largest to the smallest size determines how many messages are in the DMA process. For example, when the destination size is six and the source size is two, then each message will consist of two transactions and the complete DMA process will consist of three messages. When the larger size is not an even integer of the smaller size, then the last message in the process will terminate early when the larger count reaches zero. In that case, the larger counter will reset and the smaller counter will have a remainder skewing any subsequent messages by that amount.

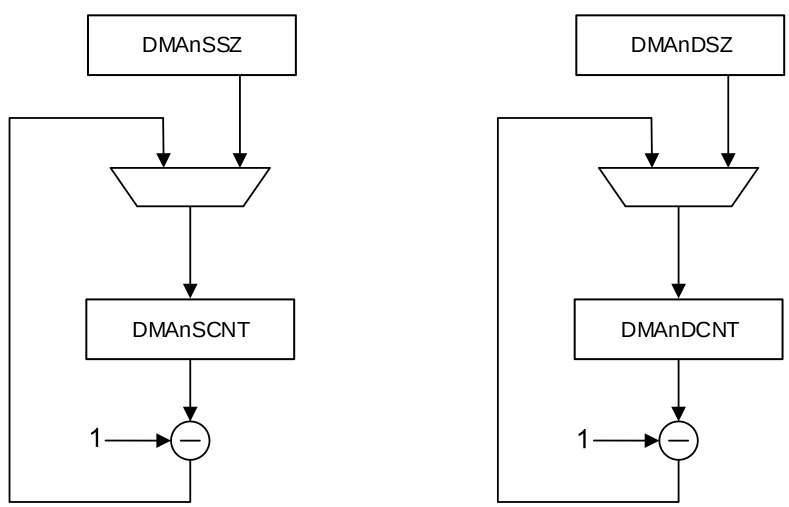
Table 16-2 has a few examples of configuring DMA Message sizes.

Important: Reading the DMAnSCNT or DMAnDCNT registers will never return zero. When either register is decremented from '1', it is immediately reloaded from the corresponding size register.

Table 16-2. Example Message Size

Operation	Example	SCNT	DCNT	Comments
Read from single SFR location to RAM	UART Receive Buffer	1	N	N equals the number of bytes desired in the destination buffer. N ≥ 1.
Write to single SFR location from RAM	UART Transmit Buffer	N	1	N equals the number of bytes desired in the source buffer. N ≥ 1.
Read from multiple SFR location	ADC Result registers	2	2*N	N equals the number of ADC results to be stored in memory. N ≥ 1
Write to Multiple SFR registers	PWM Duty Cycle registers	2*N	2	N equals the number of PWM duty cycle values to be loaded from a memory table. N ≥ 1

Figure 16-4. DMA Counters Block Diagram



16.3.4 DMA Message Transfers

Once the Enable bit is set to start DMA message transfers, the Source/Destination Pointer and Counter registers are initialized to the conditions shown in the table below.

Table 16-3. DMA Initial Conditions

Register	Value Loaded
DMAnSPTR	DMAnSSA
DMAnSCNT	DMAnSSZ

...........continued

Register	Value Loaded
DMAnDPTR	DMAnDSA
DMAnDCNT	DMAnDSZ

During the DMA operation after each transaction, Table 16-4 and Table 16-5 indicate how the Source/Destination Pointer and Counter registers are modified.

The following sections discuss how to initiate and terminate DMA transfers.

Table 16-4. DMA Source Pointer/Counter During Operation

Register	Modified Source Counter/Pointer Value
DMAnSCNT != 1	DMAnSCNT = DMAnSCNT -1
	SMODE = 00: DMAnSPTR = DMAnSPTR
	SMODE = 01: DMAnSPTR = DMAnSPTR + 1
	SMODE = 10: DMAnSPTR = DMAnSPTR - 1
DMAnSCNT == 1	DMAnSCNT = DMAnSSZ
	DMAnSPTR = DMAnSSA

Table 16-5. DMA Destination Pointer/Counter During Operation

Register	Modified Destination Counter/Pointer Value
DMAnDCNT != 1	DMAnDCNT = DMAnDCNT -1
	DMODE = 00: DMAnDPTR = DMAnDPTR
	DMODE = 01: DMAnDPTR = DMAnDPTR + 1
	DMODE = 10: DMAnDPTR = DMAnDPTR - 1
DMAnDCNT == 1	DMAnDCNT = DMAnDSZ
	DMAnDPTR = DMAnDSA

16.3.4.1 Starting DMA Message Transfers

The DMA can initiate data transactions by either of the following two conditions:

- User software control
- Hardware trigger, SIRQ

16.3.4.1.1 User Software Control

Software starts or stops DMA transaction by setting/clearing the DGO bit. The DGO bit is also used to indicate whether a DMA hardware trigger has been received and a message is in progress.

Important:

1. Software start can only occur when the EN bit is set.
2. If the CPU writes to the DGO bit while it is already set, there is no effect on the system, the DMA will continue to operate normally.

16.3.4.1.2 Hardware Trigger, SIRQ

A hardware trigger is an interrupt request from another module sent to the DMA with the purpose of starting a DMA message. The DMA start trigger source is user-selectable using the DMAnSIRQ register.

The SIRQEN bit is used to enable sampling of external interrupt triggers by which a DMA transfer can be started. When set, the DMA will sample the selected interrupt source and when cleared, the DMA will ignore the interrupt source. Clearing the SIRQEN bit does not stop a DMA transaction currently in progress, it only stops more hardware request signals from being received.

16.3.4.2 Stopping DMA Message Transfers

The DMA controller can stop data transactions by any of the following conditions:

- Clearing the DGO bit
- Hardware abort trigger, AIRQ
- Source count reload
- Destination count reload
- Clearing the EN bit

16.3.4.2.1 User Software Control

If the user clears the DGO bit, the message will be stopped and the DMA will remain in the current configuration.

For example, if the user clears the DGO bit after source data have been read but before it is written to the destination, then the data in the DMAnBUF register will not reach its destination.

This is also referred to as a soft-stop as the operation can resume, if desired, by setting the DGO bit again.

16.3.4.2.2 Hardware Trigger, AIRQ

The AIRQEN bit is used to enable sampling of external interrupt triggers by which a DMA transaction can be aborted.

Once an abort interrupt request has been received, the DMA will perform a soft-stop by clearing the DGO bit, as well as clearing the SIRQEN bit so overruns do not occur. The AIRQEN bit is also cleared to prevent additional abort signals from triggering false aborts.

If desired, the DGO bit can be set again and the DMA will resume operation from where it left off after the soft stop had occurred, as none of the DMA state information is changed in the event of an abort.

16.3.4.2.3 Source Count Reload

A DMA message is considered to be complete when the Source Count register is decremented from '`1`' and then reloaded (i.e., once the last byte from either the source read or destination write has occurred). When the SSTP bit is set and the Source Count register is reloaded, then further message transfer is stopped.

16.3.4.2.4 Destination Count Reload

A DMA message is considered to be complete when the Destination Count register is decremented from 1 and then reloaded (i.e., once the last byte from either the source read or destination write has occurred). When the DSTP bit is set and the Destination Count register is reloaded then further message transfer is stopped.

Important: Reading the DMAnSCNT or DMAnDCNT registers will never return zero. When either register is decremented from '`1`', it is immediately reloaded from the corresponding size register.

16.3.4.2.5 Clearing the EN Bit

If the user clears the EN bit, the message will be stopped and the DMA will return to its default configuration. This is also referred to as a hard stop, as the DMA cannot resume operation from where it was stopped.

Important: After the DMA message transfer is stopped, it requires an extra instruction cycle before the Stop condition takes effect. Thus, after the Stop condition has occurred, a source read or a destination write can occur depending on the source or destination bus availability.

16.4 Disable DMA Message Transfer Upon Completion

Once the DMA message is complete, it may be desirable to disable the trigger source to prevent overrun or under run of data. This can be done by any of the following methods:

- Clearing the SIRQEN bit
- Setting the SSTP bit
- Setting the DSTP bit

16.4.1 Clearing the SIRQEN Bit

Clearing the SIRQEN bit stops the sampling of external start interrupt triggers, hence preventing further DMA message transfers.

An example is a communications peripheral with a level-triggered interrupt. The peripheral will continue to request data (because its buffer is empty) even though there is no more data to be moved. Disabling the SIRQEN bit prevents the DMA from processing these requests.

16.4.2 Source/Destination Stop

The SSTP and DSTP bits determine whether or not to disable the hardware triggers (SIRQEN = `0`), once a DMA message has completed.

When the SSTP bit is set and the DMAnSCNT = `0`, then the SIRQEN bit will be cleared. Similarly, when the DSTP bit is set and the DMAnDCNT = `0`, the SIRQEN bit will be cleared.

Important: The SSTP and DSTP bits are independent functions and do not depend on each other. It is possible for a message to be stopped by either counter at message end or both counters at message end.

16.5 Types of Hardware Triggers

The DMA has two different trigger inputs, the source trigger and the abort trigger. Each of these trigger sources is user configurable using the DMAnSIRQ and DMAnAIRQ registers.

Based on the source selected for each trigger, there are two types of requests that can be sent to the DMA:

- Edge triggers
- Level triggers

16.5.1 Edge Trigger Requests

An edge request occurs only once when a given module interrupt requirements are true. Examples of edge triggers are the ADC conversion complete and the interrupt-on-change interrupts.

16.5.2 Level Trigger Requests

A level request is asserted as long as the condition that causes the interrupt is true. Examples of level triggers are the UART receive and transmit interrupts.

16.6 Types of Data Transfers

Based on the memory access capabilities of the DMA (see Table 16-1), the following sections discuss the different types of data movement between the source and destination memory regions.

- N:1
  This type of transfer is common when sending predefined data packets (such as strings) through a single interface point (such as communications modules transmit registers).
- N:N
  This type of transfer is useful for moving information out of the program Flash or Data EEPROM to SRAM for manipulation by the CPU or other peripherals.
- 1:1
  This type of transfer is common when bridging two different modules data streams together (communications bridge).
- 1:N
  This type of transfer is useful for moving information from a single data source into a memory buffer (communications receive registers).

16.7 DMA Interrupts

Each DMA has its own set of four interrupt flags, used to indicate a range of conditions during data transfers. The interrupt flag bits can be accessed using the corresponding PIR registers (refer to the **"VIC - Vectored Interrupt Controller Module"** chapter).

16.7.1 DMA Source Count Interrupt

The Source Count Interrupt Flag (DMAxSCNTIF) is set every time the DMAnSCNT register reaches zero and is reloaded to its starting value.

16.7.2 DMA Destination Count Interrupt

The Destination Count Interrupt Flag (DMAxDCNTIF) is set every time the DMAnDCNT register reaches zero and is reloaded to its starting value.

The DMA source and destination count interrupts signal the CPU when the DMA messages are completed.

16.7.3 Abort Interrupt

The Abort Interrupt Flag (DMAxAIF) is used to signal that the DMA has halted activity due to an abort signal from one of the abort sources. This is used to indicate that the transaction has been halted by a hardware event.

16.7.4 Overrun Interrupt

When the DMA receives a trigger to start a new message before the current message is completed, then the Overrun Interrupt Flag (DMAxORIF) bit is set.

This condition indicates that the DMA is being requested before its current transaction is finished. This implies that the active DMA may not be able to keep up with the demands from the peripheral module being serviced, which may result in data loss.

The DMAxORIF flag being set does not cause the current DMA transfer to terminate.

The overrun interrupt is only available for trigger sources that are edge-based and is not available for sources that are level-based. Therefore, a level-based interrupt source does not trigger a DMA overrun error due to the potential latency issues in the system.

An example of an interrupt that can use the overrun interrupt is a timer overflow (or period match) interrupt. This event only happens every time the timer rolls over and is not dependent on any other system conditions.

An example of an interrupt that does not allow the overrun interrupt is the UART TX buffer. The UART will continue to assert the interrupt until the DMA is able to process the message. Due to latency issues, the DMA may not be able to service an empty buffer immediately, but the UART continues to assert its transmit interrupt until it is serviced. If overrun was allowed in this case, the overrun would occur almost immediately, as the module samples the interrupt sources every instruction cycle.

16.8 DMA Setup and Operation

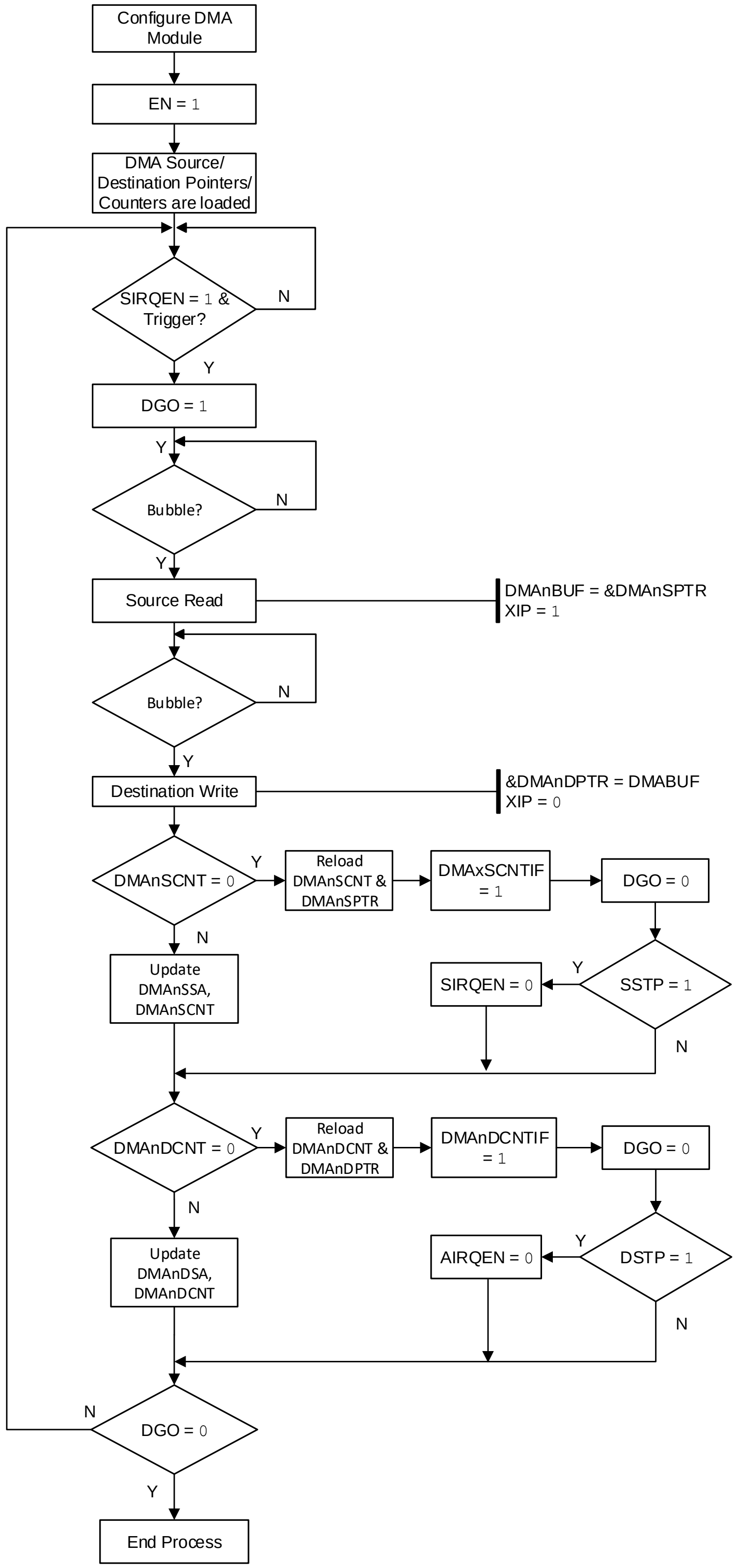
The following steps illustrate how to configure the DMA for data transfer:

1. Select the desired DMA using the DMASELECT register.
2. Program the appropriate source and destination addresses for the transaction into the DMAnSSA and DMAnDSA registers.
3. Select the source memory region that is being addressed by the DMAnSSA register, using the SMR bits.
4. Program the SMODE and DMODE bits to select the Addressing mode.
5. Program the source size (DMAnSSZ) and destination size (DMAnDSZ) registers with the number of bytes to be transferred. It is recommended for proper operation that the size registers be a multiple of each other.
6. If the user desires to disable data transfers once the message has completed, then the SSTP and DSTP bits need to be set (see the Source/Destination Stop section).
7. If using hardware triggers for data transfer, set up the hardware trigger interrupt sources for the starting and aborting DMA transfers (DMAnSIRQ and DMAnAIRQ), and set the corresponding Interrupt Request Enable (SIRQEN and AIRQEN) bits.
8. Select the priority level for the DMA (see the **"System Arbitration"** section in the **"PIC18 CPU"** chapter) and lock the priorities (see the **"Priority Lock"** section in the **"PIC18 CPU"** chapter).
9. Enable the DMA by setting the EN bit.
10. If using software control for data transfer, set the DGO bit, else this bit will be set by the hardware trigger.

Once the DMA is set up, Figure 16-5 describes the sequence of operation when the DMA uses hardware triggers and utilizes the unused CPU cycles (bubble) for DMA transfers.

The following sections describe with visual reference the sequence of events for different configurations of the DMA module.

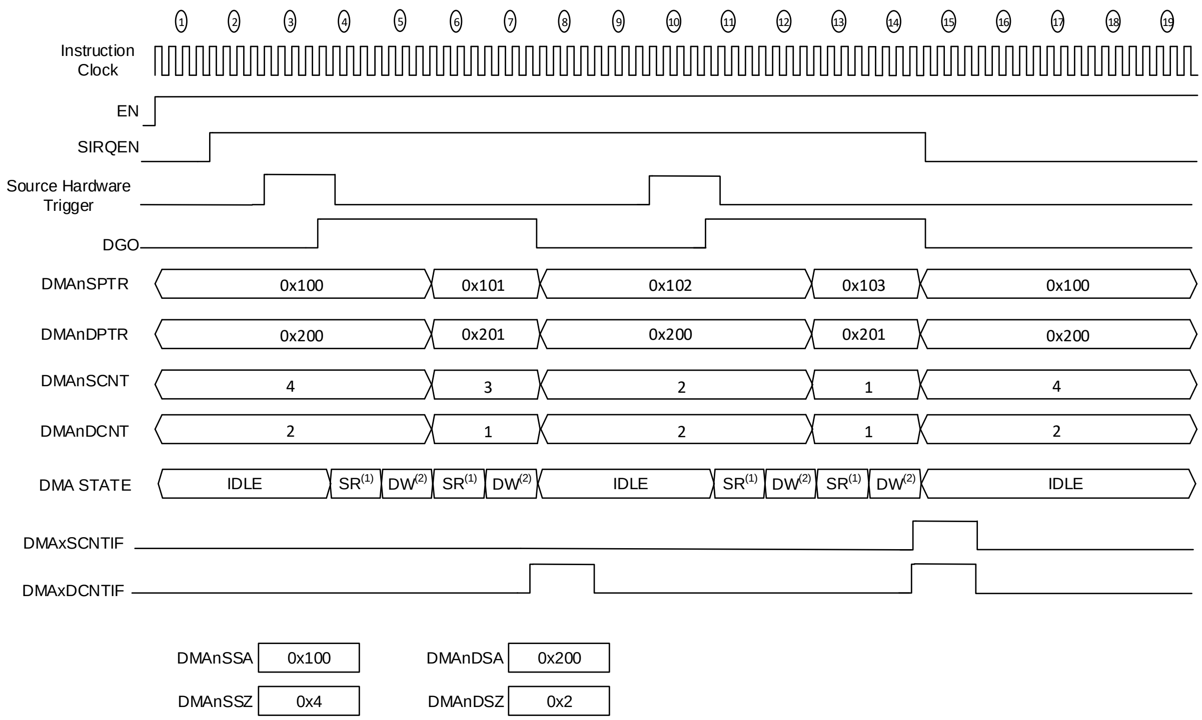
Figure 16-5. DMA Operation with Hardware Trigger



16.8.1 Source Stop

When the Source Stop bit is set (SSTP = `1`) and the DMAnSCNT register reloads, the DMA clears the SIRQEN bit to stop receiving new start interrupt request signals and sets the DMAnSCNTIF flag. Refer to the figure below for more details.

Figure 16-6. GPR-GPR Transactions with Hardware Triggers, SSTP = **1**



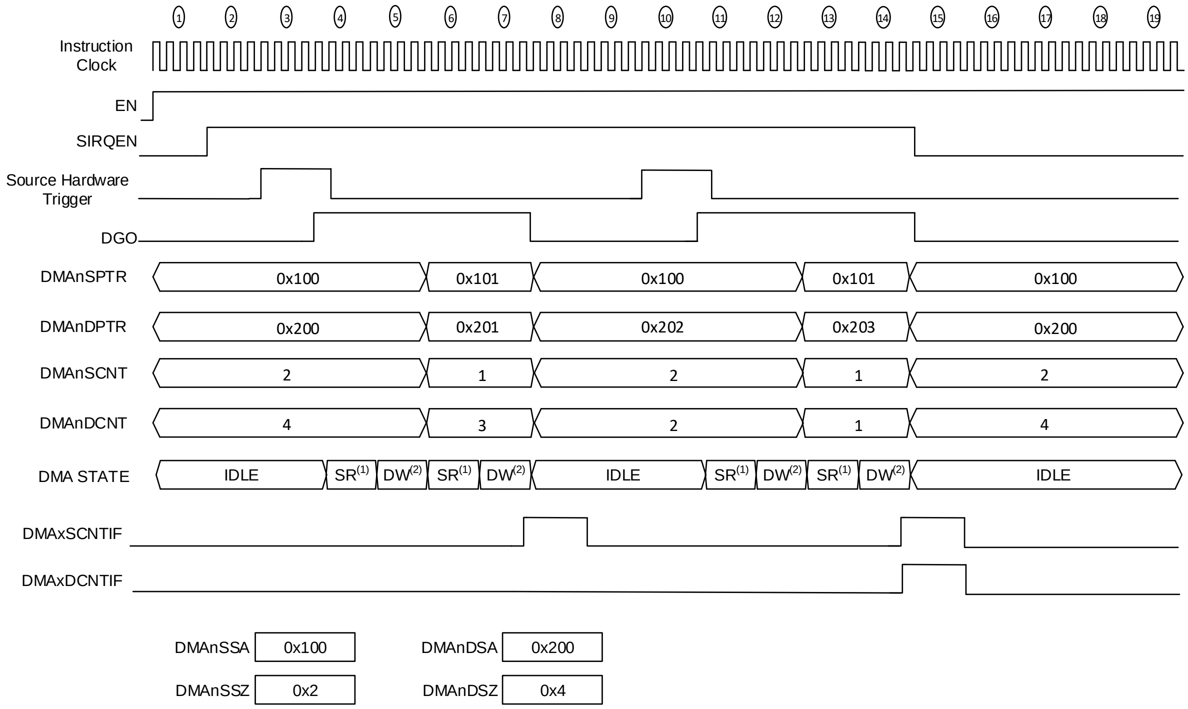
Notes:

1. SR - Source Read
2. DW - Destination Write

16.8.2 Destination Stop

When the Destination Stop bit is set (DSTP = 1) and the DMAxDCNT register reloads, the DMA clears the SIRQEN bit to stop receiving new start interrupt request signals and sets the DMAnDCNTIF flag.

Figure 16-7. GPR-GPR Transactions with Hardware Triggers, DSTP = **1**



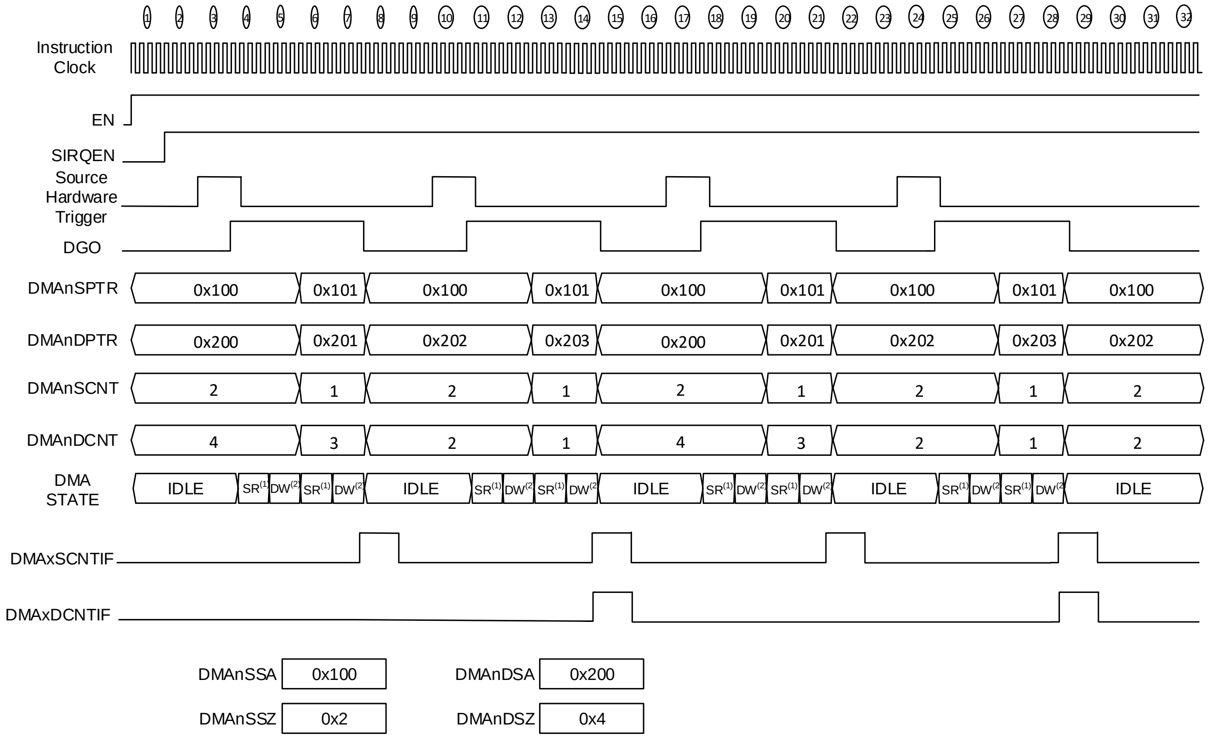
Notes:

1. SR - Source Read
2. DW - Destination Write

16.8.3 Continuous Transfer

When the Source or the Destination Stop bit is cleared (SSTP, DSTP = 0), the transactions continue unless stopped by the user. The DMAxSCNTIF and DMAxDCNTIF flags are set whenever the respective counter registers are reloaded.

Figure 16-8. GPR-GPR Transactions with Hardware Triggers, SSTP, DSTP = 0



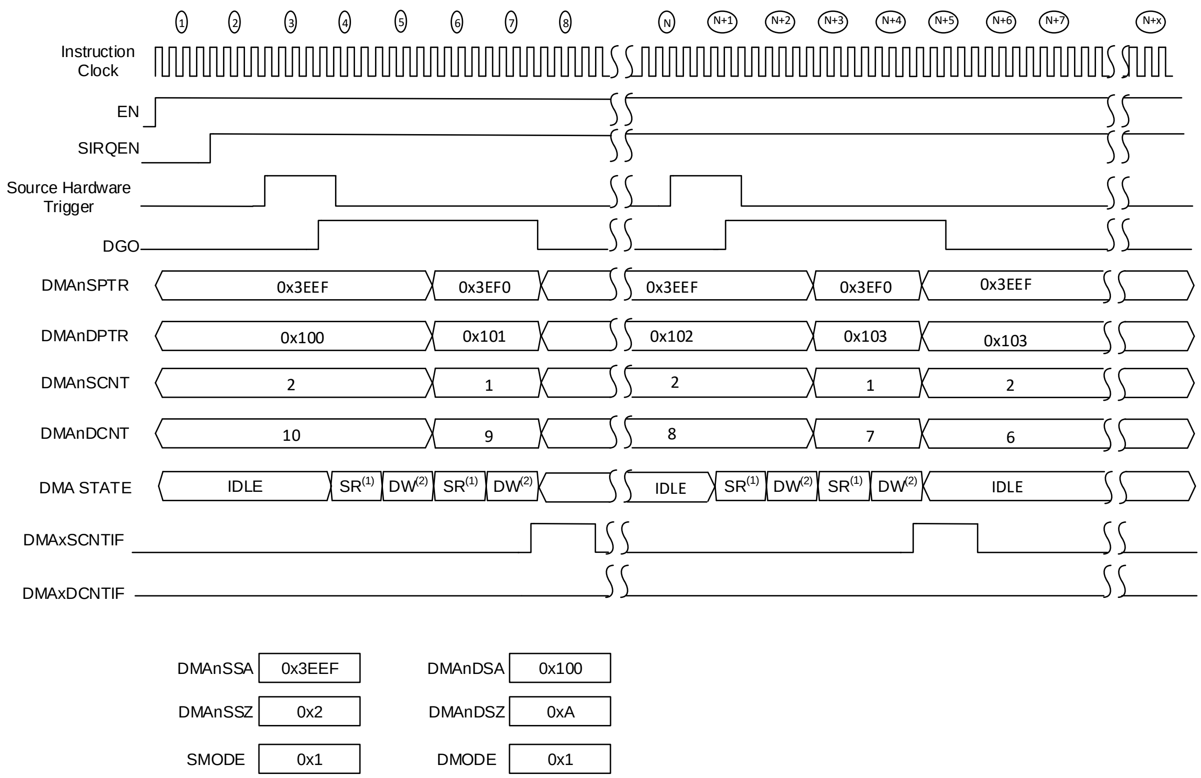
Notes:

1. SR - Source Read
2. DW - Destination Write

16.8.4 Transfer from SFR to GPR

The following visual reference describes the sequence of events when copying ADC results to a GPR location. The ADC interrupt flag can be chosen as the source hardware trigger, the source address can be set to point to the ADC Result registers (e.g., at 0x3EEF), and the destination address can be set to point to any chosen GPR location (e.g., at 0x100).

Figure 16-9. SFR Space to GPR Space Transfer

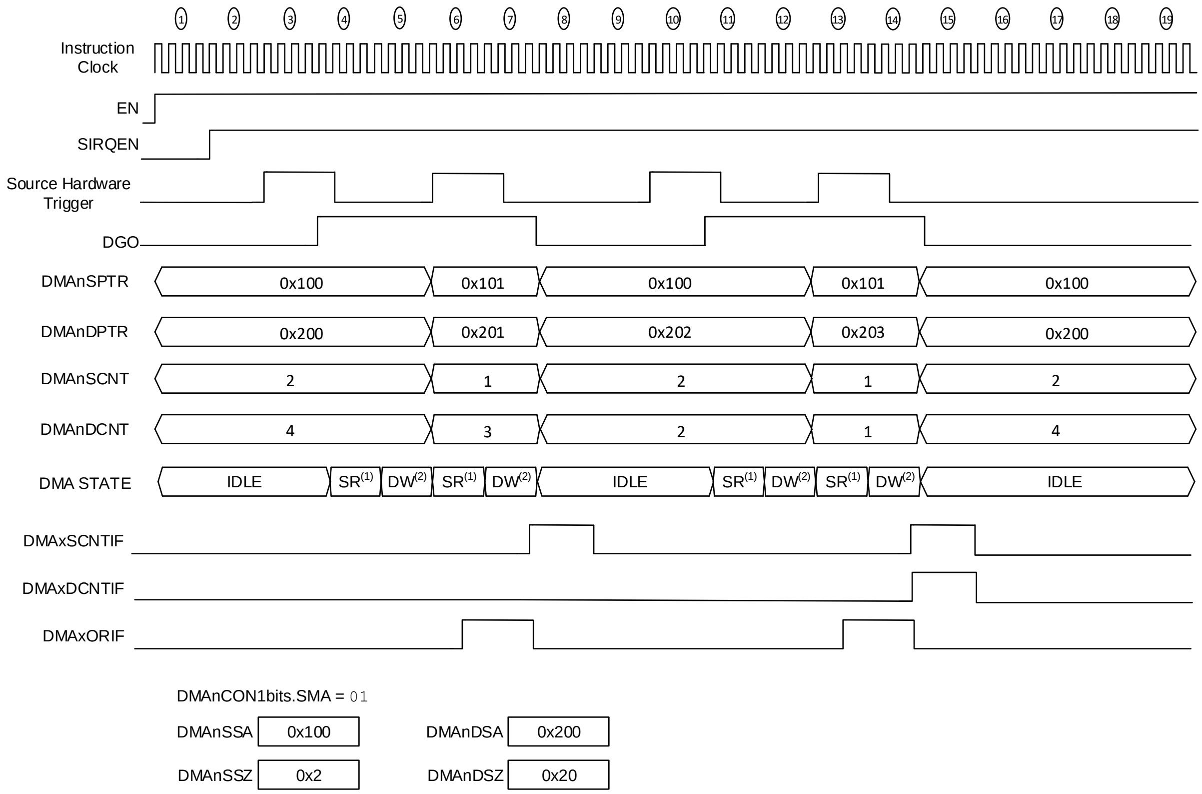


Notes:
1. SR - Source Read
2. DW - Destination Write

16.8.5 Overrun Condition

The Overrun Interrupt flag is set if the DMA receives a trigger to start a new message before the current message is completed.

Figure 16-10. Overrun Interrupt

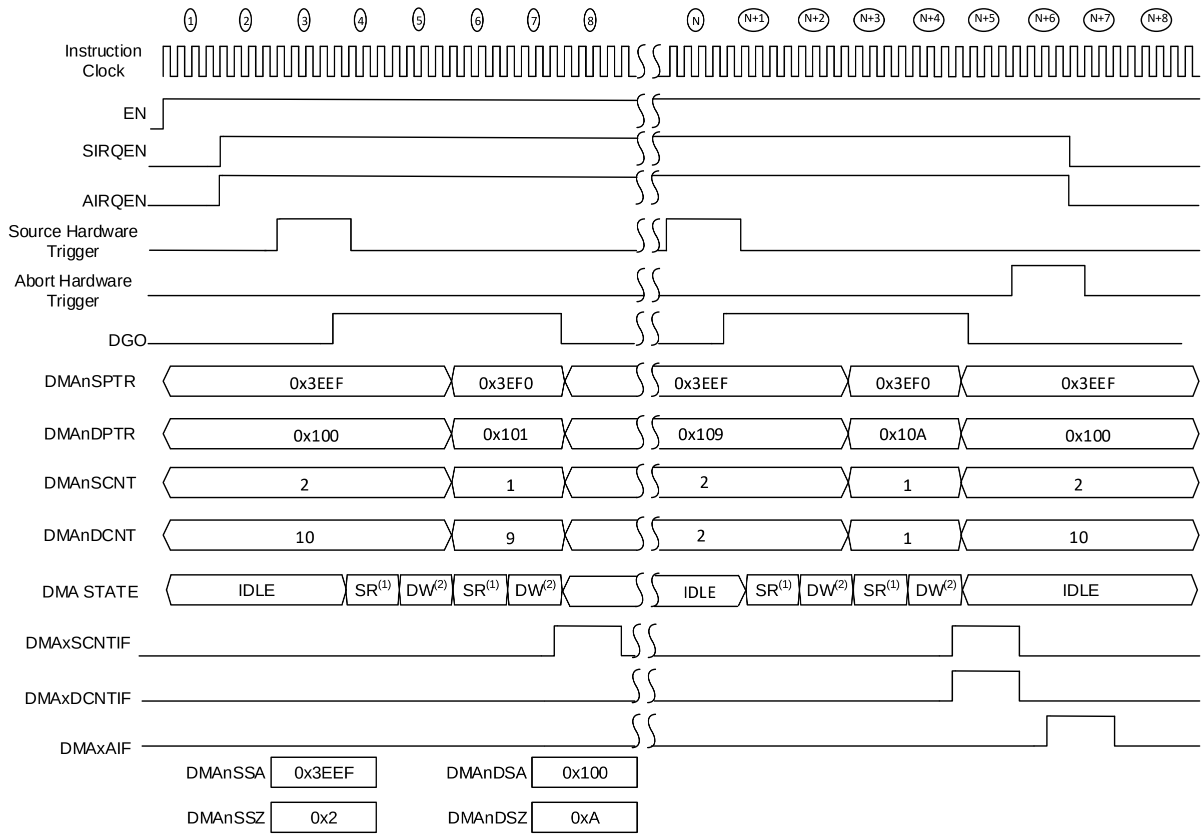


Notes:
1. SR - Source Read
2. DW - Destination Write

16.8.6 Abort Trigger, Message Complete

The AIRQEN needs to be set in order for the DMA to sample abort interrupt sources. When an abort interrupt is received, the SIRQEN bit is cleared and the AIRQEN bit is cleared to avoid receiving further abort triggers.

Figure 16-11. Abort at the End of Message



Notes:

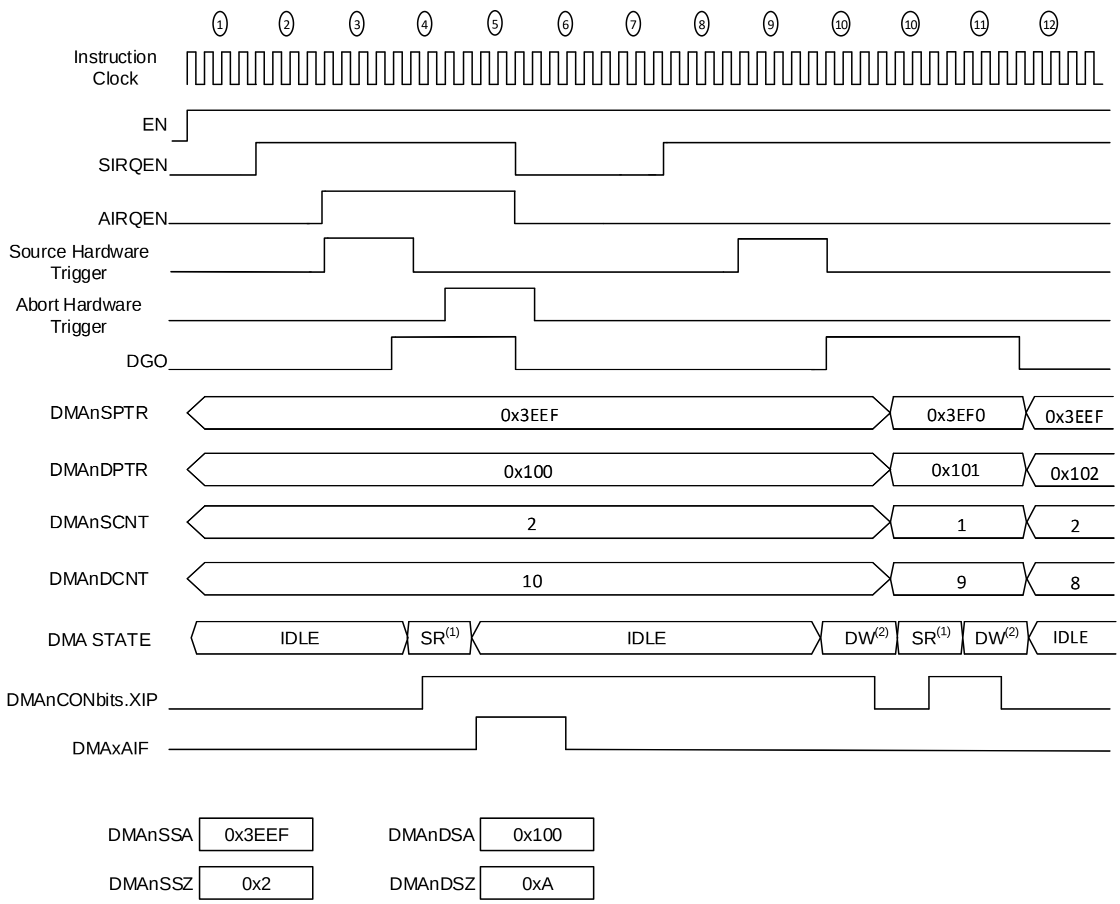
1. SR - Source Read
2. DW - Destination Write

16.8.7 Abort Trigger, Message in Progress

When an abort interrupt request is received in a DMA transaction, the DMA will perform a soft-stop by clearing the DGO bit (i.e., if the DMA was reading the source register, it will complete the read operation and then clear the DGO bit).

The SIRQEN bit is cleared to prevent any overrun and the AIRQEN bit is cleared to prevent any false aborts. When the DGO bit is set again, the DMA will resume operation from where it left off after the soft-stop.

Figure 16-12. Abort During Message Transfer



Notes:

1. SR - Source Read
2. DW - Destination Write

16.9 Reset

The DMA registers are set to the default state on any Reset. The registers are also reset to the default state when the enable bit is cleared (EN = 0). User firmware needs to setup all the registers to resume DMA operation.

16.10 Power-Saving Mode Operation

The DMA utilizes system clocks and it is treated as a peripheral when it comes to power-saving operations. Like other peripherals, the DMA also uses Peripheral Module Disable bits to further tailor its operation in low-power states.

16.10.1 Sleep Mode

When the device enters Sleep mode, the system clock to the module is shut down, therefore no DMA operation is supported in Sleep. Once the system clock is disabled, the requisite read and write clocks are also disabled, without which the DMA cannot perform any of its tasks.

Any transfers that may be in progress are resumed on exiting from Sleep mode. Register contents are not affected by the device entering or leaving Sleep mode. It is recommended that DMA transactions be allowed to finish before entering Sleep mode.

16.10.2 Idle Mode

In Idle mode, all of the system clocks (including the read and write clocks) are still operating, but the CPU is not using them to save power.

Therefore, every instruction cycle is available to the system arbiter and if the bubble is granted to the DMA, it may be utilized to move data.

16.10.3 Doze Mode

Similar to the Idle mode, the CPU does not utilize all of the available instruction cycles slots that are available to it to save power. It only executes instructions based on its Doze mode settings.

Therefore, every instruction not used by the CPU is available for system arbitration and may be utilized by the DMA, if granted by the arbiter.

16.10.4 Peripheral Module Disable

The Peripheral Module Disable (PMD) registers provide a method to disable DMA by gating all clock sources supplied to it. The respective DMAxMD bit needs to be set to disable the DMA.

16.11 Example Setup Code

This code example illustrates using DMA1 to transfer 10 bytes of data from 0x1000 in Flash memory to the UART transmit buffer.

```
void initializeDMA(){
//Select DMA1 by setting DMASELECT register to 0x00
    DMASELECT = 0x00;
//DMAnCON1 - DPTR remains, Source Memory Region PFM, SPTR increments, SSTP
    DMAnCON1 = 0x0B;
//Source registers
//Source size
    DMAnSSZH = 0x00;
    DMAnSSZL = 0x0A;
//Source start address, 0x1000
    DMAnSSAU = 0x00;
    DMAnSSAH = 0x10;
    DMAnSSAL = 0x00;
//Destination registers
//Destination size
    DMAnDSZH = 0x00;
    DMAnDSZL = 0x01;
//Destination start address,
    DMAnDSA = &U1TXB;
//Start trigger source U1TX. Refer the datasheet for the correct code
    DMAnSIRQ = 0xnn;
//Change arbiter priority if needed and perform lock operation
    DMA1PR = 0x01;         // Change the priority only if needed
    PRLOCK = 0x55;             // This sequence
    PRLOCK = 0xAA;             // is mandatory
    PRLOCKbits.PRLOCKED = 1;  // for DMA operation
//Enable the DMA & the trigger to start DMA transfer
    DMAnCON0 = 0xC0;
}
```

16.12 Register Overlay

All DMA instances in this device share the same set of registers. Only one DMA instance is accessible at a time. The value in the DMASELECT register is one less than the selected DMA instance. For example, a DMASELECT value of ‘0’ selects DMA1.

16.13 Register Definitions: DMA

16.13.1 DMASELECT

Name: DMASELECT
Address: 0x040

DMA Instance Selection Register

Selects which DMA instance is accessed by the DMA registers

Bit	7	6	5	4	3	2	1	0
						SLCT[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – SLCT[2:0] DMA Instance Selection

Value	Description
n	Shared DMA registers of instance n+1 are selected for read and write operations

16.13.2 DMAnCON0

Name: DMAnCON0
Address: 0x054

DMA Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN	SIRQEN	DGO			AIRQEN		XIP
Access	R/W	R/W/HC	R/W/HS/HC			R/W/HC		R/HS/HC
Reset	0	0	0			0		0

Bit 7 – EN DMA Module Enable

Value	Description
1	Enables module
0	Disables module

Bit 6 – SIRQEN Start of Transfer Interrupt Request Enable

Value	Description
1	Hardware triggers are allowed to start DMA transfers
0	Hardware triggers are not allowed to start the DMA transfers

Bit 5 – DGO DMA Transaction

Value	Description
1	DMA transaction is in progress
0	DMA transaction is not in progress

Bit 2 – AIRQEN Abort of Transfer Interrupt Request Enable

Value	Description
1	Hardware triggers are allowed to abort DMA transfers
0	Hardware triggers are not allowed to abort the DMA transfers

Bit 0 – XIP Transfer in Progress Status

Value	Description
1	The DMA buffer register currently holds contents from a read operation and has not transferred data to the destination
0	The DMA buffer register is empty or has successfully transferred data to the destination address

16.13.3 DMAnCON1

Name: DMAnCON1
Address: 0x055

DMA Control Register 1

Bit	7	6	5	4	3	2	1	0
	DMODE[1:0]		DSTP	SMR[1:0]		SMODE[1:0]		SSTP
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:6 – DMODE[1:0] Destination Address Mode Selection

Value	Description
11	Reserved, do not use
10	Destination Pointer (DMADPTR) is decremented after each transfer
01	Destination Pointer (DMADPTR) is incremented after each transfer
00	Destination Pointer (DMADPTR) remains unchanged after each transfer

Bit 5 – DSTP Destination Counter Reload Stop

Value	Description
1	SIRQEN bit is cleared when destination counter reloads
0	SIRQEN bit is not cleared when destination counter reloads

Bits 4:3 – SMR[1:0] Source Memory Region Selection

Value	Description
1x	Data EEPROM is selected as the DMA source memory
01	Program Flash Memory is selected as the DMA source memory
00	SFR/GPR data space is selected as the DMA source memory

Bits 2:1 – SMODE[1:0] Source Address Mode Selection

Value	Description
11	Reserved, do not use
10	Source Pointer (DMASPTR) is decremented after each transfer
01	Source Pointer (DMASPTR) is incremented after each transfer
00	Source Pointer (DMASPTR) remains unchanged after each transfer

Bit 0 – SSTP Source Counter Reload Stop

Value	Description
1	SIRQEN bit is cleared when source counter reloads
0	SIRQEN bit is not cleared when source counter reloads

16.13.4 DMAnBUF

Name: DMAnBUF
Address: 0x041

DMA Data Buffer Register

Bit	7	6	5	4	3	2	1	0
	BUF[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – BUF[7:0] DMA Data Buffer

Description
These bits reflect the content of the internal data buffer the DMA peripheral uses to hold the data being moved from the source to destination.

16.13.5 DMAnSSA

Name: DMAnSSA
Address: 0x051

DMA Source Start Address Register

Bit	23	22	21	20	19	18	17	16
			SSA[21:16]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	SSA[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	SSA[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 21:0 – SSA[21:0] Source Start Address

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnSSAU: Accesses the upper most byte [23:16].
2. DMAnSSAH: Accesses the high byte [15:8].
3. DMAnSSAL: Access the low byte [7:0].

16.13.6 DMAnSSZ

Name: DMAnSSZ
Address: 0x04F

DMA Source Size Register

Bit	15	14	13	12	11	10	9	8
					SSZ[11:8]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit	7	6	5	4	3	2	1	0
	SSZ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 11:0 – SSZ[11:0] Source Message Size

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnSSZH: Accesses the high byte [15:8].
2. DMAnSSZL: Access the low byte [7:0].

16.13.7 DMAnSCNT

Name: DMAnSCNT
Address: 0x04A

DMA Source Count Register

Bit	15	14	13	12	11	10	9	8
					SCNT[11:8]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit	7	6	5	4	3	2	1	0
	SCNT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 11:0 – SCNT[11:0] Current Source Byte Count

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnSCNTH: Accesses the high byte [15:8].
2. DMAnSCNTL: Access the low byte [7:0].

16.13.8 DMAnSPTR

Name: DMAnSPTR
Address: 0x04C

DMA Source Pointer Register

Bit	23	22	21	20	19	18	17	16
			SPTR[21:16]					
Access			R	R	R	R	R	R
Reset			0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	SPTR[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	SPTR[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 21:0 – SPTR[21:0] Current Source Address Pointer

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnSPTRU: Accesses the upper most byte [23:16].
2. DMAnSPTRH: Accesses the high byte [15:8].
3. DMAnSPTRL: Access the low byte [7:0].

16.13.9 DMAnDSA

Name: DMAnDSA
Address: 0x048

DMA Destination Start Address Register

Bit	15	14	13	12	11	10	9	8
	DSA[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	DSA[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – DSA[15:0] Destination Start Address

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnDSAH: Accesses the high byte [15:8].
2. DMAnDSAL: Access the low byte [7:0].

16.13.10 DMAnDSZ

Name: DMAnDSZ
Address: 0x046

DMA Destination Size Register

Bit	15	14	13	12	11	10	9	8
					DSZ[11:8]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit	7	6	5	4	3	2	1	0
	DSZ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 11:0 – DSZ[11:0] Destination Message Size

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnDSZH: Accesses the high byte [15:8].
2. DMAnDSZL: Access the low byte [7:0].

16.13.11 DMAnDCNT

Name: DMAnDCNT
Address: 0x042

DMA Destination Count Register

Bit	15	14	13	12	11	10	9	8
					DCNT[11:8]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit	7	6	5	4	3	2	1	0
	DCNT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 11:0 – DCNT[11:0] Current Destination Byte Count

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnDCNTH: Accesses the high byte [15:8].
2. DMAnDCNTL: Access the low byte Destination Message Size bits [7:0].

16.13.12 DMAnDPTR

Name: DMAnDPTR
Address: 0x044

DMA Destination Pointer Register

Bit	15	14	13	12	11	10	9	8
	DPTR[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	DPTR[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – DPTR[15:0] Current Destination Address Pointer

Notes: The individual bytes in this multibyte register can be accessed with the following register names.

1. DMAnDPTRH: Accesses the high byte [15:8].
2. DMAnDPTRL: Access the low byte [7:0].

16.13.13 DMAnSIRQ

Name: DMAnSIRQ
Address: 0x057

DMA Start Interrupt Request Source Selection Register

Bit	7	6	5	4	3	2	1	0
	SIRQ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – SIRQ[7:0] DMA Start Interrupt Request Source Selection

Table 16-6. DMAxSIRQ and DMAxAIRQ Interrupt Sources

Vector Number	Interrupt source	Vector Number (cont.)	Interrupt source (cont.)
0x0	-	0x30	U1RX
0x1	INT0	0x31	U1TX
0x2	INT1	0x32	U1
0x3	INT2	0x33	U1E
0x4	DMA1SCNT (Direct Memory Access)	0x34	U2RX
0x5	DMA1DCNT	0x35	U2TX
0x6	DMA1OR	0x36	U2
0x7	DMA1A	0x37	U2E
0x8	DMA2SCNT (Direct Memory Access)	0x38	SPI1RX (Serial Peripheral Interface)
0x9	DMA2DCNT	0x39	SPI1TX
0xA	DMA2OR	0x3A	SPI1
0xB	DMA2A	0x3B	I2C1RX
0xC	DMA3SCNT	0x3C	I2C1TX
0xD	DMA3DCNT	0x3D	I2C1
0xE	DMA3OR	0x3E	I2C1E
0xF	DMA3A	0x3F	-
0x10	DMA4SCNT	0x40	I3C1RX
0x11	DMA4DCNT	0x41	I3C1TX
0x12	DMA4OR	0x42	I3C1
0x13	DMA4A	0x43	I3C1E
0x14	NVM	0x44	I3C1R
0x15	CRC (Cyclic Redundancy Check)	0x45 - 0x47	-
0x16	SCAN	0x48	I3C2RX
0x17	ACT (Active Clock Tuning)	0x49	I3C2TX
0x18	CSW (Clock Switching)	0x4A	I3C2
0x19	OSF (Oscillator Fail)	0x4B	I3C2E
0x1A	VDDIO2	0x4C	I3C2R
0x1B	VDDIO3	0x4D	HLVD (High/Low-Voltage Detect)
0x1C	IOC (Interrupt-On-Change)	0x4E	AD (ADC Conversion Complete)
0x1D	TMR0	0x4F	ADT (ADC Threshold)
0x1E	TMR1	0x50	SRPORT Interrupt-on-change (RW0)
0x1F	TMR1G	0x51	SRPORT Interrupt-on-change (RW1)
0x20	TMR2	0x52	SRPORT Interrupt-on-change (RW2)
0x21	TMR4	0x53	SRPORT Interrupt-on-change (RW3)
0x22	TU16A (Universal Timer 16A)	0x54	SRPORT Interrupt-on-change (RW4)
0x23	TU16B (Universal Timer 16B)	0x55	SRPORT Interrupt-on-change (RW5)
0x24	CCP1 (Capture/Compare/PWM)	0x56	SRPORT Interrupt-on-change (RW6)
0x25	CCP2 (Capture/Compare/PWM)	0x57	SRPORT Interrupt-on-change (RW7)

...........continued

Vector Number	Interrupt source	Vector Number (cont.)	Interrupt source (cont.)
0x26	PWM1RINT	0x58	TU16APR
0x27	PWM1GINT	0x59	TU16ACAPT
0x28	PWM2RINT	0x5A	TU16AZERO
0x29	PWM2GINT	0x5B	TU16BPR
0x2A	CWG1 (Complementary Waveform Generator)	0x5C	TU16BCAPT
0x2B	CLC1 (Configurable Logic Cell)	0x5D	TU16BZERO
0x2C	CLC2	0x5E	PWM1S1P1 (PWM1 Parameter 1 of Slice 1)
0x2D	CLC3	0x5F	PWM1S1P2 (PWM1 Parameter 1 of Slice 2)
0x2E	CLC4	0x60	PWM2S1P1
0x2F	IOCSR (Interrupt-On-Change Signal Routing Ports)	0x61	PWM2S1P2

16.13.14 DMAnAIRQ

Name: DMAnAIRQ
Address: 0x056

DMA Abort Interrupt Request Source Selection Register

Bit	7	6	5	4	3	2	1	0
	AIRQ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – AIRQ[7:0] DMA Abort Interrupt Request Source Selection
Refer to the DMA Interrupt Sources table.

16.14 Register Summary - DMA

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x3F	Reserved									
0x40	DMASELECT	7:0						SLCT[2:0]		
0x41	DMAnBUF	7:0	BUF[7:0]							
0x42	DMAnDCNT	7:0	DCNT[7:0]							
		15:8					DCNT[11:8]			
0x44	DMAnDPTR	7:0	DPTR[7:0]							
		15:8	DPTR[15:8]							
0x46	DMAnDSZ	7:0	DSZ[7:0]							
		15:8					DSZ[11:8]			
0x48	DMAnDSA	7:0	DSA[7:0]							
		15:8	DSA[15:8]							
0x4A	DMAnSCNT	7:0	SCNT[7:0]							
		15:8					SCNT[11:8]			
0x4C	DMAnSPTR	7:0	SPTR[7:0]							
		15:8	SPTR[15:8]							
		23:16			SPTR[21:16]					
0x4F	DMAnSSZ	7:0	SSZ[7:0]							
		15:8					SSZ[11:8]			
0x51	DMAnSSA	7:0	SSA[7:0]							
		15:8	SSA[15:8]							
		23:16			SSA[21:16]					
0x54	DMAnCON0	7:0	EN	SIRQEN	DGO			AIRQEN		XIP
0x55	DMAnCON1	7:0	DMODE[1:0]		DSTP	SMR[1:0]		SMODE[1:0]		SSTP
0x56	DMAnAIRQ	7:0	AIRQ[7:0]							
0x57	DMAnSIRQ	7:0	SIRQ[7:0]							

17. Power-Saving Modes

The purpose of the Power-Saving modes is to reduce power consumption. There are three Power-Saving modes:

- Doze mode
- Sleep mode
- Idle mode

17.1 Doze Mode

Doze mode allows for power saving by reducing CPU operation and Program Flash Memory (PFM) access, without affecting peripheral operation. Doze mode differs from Sleep mode because the band gap and system oscillators continue to operate, while only the CPU and PFM are affected. The reduced execution saves power by eliminating unnecessary operations within the CPU and memory.

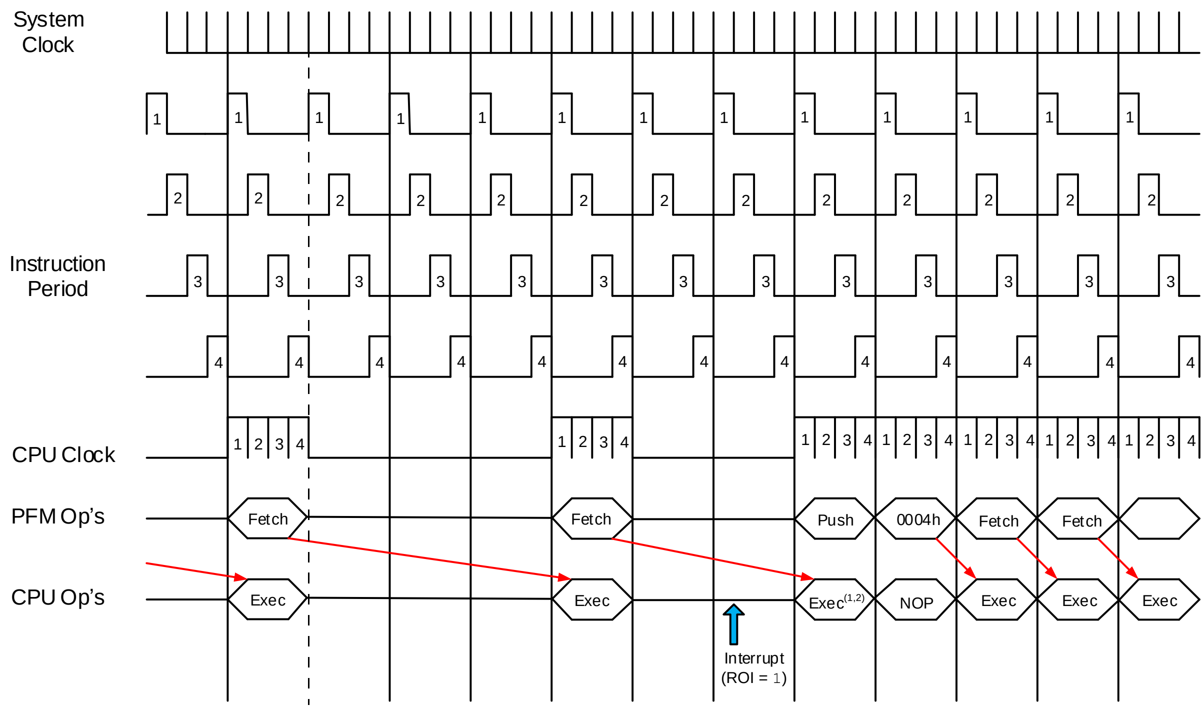
When the Doze Enable bit is set (DOZEN = `'b1`) the CPU executes only one instruction cycle out of every N cycles as defined by the DOZE bits. For example, if DOZE = `001`, the instruction cycle ratio is 1:4. The CPU and memory execute for one instruction cycle and then lay Idle for three instruction cycles. During the unused cycles, the peripherals continue to operate at the system clock speed.

17.1.1 Doze Operation

The Doze operation is illustrated in Figure 17-1. As with normal operation, the instruction is fetched for the next instruction cycle while the previous instruction is executed. The Q-clocks to the peripherals continue throughout the periods in which no instructions are fetched or executed. The following configuration settings apply for this example:

- Doze enabled (DOZEN = `1`)
- CPU instruction cycle to peripheral instruction cycle ratio of 1:4
- Recover-on-Interrupt enabled (ROI = `1`)

Figure 17-1. Doze Mode Operation Example



Notes:

1. Multicycle instructions are executed to completion before fetching `0x0004`.
2. If the prefetched instruction clears GIE, the ISR will not occur, but DOZEN is still cleared, and the CPU will resume execution at full speed.

17.1.2 Interrupts During Doze

System behavior for interrupts that may occur during Doze mode are configured using the ROI and DOE bits. Refer to the example below for details about system behavior in all cases for a transition from Main to ISR back to Main.

Example 17-1. Doze Software Example

```
// Mainline operation
bool somethingToDo = FALSE;

void main() {
    initializeSystem();
    // DOZE = 64:1 (for example)
    // ROI = 1;
    GIE = 1; // enable interrupts
    while (1) {
        // If ADC completed, process data
        if (somethingToDo) {
            doSomething();
            DOZEN = 1; // resume low-power
        }
    }
}
// Data interrupt handler

void interrupt() {
    // DOZEN = 0 because ROI = 1
    if (ADIF) {
        somethingToDo = TRUE;
        DOE = 0; // make main() go fast
        ADIF = 0;
```

```
        }
        // else check other interrupts...
        if (TMR0IF) {
            timerTick++;
            DOE = 1; // make main() go slow
            TMR0IF = 0;
        }
    }
```

Note: User software can change the DOE bit in the ISR.

17.2 Sleep Mode

Sleep mode provides the greatest power savings because both the CPU and selected peripherals cease to operate. However, some peripheral clocks continue to operate during Sleep. The peripherals that use those clocks also continue to operate. Sleep mode is entered by executing the `SLEEP` instruction, while the IDLEN bit is clear. Upon entering Sleep mode, the following conditions exist:

1. The WDT will be cleared but keeps running if enabled for operation during Sleep.
2. The $\overline{\text{PD}}$ bit of the STATUS register is cleared.
3. The $\overline{\text{TO}}$ bit of the STATUS register is set.
4. The CPU clock is disabled.
5. LFINTOSC, HFINTOSC and ADCRC are unaffected. Peripherals using them may continue operation during Sleep.
6. I/O ports maintain the status they had before Sleep was executed (driving high, low, or high-impedance).
7. Resets other than WDT are not affected by Sleep mode.

Important: Refer to individual chapters for more details on peripheral operation during Sleep.

To minimize current consumption, consider the following conditions:

- I/O pins must not be floating
- External circuitry sinking current from I/O pins
- Internal circuitry sourcing current to I/O pins
- Current draw from pins with internal weak pull-ups
- Peripherals using clock source unaffected by Sleep

I/O pins that are high-impedance inputs need to be pulled to V_{DD} or V_{SS} externally to avoid switching currents caused by floating inputs. Examples of internal circuitry that might be consuming current include modules such as the DAC and FVR peripherals.

17.2.1 Wake-Up from Sleep

The device can wake up from Sleep through one of the following events:

1. External Reset input on $\overline{\text{MCLR}}$ pin, if enabled.
2. BOR Reset, if enabled.
3. Low-Power Brown-out Reset (LPBOR), if enabled.
4. POR Reset.
5. Watchdog Timer, if enabled.

6. All interrupt sources except clock switch interrupt can wake up the part.

Important: The first five events will cause a device Reset. The last event in the list is considered a continuation of program execution. For more information about determining whether a device Reset or wake-up event occurred, refer to the **"Resets"** chapter.

When the `SLEEP` instruction is being executed, the next instruction (PC + 2) is prefetched. For the device to wake up through an interrupt event, the corresponding Interrupt Enable bit must be enabled in the PIEx register. Wake-up will occur regardless of the state of the Global Interrupt Enable (GIE) bit. If the GIE bit is disabled, the device will continue execution at the instruction after the `SLEEP` instruction. If the GIE bit is enabled, the device executes the instruction after the `SLEEP` instruction and then call the Interrupt Service Routine (ISR).

Important: It is recommended to add a `NOP` as the immediate instruction after the `SLEEP` instruction.

The WDT is cleared when the device wakes up from Sleep, regardless of the source of wake-up. Upon a wake-from-Sleep event, the core will wait for a combination of three conditions before beginning execution. The conditions are:

- PFM Ready
- System Clock Ready
- BOR Ready (unless BOR is disabled)

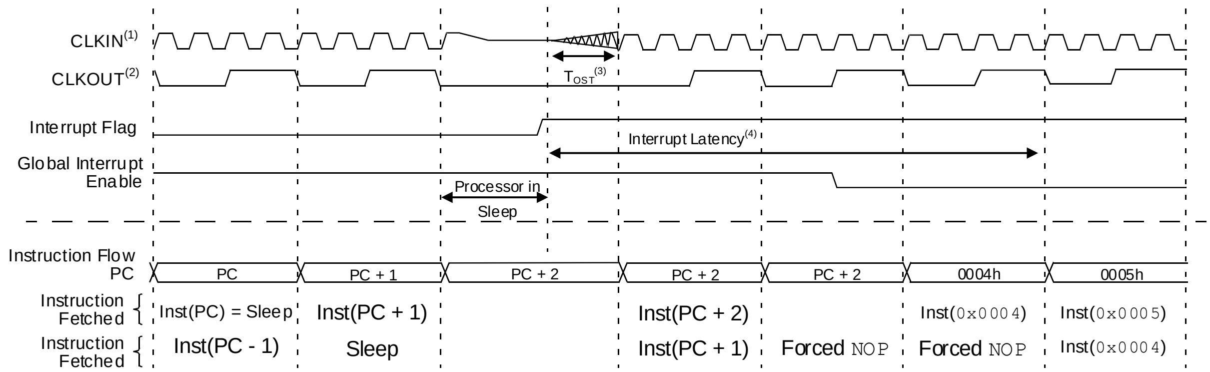
17.2.2 Wake-Up Using Interrupts

When global interrupts are disabled (GIE cleared) and any interrupt source, with the exception of the clock switch interrupt, has both its interrupt enable bit and interrupt flag bit set, one of the following will occur:

- If the interrupt occurs before the execution of a `SLEEP` instruction:
  - The `SLEEP` instruction will execute as a `NOP`
  - WDT and WDT prescaler will not be cleared
  - The $\overline{TO}$ bit of the STATUS register will not be set
  - The $\overline{PD}$ bit of the STATUS register will not be cleared
- If the interrupt occurs during or after the execution of a `SLEEP` instruction:
  - The `SLEEP` instruction will be completely executed
  - Device will immediately wake up from Sleep
  - WDT and WDT prescaler will be cleared
  - The $\overline{TO}$ bit of the STATUS register will be set
  - The $\overline{PD}$ bit of the STATUS register will be cleared

In the event where flag bits were checked before executing a `SLEEP` instruction, it may be possible for flag bits to become set before the `SLEEP` instruction completes. To determine whether a `SLEEP` instruction executed, test the $\overline{PD}$ bit. If the $\overline{PD}$ bit is set, the `SLEEP` instruction was executed as a `NOP`.

Figure 17-2. Wake-Up from Sleep through Interrupt



Notes:

1. External clock - High, Medium, Low mode assumed.
2. CLKOUT is shown here for timing reference.
3. T_{OST} = 1024 T_{OSC}. This delay does not apply to EC and INTOSC Oscillator modes.
4. GIE = `1` assumed. In this case after wake-up, the processor calls the ISR at `0x0004`. If GIE = `0`, execution will continue in-line.

17.2.3 Low-Power Sleep Mode

This device family contains an internal Low Dropout (LDO) voltage regulator, which allows the device I/O pins to operate at voltages up to V_{DD} while the internal device logic operates at a lower voltage. The LDO and its associated reference circuitry must remain active in Sleep but can operate in different Power modes. This allows the user to optimize the operating current in Sleep mode, depending on the application requirements.

17.2.3.1 Sleep Current vs. Wake-Up Time

The Low-Power Sleep mode can be selected by setting the VREGPM bits as following:

- VREGPM = `'b00`; the voltage regulator is in High-Power mode. In this mode, the voltage regulator and reference circuitry remain in the normal configuration while in Sleep. Hence, there is no delay needed for these circuits to stabilize after wake-up (fastest wake-up from Sleep).
- VREGPM = `'b01`; the voltage regulator is in Low-Power mode. In this mode, when waking up from Sleep, an extra delay time is required for the voltage regulator and reference circuitry to return to the normal configuration and stabilize (faster wake-up from Sleep).
- VREGPM = `'b10`; the voltage regulator is in Ultra Low-Power mode. In this mode, the voltage regulator and reference circuitry are in the lowest current consumption mode and all the auxiliary circuits remain shut down. Wake-up from Sleep in this mode needs the longest delay time for the voltage regulator and reference circuitry to stabilize (lowest current consumption).
- VREGPM = `'b11`; this mode is similar to the Ultra Low-Power mode (VREGPM = `'b10`) and is recommended ONLY for extended temperature ranges at or above 70℃.

17.2.3.2 Peripheral Usage in Sleep

Some peripherals that can operate in High-Power Sleep mode (VREGPM = `'b00`) will not operate as intended in the Low-Power Sleep modes (VREGPM = `'b01` and `'b11`). The Low-Power Sleep modes are intended for use with the following peripherals:

- Brown-out Reset (BOR)
- Windowed Watchdog Timer (WWDT)
- External interrupt pin/interrupt-on-change pins

It is the responsibility of the end user to determine what is acceptable for their application when setting the VREGPM settings to ensure correct operation in Sleep.

17.3 Idle Mode

When the IDLEN bit is clear, the `SLEEP` instruction will put the device into full Sleep mode. When IDLEN is set, the `SLEEP` instruction will put the device into Idle mode. In Idle mode, the CPU and memory operations are halted, but the peripheral clocks continue to run. This mode is similar to Doze mode, except that in Idle both the CPU and program memory are shut off.

Important:

1. Peripherals using F_{OSC} will continue to operate while in Idle (but not in Sleep). Peripherals using HFINTOSC:LFINTOSC will continue running in both Idle and Sleep.
2. When the Clock Out Enable ($\overline{\text{CLKOUTEN}}$) Configuration bit is cleared, the CLKOUT pin will continue operating while in Idle.

17.3.1 Idle and Interrupts

Idle mode ends when an interrupt occurs (even if global interrupts are disabled), but IDLEN is not changed. The device can re-enter Idle by executing the `SLEEP` instruction. If Recover-on-Interrupt is enabled (ROI = `1`), the interrupt that brings the device out of Idle also restores full-speed CPU execution when Doze is also enabled.

17.3.2 Idle and WDT

When in Idle, the WDT Reset is blocked and will instead wake the device. The WDT wake-up is not an interrupt, therefore ROI does not apply.

Important: The WDT can bring the device out of Idle, in the same way it brings the device out of Sleep. The DOZEN bit is not affected.

17.4 Peripheral Operation in Power-Saving Modes

All selected clock sources and the peripherals running from them are active in both Idle and Doze modes. Only in Sleep mode, both the F_{OSC} and $F_{OSC}/4$ clocks are unavailable. However, all other clock sources enabled specifically or through peripheral clock selection before the part enters Sleep, remain operating in Sleep.

17.5 Register Definitions: Power-Savings Control

17.5.1 CPUDOZE

Name: CPUDOZE
Address: 0x4F2

Doze and Idle Register

Bit	7	6	5	4	3	2	1	0
	IDLEN	DOZEN	ROI	DOE		DOZE[2:0]		
Access	R/W	R/W/HC/HS	R/W	R/W/HC/HS		R/W	R/W	R/W
Reset	0	0	0	0		0	0	0

Bit 7 – IDLEN Idle Enable

Value	Description
1	A `SLEEP` instruction places device into Idle mode
0	A `SLEEP` instruction places the device into Sleep mode

Bit 6 – DOZEN Doze Enable[(1)]

Value	Description
1	Places devices into Doze setting
0	Places devices into Normal mode

Bit 5 – ROI Recover-on-Interrupt[(1)]

Value	Description
1	Entering the Interrupt Service Routine (ISR) makes DOZEN = 0
0	Entering the Interrupt Service Routine (ISR) does not change DOZEN

Bit 4 – DOE Doze-on-Exit[(1)]

Value	Description
1	Exiting the ISR makes DOZEN = 1
0	Exiting the ISR does not change DOZEN

Bits 2:0 – DOZE[2:0] Ratio of CPU Instruction Cycles to Peripheral Instruction Cycles

Value	Description
111	1:256
110	1:128
101	1:64
100	1:32
011	1:16
010	1:8
001	1:4
000	1:2

Note:
1. When ROI = 1 or DOE = 1.

17.5.2 VREGCON

Name: VREGCON
Address: 0x079

Voltage Regulator Control Register

Bit	7	6	5	4	3	2	1	0
			PMSYS[1:0]				VREGPM[1:0]	
Access			R	R			R/W	R/W
Reset			q	q			1	0

Bits 5:4 – PMSYS[1:0] System Power Mode Status

Value	Description
11	Regulator in Ultra Low-Power (ULP) mode for extended temperature range is active
10	Regulator in Ultra Low-Power (ULP) mode is active
01	Regulator in Low-Power (LP) mode is active
00	Regulator in High-Power (HP) mode is active

Bits 1:0 – VREGPM[1:0] Voltage Regulator Power Mode Selection

Value	Description
11	Regulator in Ultra Low-Power (ULP) mode. Use ONLY for extended temperature range
10	Regulator in Ultra Low-Power (ULP) mode (lowest current consumption)
01	Regulator in Low-Power (LP) mode (faster wake-up from Sleep)
00	Regulator in High-Power (HP) mode (fastest wake-up from Sleep)

17.6 Register Summary - Power-Savings Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x78	Reserved									
0x79	VREGCON	7:0			PMSYS[1:0]				VREGPM[1:0]	
0x7A ... 0x04F1	Reserved									
0x04F2	CPUDOZE	7:0	IDLEN	DOZEN	ROI	DOE		DOZE[2:0]		

18. PMD - Peripheral Module Disable

18.1 Overview

This module provides the ability to selectively enable or disable a peripheral. Disabling a peripheral places it in its lowest possible Power state. The user can selectively disable unused modules to reduce the overall power consumption.

Important: All modules are ON by default following any system Reset.

18.2 Disabling a Module

A peripheral can be disabled by setting the corresponding peripheral disable bit in the PMDx register. Disabling a module has the following effects:

- The module is held in Reset and does not function
- All the SFRs pertaining to that peripheral become "unimplemented"
  - Writing is disabled
  - Reading returns `0x00`
- Module outputs are disabled

18.3 Enabling a Module

Clearing the corresponding module disable bit in the PMDx register, re-enables the module and the SFRs will reflect the Power-on Reset values.

Important: There will be no reads/writes to the module SFRs for at least two instruction cycles after it has been re-enabled.

18.4 Register Definitions: Peripheral Module Disable

18.4.1 PMD0

Name: PMD0
Address: 0x300

PMD Control Register 0

Bit	7	6	5	4	3	2	1	0
	SYSCMD	SCANMD	CRCMD		DMA4MD	DMA3MD	DMA2MD	DMA1MD
Access	R/W	R/W	R/W		R/W	R/W	R/W	R/W
Reset	0	0	0		0	0	0	0

Bit 7 – SYSCMD Disable Peripheral System Clock Network[(1)]

Value	Description
1	System clock network disabled (F_{OSC})
0	System clock network enabled

Bit 6 – SCANMD Disable NVM Memory Scanner

Value	Description
1	NVM memory scanner module disabled
0	NVM memory scanner module enabled

Bit 5 – CRCMD Disable CRC Module

Value	Description
1	CRC module disabled
0	CRC module enabled

Bits 0, 1, 2, 3 – DMAnMD Disable DMAn

Value	Description
1	DMAn module disabled
0	DMAn module enabled

Note:
1. Clearing the SYSCMD bit disables the system clock (F_{OSC}) to peripherals, however peripherals clocked by $F_{OSC}/4$ are not affected.

18.4.2 PMD1

Name: PMD1
Address: 0x301

PMD Control Register 1

Bit	7	6	5	4	3	2	1	0
	TMR4MD	TMR2MD	TMR1MD	TMR0MD	CLKRMD	IOCMD	PORTWMD	ACTMD
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 4, 5, 6, 7 – TMRnMD Disable Timer TMRn

Value	Description
1	TMRn module disabled
0	TMRn module enabled

Bit 3 – CLKRMD Disable Clock Reference

Value	Description
1	Clock reference module disabled
0	Clock reference module enabled

Bit 2 – IOCMD Disable Interrupt-on-Change

Value	Description
1	Interrupt-on-change module is disabled
0	Interrupt-on-change module is enabled

Bit 1 – PORTWMD Disable PORTW Signal Routing Port Module

Value	Description
1	PORTW Signal Routing Port module disabled
0	PORTW Signal Routing Port module enabled

Bit 0 – ACTMD Disable Active Clock Tuning

Value	Description
1	Active Clock Tuning disabled
0	Active Clock Tuning enabled

18.4.3 PMD2

Name: PMD2
Address: 0x302

PMD Control Register 2

Bit	7	6	5	4	3	2	1	0
	CLC1MD	CWG1MD	PWM2MD	PWM1MD	CCP2MD	CCP1MD	TU16BMD	TU16AMD
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – CLCnMD Disable CLCn

Value	Description
1	CLCn module disabled
0	CLCn module enabled

Bit 6 – CWG1MD Disable Complementary Waveform Generator 1

Value	Description
1	CWG1 module disabled
0	CWG1 module enabled

Bit 5 – PWM2MD Disable Pulse-Width Modulator 2

Value	Description
1	PWM2 module disabled
0	PWM2 module enabled

Bit 4 – PWM1MD Disable Pulse-Width Modulator 1

Value	Description
1	PWM1 module disabled
0	PWM1 module enabled

Bit 3 – CCP2MD Disable Capture Compare 2

Value	Description
1	CCP2 module disabled
0	CCP2 module enabled

Bit 2 – CCP1MD Disable Capture Compare 1

Value	Description
1	CCP1 module disabled
0	CCP1 module enabled

Bit 1 – TU16BMD Disable Universal Timer TU16B

Value	Description
1	TU16B module disabled
0	TU16B module enabled

Bit 0 – TU16AMD Disable Universal Timer TU16A

Value	Description
1	TU16A module disabled
0	TU16A module enabled

18.4.4 PMD3

Name: PMD3
Address: 0x303

PMD Control Register 3

Bit	7	6	5	4	3	2	1	0
	I3C1MD	I2C1MD	SPI1MD	U2MD	U1MD	CLC4MD	CLC3MD	CLC2MD
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – I3C1MD Disable I3C1

Value	Description
1	I3C1 module disabled
0	I3C1 module enabled

Bit 6 – I2C1MD Disable I^2C

Value	Description
1	I^2C1 module disabled
0	I^2C1 module enabled

Bit 5 – SPI1MD Disable Serial Peripheral Interface 1

Value	Description
1	SPI1 module disabled
0	SPI1 module enabled

Bits 3, 4 – UnMD Disable UART Un

Value	Description
1	UARTn module disabled
0	UARTn module enabled

Bits 0, 1, 2 – CLCnMD Disable CLCn

Value	Description
1	CLCn module disabled
0	CLCn module enabled

18.4.5 PMD4

Name: PMD4
Address: 0x304

PMD Control Register 4

Bit	7	6	5	4	3	2	1	0
					ADCMD	HLVDMD	FVRMD	I3C2MD
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit 3 – ADCMD Disable Analog-to-Digital Converter

Value	Description
1	ADC module disabled
0	ADC module enabled

Bit 2 – HLVDMD Disable High/Low-Voltage Detect

Value	Description
1	HLVD module disabled
0	HLVD module enabled

Bit 1 – FVRMD Disable Fixed Voltage Reference
Disable Fixed Voltage Reference

Value	Description
1	FVR module disabled
0	FVR module enabled

Bit 0 – I3C2MD Disable I3C2

Value	Description
1	I3C2 module disabled
0	I3C2 module enabled

18.5 Register Summary - PMD

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x02FF	Reserved									
0x0300	PMD0	7:0	SYSCMD	SCANMD	CRCMD		DMA4MD	DMA3MD	DMA2MD	DMA1MD
0x0301	PMD1	7:0	TMR4MD	TMR2MD	TMR1MD	TMR0MD	CLKRMD	IOCMD	PORTWMD	ACTMD
0x0302	PMD2	7:0	CLC1MD	CWG1MD	PWM2MD	PWM1MD	CCP2MD	CCP1MD	TU16BMD	TU16AMD
0x0303	PMD3	7:0	I3C1MD	I2C1MD	SPI1MD	U2MD	U1MD	CLC4MD	CLC3MD	CLC2MD
0x0304	PMD4	7:0					ADCMD	HLVDMD	FVRMD	I3C2MD

19. I/O Ports

19.1 Overview

Table 19-1. Port Availability per Device

Device	PORTA	PORTB	PORTC
14-pin devices	●(1)		●(3)
20-pin devices	●(1)	●(2)	●

Notes:
1. Pins RA0 - RA5 only.
2. Pins RB4 - RB7 only.
3. Pins RC0 - RC5 only.

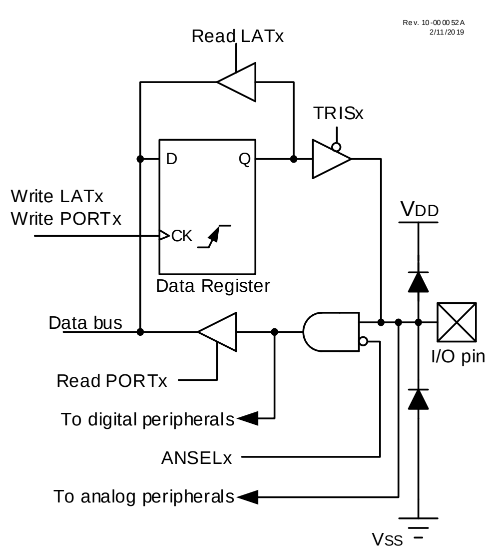
Each port has eight registers to control the operation. These registers are:

- PORTx registers (reads the levels on the pins of the device)
- LATx registers (output latch)
- TRISx registers (data direction)
- ANSELx registers (analog select)
- WPUx registers (weak pull-up)
- INLVLx (input level control)
- SLRCONx registers (slew rate control)
- ODCONx registers (open-drain control)

In this section, the generic names such as PORTx, LATx, TRISx, etc. can be associated with PORTA, PORTB, PORTC, etc., depending on availability per device.

A simplified model of a generic I/O port, without the interfaces to other peripherals, is shown in the following figure:

Figure 19-1. Generic I/O Port Operation



19.2 PORTx - Data Register

PORTx is a bidirectional port and its corresponding data direction register is TRISx.

Reading the PORTx register reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are Read-Modify-Write operations. Therefore, a write to a port implies that the PORT pins are read, and this value is modified and then written to the PORT data latch (LATx). The PORT data latch LATx holds the output port data and contains the latest value of a LATx or PORTx write. The example below shows how to initialize PORTA.

Example 19-1. Initializing PORTA in Assembly

```
; This code example illustrates initializing the PORTA register.
; The other ports are initialized in the same manner.

    BANKSEL    PORTA         ;
    CLRF       PORTA         ;Clear PORTA
    BANKSEL    LATA          ;
    CLRF       LATA          ;Clear Data Latch
    BANKSEL    ANSELA        ;
    CLRF       ANSELA        ;Enable digital drivers
    BANKSEL    TRISA         ;
    MOVLW      B'00111000'   ;Set RA[5:3] as inputs
    MOVWF      TRISA         ;and set others as outputs
```

Example 19-2. Initializing PORTA in C

```
// This code example illustrates initializing the PORTA register.
// The other ports are initialized in the same manner.

    PORTA  = 0x00;        // Clear PORTA
    LATA   = 0x00;        // Clear Data Latch
    ANSELA = 0x00;        // Enable digital drivers
    TRISA  = 0x38;        // Set RA[5:3] as inputs and set others as outputs
```

Important: Most PORT pins share functions with device peripherals, both analog and digital. In general, when a peripheral is enabled on a PORT pin, that pin cannot be used as a general purpose output; however, the pin can still be read.

19.3 LATx - Output Latch

The Data Latch (LATx registers) is useful for Read-Modify-Write operations on the value that the I/O pins are driving.

A write operation to the LATx register has the same effect as a write to the corresponding PORTx register. A read of the LATx register reads the values held in the I/O PORT latches, while a read of the PORTx register reads the actual I/O pin value.

Important: As a general rule, output operations to a port must use the LAT register to avoid Read-Modify-Write issues. For example, a bit set or clear operation reads the port, modifies the bit, and writes the result back to the port. When two bit operations are executed in succession, output loading on the changed bit may delay the change at the output in which case the bit will be misread in the second bit operation and written to an unexpected level. The LAT registers are isolated from the port loading and therefore changes are not delayed.

19.4 TRISx - Direction Control

The TRISx register controls the PORTx pin output drivers, even when the pins are being used as analog inputs. The user must ensure the bits in the TRISx register are set when using the pins as analog inputs. I/O pins configured as analog inputs always read '0'.

Setting a TRISx bit (TRISx = 1) will make the corresponding PORTx pin an input (i.e., disable the output driver). Clearing a TRISx bit (TRISx = 0) will make the corresponding PORTx pin an output (i.e., it enables output driver and puts the contents of the output latch on the selected pin).

19.5 ANSELx - Analog Control

Ports that support analog inputs have an associated ANSELx register. The ANSELx register is used to configure the Input mode of an I/O pin to analog. Setting an ANSELx bit high will disable the digital input buffer associated with that bit and cause the corresponding input value to always read '0', whether the value is read in PORTx register or selected by PPS as a peripheral input.

Disabling the input buffer prevents analog signal levels on the pin between a logic high and low from causing excessive current in the logic input circuitry.

The state of the ANSELx bits has no effect on digital or analog output functions. A pin with TRIS clear and ANSEL set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing Read-Modify-Write instructions on the PORTx register.

Important: The ANSELx bits default to the Analog mode after Reset. To use any pins as digital general purpose or peripheral inputs, the corresponding ANSEL bits must be changed to '0' by the user.

19.6 WPUx - Weak Pull-Up Control

The WPUx register controls the individual weak pull-ups for each PORT pin. When a WPUx bit is set (WPUx = 1), the weak pull-up will be enabled for the corresponding pin. When a WPUx bit is cleared (WPUx = 0), the weak pull-up will be disabled for the corresponding pin.

19.7 INLVLx - Input Threshold Control

The INLVLx register controls the input voltage threshold for each available PORTx input pin. A selection between the Schmitt Trigger (ST, CMOS-compatible) and the Low-Voltage Buffer (LVBUF, TTL-compatible) thresholds is available.

The ST input buffer provides voltage-dependent input sensing, meaning the V_{IL} and V_{IH} levels are proportional to the supply voltage (V_{DD}). The ST buffer typically has a wide gap between V_{IL} and V_{IH} levels (hysteresis). The ST buffer is also compatible with CMOS levels.

Unlike the ST buffer, the LVBUF input buffer provides voltage-independent input sensing, meaning the V_{IL} and V_{IH} levels remain constant for the entire range of supply voltage (V_{DD}). The LVBUF buffer typically has very low V_{IL} and V_{IH} levels with a smaller hysteresis, thus making it an ideal choice for low-voltage input irrespective of the V_{DD} supply voltage. The LVBUF buffer is also compatible with TTL levels.

Choosing an appropriate input threshold is vital in determining the value of a read of the PORTx register and the level at which an interrupt-on-change occurs if that feature is enabled. Refer to the I/O Ports table in the **"Electrical Specifications"** chapter for more details on the threshold levels.

Important: Changing the input threshold selection must be performed while all peripheral modules are disabled. Changing the threshold level during the time a module is active may inadvertently generate a transition associated with an input pin, regardless of the actual voltage level on that pin.

19.8 SLRCONx - Slew Rate Control

The SLRCONx register controls the slew rate option for each PORT pin. Slew rate for each PORT pin can be controlled independently. When a SLRCONx bit is set (SLRCONx = `1`), the corresponding PORT pin drive is slew rate limited. When a SLRCONx bit is cleared (SLRCONx = `0`), the corresponding PORT pin drive slews at the maximum rate possible.

19.9 ODCONx - Open-Drain Control

The ODCONx register controls the open-drain feature of the port. Open-drain operation is independently selected for each pin. When a ODCONx bit is set (ODCONx = `1`), the corresponding port output becomes an open-drain driver capable of sinking current only. When a ODCONx bit is cleared (ODCONx = `0`), the corresponding port output pin is the standard push-pull drive capable of sourcing and sinking current.

Important: It is necessary to set open-drain control when using the pin for I^{2}C.

19.10 Edge Selectable Interrupt-on-Change

An interrupt can be generated by detecting a signal at the PORT pin that has either a rising edge or a falling edge. Individual pins can be independently configured to generate an interrupt. Refer to the "**IOC - Interrupt-on-Change**" chapter for more details.

19.11 I^{2}C and I3C Pad Control

For this family of devices, the I^{2}C and I3C specific pads are available on RB5, RB6, RC0, RC1, RC4 and RC5 pins. The I^{2}C and I3C characteristics of each of these pins is controlled by the RxyFEAT registers. These characteristics include enabling I^{2}C specific slew rate (over standard GPIO slew rate), selecting from the available I3C internal input buffer selections, and selecting from the available I^{2}C and PPS Module input buffer selections. Refer to the "**Input Buffers on Pads with MVIO**" section in the "**MVIO - Multi-Voltage I/O**" chapter for more information.

19.12 I/O Priorities

Each pin defaults to the data latch after Reset. Other functions are selected with the Peripheral Pin Select logic. Refer to the **"PPS - Peripheral Pin Select Module"** chapter for more details.

Analog input functions, such as ADC and comparator inputs, are not shown in the Peripheral Pin Select lists. These inputs are active when the I/O pin is set for Analog mode using the ANSELx register. Digital output functions may continue to control the pin when it is in Analog mode.

Analog outputs, when enabled, take priority over digital outputs and force the digital output driver into a High-Impedance state.

The pin function priorities are as follows:

1. Port functions determined by the Configuration bits.

2. Analog outputs (input buffers must be disabled).
3. Analog inputs.
4. Port inputs and outputs from PPS.

19.13 $\overline{MCLR}/V_{PP}$/RA3 Pin

The $\overline{MCLR}/V_{PP}$ pin is an input-only pin. Its operation is controlled by the MCLRE Configuration bit. When selected as a PORT pin (MCLRE = 0), it functions as a digital input-only pin; as such, it does not have TRISx and LATx bits associated with its operation. Otherwise, it functions as the device's Master Clear input. In either configuration, the $\overline{MCLR}/V_{PP}$ pin also functions as the programming voltage input pin during high-voltage programming.

The $\overline{MCLR}/V_{PP}$ pin is a read-only bit and will read '1' when MCLRE = 1 (i.e., Master Clear enabled).

Important: On a Power-on Reset (POR), the $\overline{MCLR}/V_{PP}$ pin is enabled as a digital input-only if Master Clear functionality is disabled.

The $\overline{MCLR}/V_{PP}$ pin has an individually controlled internal weak pull-up. When set, the corresponding WPU bit enables the pull-up. When the $\overline{MCLR}/V_{PP}$ pin is configured as $\overline{MCLR}$ (MCLRE = 1 and LVP = 0) or configured for Low-Voltage Programming (MCLRE = x and LVP = 1), the pull-up is always enabled, and the WPU bit has no effect.

19.14 Register Definitions: Port Control

19.14.1 PORTx

Name: PORTx

PORTx Register

Bit	7	6	5	4	3	2	1	0
	Rx7	Rx6	Rx5	Rx4	Rx3	Rx2	Rx1	Rx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 0, 1, 2, 3, 4, 5, 6, 7 – Rxn Port I/O Value
Reset States: POR/BOR = xxxxxxxx
All Other Resets = uuuuuuuu

Value	Description
1	PORT pin is ≥ V_{IH}
0	PORT pin is ≤ V_{IL}

Important:
- Writes to PORTx are actually written to the corresponding LATx register. Reads from PORTx register return actual I/O pin values.
- The PORT bit associated with the $\overline{\text{MCLR}}$ pin is read-only and will read '1' when the $\overline{\text{MCLR}}$ function is enabled (LVP = 1 or (LVP = 0 and MCLRE = 1))
- Refer to the **"Pin Allocation Table"** for details about $\overline{\text{MCLR}}$ pin and pin availability per port
- Unimplemented bits will read back as '0'
- Bits RB6 and RB7 read '1' while in Debug mode

19.14.2 LATx

Name: LATx

Output Latch Register

Bit	7	6	5	4	3	2	1	0
	LATx7	LATx6	LATx5	LATx4	LATx3	LATx2	LATx1	LATx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 0, 1, 2, 3, 4, 5, 6, 7 – LATxn Output Latch Value
Reset States: POR/BOR = xxxxxxxx
All Other Resets = uuuuuuuu

Important:
- Writes to LATx are equivalent to writes to the corresponding PORTx register. Reads from LATx register return register values, not I/O pin values.
- Refer to the **"Pin Allocation Table"** for details about pin availability per port
- Unimplemented bits will read back as '0'

19.14.3 TRISx

Name: TRISx

Tri-State Control Register

Bit	7	6	5	4	3	2	1	0
	TRISx7	TRISx6	TRISx5	TRISx4	TRISx3	TRISx2	TRISx1	TRISx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 0, 1, 2, 3, 4, 5, 6, 7 – TRISxn Port I/O Tri-state Control

Value	Description
1	PORTx output driver is disabled. PORTx pin configured as an input (tri-stated).
0	PORTx output driver is enabled. PORTx pin configured as an output.

Important:
- The TRIS bit associated with the $\overline{\text{MCLR}}$ pin is read-only and the value is '1'
- Refer to the **"Pin Allocation Table"** for details about $\overline{\text{MCLR}}$ pin and pin availability per port
- Unimplemented bits will read back as '0'

19.14.4 ANSELx

Name: ANSELx

Analog Select Register

Bit	7	6	5	4	3	2	1	0
	ANSELx7	ANSELx6	ANSELx5	ANSELx4	ANSELx3	ANSELx2	ANSELx1	ANSELx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 0, 1, 2, 3, 4, 5, 6, 7 – ANSELxn Analog Select on RX Pin

Value	Description
1	Analog input. Pin is assigned as analog input. Digital input buffer disabled.
0	Digital I/O. Pin is assigned to port or digital special function.

Important:
- When setting a pin as an analog input, the corresponding TRIS bit must be set to Input mode to allow external control of the voltage on the pin
- Refer to the "**Pin Allocation Table**" for details about pin availability per port
- Unimplemented bits will read back as '0'

19.14.5 WPUx

Name: WPUx

Weak Pull-Up Register

Bit	7	6	5	4	3	2	1	0
	WPUx7	WPUx6	WPUx5	WPUx4	WPUx3	WPUx2	WPUx1	WPUx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – WPUxn Weak Pull-up PORTx Control

Value	Description
1	Weak pull-up enabled
0	Weak pull-up disabled

Important:
- The weak pull-up device is automatically disabled if the pin is configured as an output, but this register remains unchanged
- If MCLRE = 1, the weak pull-up on $\overline{\text{MCLR}}$ pin is always enabled and the corresponding WPU bit is not affected
- Refer to the **"Pin Allocation Table"** for details about pin availability per port
- Unimplemented bits will read back as '0'

19.14.6 INLVLx

Name: INLVLx

Input Level Control Register

Bit	7	6	5	4	3	2	1	0
	INLVLx7	INLVLx6	INLVLx5	INLVLx4	INLVLx3	INLVLx2	INLVLx1	INLVLx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 0, 1, 2, 3, 4, 5, 6, 7 – INLVLxn Input Level Select on RX Pin

Value	Description
1	Schmitt Trigger (ST, CMOS-Compatible) input used for port reads and interrupt-on-change
0	Low-Voltage Buffer (LVBUF, TTL-Compatible) input used for port reads and interrupt-on-change

Important:
- Refer to the “**Pin Allocation Table**” for details about pin availability per port
- Unimplemented bits will read back as ‘0’
- Any peripheral using the I^{2}C/I3C pins read the inputs selected using the RxyFEAT register

19.14.7 SLRCONx

Name: SLRCONx

Slew Rate Control Register

Bit	7	6	5	4	3	2	1	0
	SLRx7	SLRx6	SLRx5	SLRx4	SLRx3	SLRx2	SLRx1	SLRx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 0, 1, 2, 3, 4, 5, 6, 7 – SLRxn Slew Rate Control on RX Pin

Value	Description
1	PORT pin slew rate is limited
0	PORT pin slews at maximum rate

Important:
- Refer to the "**Pin Allocation Table**" for details about pin availability per port
- Unimplemented bits will read back as '0'

19.14.8 ODCONx

Name: ODCONx

Open-Drain Control Register

Bit	7	6	5	4	3	2	1	0
	ODCx7	ODCx6	ODCx5	ODCx4	ODCx3	ODCx2	ODCx1	ODCx0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – ODCxn Open-Drain Configuration on Rx Pin

Value	Description
1	PORT pin operates as open-drain drive (sink current only)
0	PORT pin operates as standard push-pull drive (source and sink current)

Important:
- Refer to the “**Pin Allocation Table**” for details about pin availability per port
- Unimplemented bits will read back as ‘0’

19.14.9 RxyFEAT

Name: RxyFEAT

Rxy Pad Control Features

Bit	7	6	5	4	3	2	1	0
	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	1	0	0	0	0	0

Bits 7:6 – SLEW[1:0] I^{2}C Specific Slew Rate Limiting Control[1]

Value	Description
11	I^{2}C Fast mode Plus (1 MHz) slew rate enabled. The SLRxy bit is ignored.
10	Reserved
01	I^{2}C Fast mode (400 kHz) slew rate enabled. The SLRxy bit is ignored.
00	Standard GPIO Slew Rate; enabled/disabled via the SLRxy bit.

Bits 5:3 – I3CBUF[2:0] I3C Module Input Buffer Selection[2,3]

Value	Description
111-110	Reserved
101	I3C Low-Voltage (LV) Buffer
100	I3C Fast Schmitt Trigger (FST) Buffer
011	SMBus 3.0 (1.35V) Buffer
010	SMBus 2.0 (2.1V) Buffer
001	I^{2}C Buffer
000	Standard GPIO Buffer (ST or LVBUF) selected via the INLVLx registers

Bits 2:0 – SYSBUF[2:0] I^{2}C and PPS Module Input Buffer Selection[2]

Value	Description
111-110	Reserved[3]
101	I3C Low-Voltage (LV) Buffer[3]
100	I3C Fast Schmitt Trigger (FST) Buffer[3]
011	SMBus 3.0 (1.35V) Buffer
010	SMBus 2.0 (2.1V) Buffer
001	I^{2}C Buffer
000	Standard GPIO Buffer (ST or LVBUF) selected via the INLVLx registers

Notes:

1. The SLEW bits control the slew rate of the standard GPIO driver when driven by the I^{2}C module only.
2. If the user configures the SYSBUF bits to select one of the I3C buffers (FST or LV), then the user must also configure the I3CBUF bits to select the same I3C buffer for reliable and predicable operation. However, if the user selects a non-I3C buffer using the SYSBUF bits, then I3CBUF can be configured to select any input buffer.
3. These bit selections are unimplemented on pins that do not support I3C. Refer to **"Pin Allocation Table"** to determine the pins that support I3C functionality.

19.15 Register Summary - I/O Ports

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x030E	Reserved									
0x030F	RB5FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0310	RB6FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0311	Reserved									
0x0312	RC0FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0313	RC1FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0314	Reserved									
0x0315	RC4FEAT	7:0	SLEW[1:0]						SYSBUF[1:0]	
0x0316	RC5FEAT	7:0	SLEW[1:0]						SYSBUF[1:0]	
0x0317 ... 0x0415	Reserved									
0x0416	ANSELA	7:0			ANSELA5	ANSELA4		ANSELA2	ANSELA1	ANSELA0
0x0417	WPUA	7:0			WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0
0x0418	ODCONA	7:0			ODCA5	ODCA4		ODCA2	ODCA1	ODCA0
0x0419	SLRCONA	7:0			SLRA5	SLRA4		SLRA2	SLRA1	SLRA0
0x041A	INLVLA	7:0			INLVLA5	INLVLA4	INLVLA3	INLVLA2	INLVLA1	INLVLA0
0x041B ... 0x041F	Reserved									
0x0420	ANSELB	7:0	ANSELB7							
0x0421	WPUB	7:0	WPUB7	WPUB6	WPUB5					
0x0422	ODCONB	7:0	ODCB7	ODCB6	ODCB5					
0x0423	SLRCONB	7:0	SLRB7	SLRB6	SLRB5					
0x0424	INLVLB	7:0	INLVLB7	INLVLB6	INLVLB5					
0x0425 ... 0x0429	Reserved									
0x042A	ANSELC	7:0	ANSELC7	ANSELC6	ANSELC5	ANSELC4	ANSELC3			
0x042B	WPUC	7:0	WPUC7	WPUC6	WPUC5	WPUC4	WPUC3		WPUC1	WPUC0
0x042C	ODCONC	7:0	ODCC7	ODCC6	ODCC5	ODCC4	ODCC3		ODCC1	ODCC0
0x042D	SLRCONC	7:0	SLRC7	SLRC6	SLRC5	SLRC4	SLRC3		SLRC1	SLRC0
0x042E	INLVLC	7:0	INLVLC7	INLVLC6	INLVLC5	INLVLC4	INLVLC3		INLVLC1	INLVLC0
0x042F ... 0x0486	Reserved									
0x0487	PORTA	7:0			RA5	RA4	RA3	RA2	RA1	RA0
0x0488	PORTB	7:0	RB7	RB6	RB5					
0x0489	PORTC	7:0		RC6	RC5	RC4	RC3	RC2	RC1	RC0
0x048A ... 0x048C	Reserved									
0x048D	TRISA	7:0			TRISA5	TRISA4	Reserved	TRISA2	TRISA1	TRISA0
0x048E	TRISB	7:0	TRISB7	TRISB6	TRISB5					
0x048F	TRISC	7:0	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3		TRISC1	TRISC0
0x0490 ... 0x0492	Reserved									
0x0493	LATA	7:0			LATA5	LATA4		LATA2	LATA1	LATA0
0x0494	LATB	7:0	LATB7	LATB6	LATB5					
0x0495	LATC	7:0	LATC7	LATC6	LATC5	LATC4	LATC3		LATC1	LATC0

20. SRPORT – Signal Routing Port

The Signal Routing Port module allows for interconnection of multiple peripherals internal to a device without the need for an external I/O pin. A device may contain multiple Signal Routing Ports, each Signal Routing Port consisting of eight pins that are represented by eight bits similar to regular device ports.

This module can be used as a high-level input selection multiplexer for the entire device, which can connect the output of digital peripherals into the inputs of other peripherals internally without using any external I/O pins. Using the Signal Routing Port to connect peripherals in this manner allows the user to connect multiple core independent peripherals on the device to form hardware-based state machines.

In addition to the input selection multiplexers, this module also offers a flip-flop for each Signal Routing pin to latch the output value. The flip-flop may be bypassed to connect the output of one peripheral directly to the input of another. Figure 20-1 shows the block diagram of a typical Signal Routing Port.

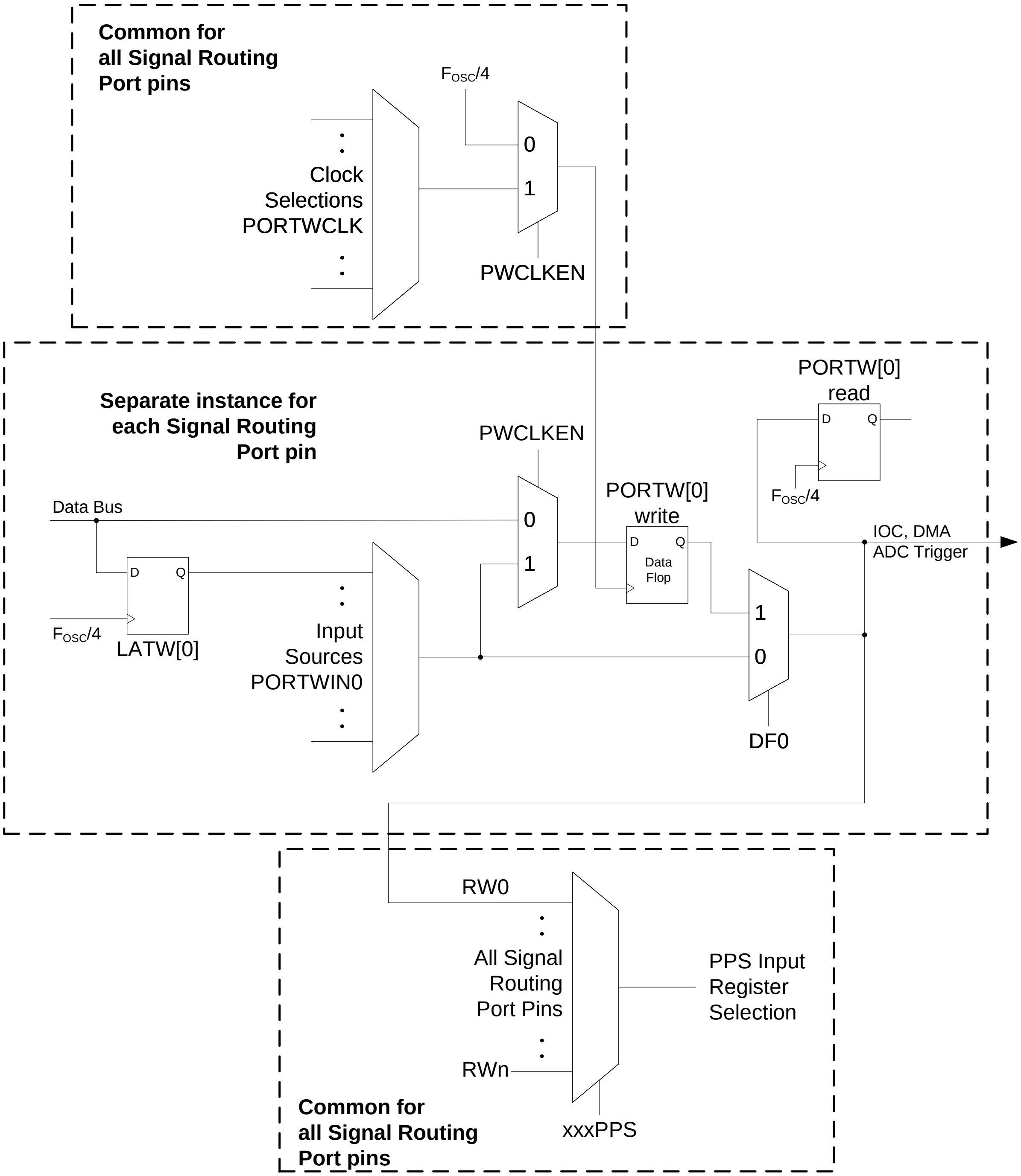
The Signal Routing Port module offers many different features such as:

- 8 Signal Routing pins for each Signal Routing Port
- Software read/write through PORTW and LATW registers
- Extensive clock selection and input source selection
- Individual flip-flop for each bit to latch output value
- Common clock source for all bits of a Signal Routing Port
- Individual input control for each bit of Signal Routing Port
- Individual output available to other modules via PPS input
- Interrupt-on-Change, DMA and ADC triggers for each Signal Routing pin

Important:

1. There is one Signal Routing Port available on this device – PORTW.

Figure 20-1. Signal Routing Port Module Block Diagram



20.1 Operation

The operation of the Signal Routing Port module is controlled by the following registers:

- Signal Routing Port Output (PORTW)
- Software Input to Signal Routing Port (LATW)
- Signal Routing Port Clock Selection (PORTWCLK)
- Signal Routing Port Data Flip Flop Control (PORTWDF)

- Signal Routing Port Input Selection (PORTWINx)
- Signal Routing Port Control Register (PORTWCON)

Although the registers used to control the Signal Routing Port module may seem very similar to the registers of a typical I/O port, their operation is quite different as explained in the following sections of this chapter.

20.1.1 Signal Routing Port Clock

The PORTWCLK register offers an extensive selection of clock sources for the Signal Routing Port module. This acts as a clock input to the PORTW data register, allowing for the formation of hardware-based state machines and delay operations. All the pins in a Signal Routing Port are clocked using this common clock. If a device has multiple Signal Routing Ports, each Signal Routing Port has its own clock input and control.

The PORTWCON register contains the clock enable bits for all Signal Routing Ports on the device. The PWCLKEN bit enables/disables the module clock and synchronizers. When PWCLKEN = 0, the module clock to the PORTW data register is disabled and all Signal Routing Port SFRs can be written and read from. When PWCLKEN = 1, the PORTW data register is clocked as per the PORTWCLK selection. Only LATW register has read/write access, all other registers are read-only when the clock is enabled.

CAUTION When the user writes `0b1` to the PWCLKEN bit to enable the module clock, the data flops are immediately loaded with the corresponding input signals as selected using the PORTWINx registers.

20.1.2 Signal Routing Port Input

The input to the Signal Routing Port is selected using the PORTWINx registers. There is a separate PORTWINx register for each pin of the Signal Routing Port. Several core independent peripherals are available as input selections to the multiplexer as shown in the PORTWINx Input Selections table below. In addition to the core independent peripherals, the following inputs are also added to each multiplexer:

- The corresponding LATWn register bit – allows for software writes to the Signal Routing pin.
- Input from the immediate next Signal Routing pin RW[n+1] – allows for shift register operation.
- An external I/O pin – allows physical inputs.

As previously mentioned, one of the input selections available to the PORTWINx register is the LATWn register bit. The LATW register allows the user to write a value to the Signal Routing Port from software. Unlike a typical I/O port, LATW is a separate register from the actual data register as shown in Figure 20-1 block diagram.

Important:

1. To perform a software write to one of the Signal Routing pins using the LATW register, the PORTWINx register for that Signal Routing pin must select the corresponding LATWn bit as input to the Signal Routing Port.
2. Reading the LATW register returns the most recently written value to the LATW register and not the actual input to the Signal Routing Port. The actual input to the Signal Routing Port is selected using PORTWINx register and can be read using the PORTW register. This is similar to the standard I/O pins read/write operations.

The following input selection multiplexers are available on this device:

Table 20-1. PORTWINx Input Selections

IN[3:0]	PORTWIN0	PORTWIN1	PORTWIN2	PORTWIN3	PORTWIN4	PORTWIN5	PORTWIN6	PORTWIN7
111	CLC1_OUT	CLC2_OUT	CLC3_OUT	CLC4_OUT	CLC1_OUT	CLC2_OUT	CLC3_OUT	CLC4_OUT
110	CCP1_OUT	PWM1S1P1_OUT	PWM2S1P1_OUT	CCP1_OUT	CCP2_OUT	PWM1S1P2_OUT	PWM2S1P2_OUT	CCP2_OUT
101	SPI1_SS	SPI1_SDO	SPI1_SCK	SPI1_SS	SPI1_SDO	SPI1_SCK	SPI1_SDO	SPI1_SCK
100	TU16A_OUT	TU16B_OUT	TMR2_OUT	TMR4_OUT	TU16A_OUT	TU16B_OUT	TMR2_OUT	TMR4_OUT
011	CLKREF_OUT	HLVD_OUT	CLKREF_OUT	HLVD_OUT	CLKREF_OUT	HLVD_OUT	CLKREF_OUT	HLVD_OUT
010	RC0	RC1	Reserved	RC3	RC4	RC5	RC6(1)	RC7(1)
001	RW1	RW2	RW3	RW4	RW5	RW6	RW7	RW0
000	LATW0	LATW1	LATW2	LATW3	LATW4	LATW5	LATW6	LATW7

Note:

1. 20-pin devices only. Reserved on 14-pin devices.

20.1.3 Signal Routing Port Output and Data Register

The output of the Signal Routing Port is available through the RWn virtual pins. The status of these Signal Routing pins can be read using the PORTW data register.

PORTW is a bidirectional port register. However, unlike a typical I/O port, PORTW consists of two different registers internally which are not user-accessible – ‘PORTW read’ and ‘PORTW write’ registers as shown in Figure 20-1. Reading from the PORTW register returns result from the ‘PORTW read’ register, which reads the selected Signal Routing Port input (as per PORTWINx selection). Writing to the PORTW register writes to the ‘PORTW write’ register, which is the actual data register. While the PORTW register can be read any time, writes to the PORTW register can only happen when the clock to the module is disabled (PWCLKEN = `0`).

The ‘PORTW write’ register is enabled using DFn bits in the PORTWDF register. The PORTWDF register controls whether the Signal Routing Port input is connected to the flip-flop (data register) or not. When enabled, the input from the PORTWINx selection is routed through the ‘PORTW write’ register (data register) to the output. When disabled, the Signal Routing Port input is directly connected to the output, thus creating a completely asynchronous path between the input and output of the Signal Routing Port. Each bit in the PORTWDF register can individually enable/disable the flip-flop for each bit in the Signal Routing Port. See Figure 20-1 for details.

Unlike a typical I/O port, the ‘PORTW write’ register can be clocked by various clock sources. Refer to the Signal Routing Port Clock section for more details. When the clock to the module is disabled (PWCLKEN = `0`), the ‘PORTW write’ register is clocked using the instruction clock ($F_{OSC}/4$), which allows PORTW write operations in software. This allows software to initialize the state of a Signal Routing pin before the clock is enabled. When the module clock is enabled (PWCLKEN = `1`), the ‘PORTW write’ register is clocked using the clock input from the PORTWCLK register selection. This prevents any software writes to the ‘PORTW write’ register (data register). In this case, the ‘PORTW write’ register can only be written through the Signal Routing Port input from PORTWINx register selection. This allows the formation of hardware-based state machines by interconnecting multiple core independent peripherals through a flip-flop to the output using a specific clock.

In addition to the ‘PORTW read’ register, the Signal Routing Port outputs (RWn Signal Routing pins) are also routed through PPS and are available for use by other modules as PPS inputs. See the **“PPS Inputs”** section in the **“PPS – Peripheral Pin Select Module”** chapter for more information.

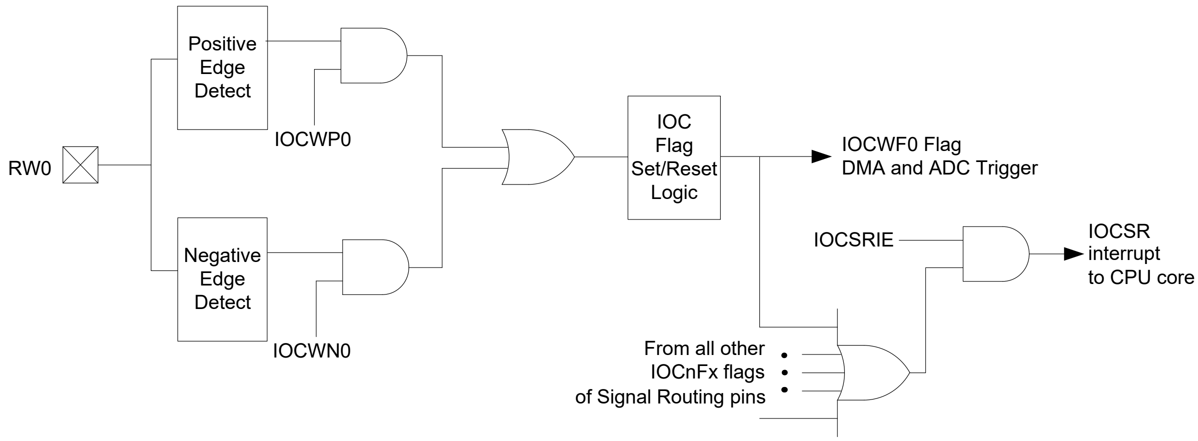
Important:

1. Reading PORTW from ‘PORTW read’ register reads the value of the ‘PORTW write’ data register only when the flip-flop is enabled for the corresponding bit using the PORTWDF register. If the flip-flop is disabled, an asynchronous path is created and ‘PORTW read’ reads the unlatched value as per the PORTWINx input selection.
2. There must be one instruction cycle delay between write and read of the PORTW register, otherwise the previously written value will be read. This is because it takes one clock for the data to be latched from the ‘PORTW write’ register to the ‘PORTW read’ register.

20.1.4 Interrupt-on-Change and DMA/ADC Triggers

All the Signal Routing Ports on this device support Interrupt-on-Change. The Interrupt-on-Change feature for PORTW is provided using the IOCWP, IOCWN and IOCWF registers. The logical OR of all the Interrupt-on-Change flags for all the Signal Routing Ports is available at the system-level as the IOCSR interrupt as shown in Figure 20-2 below. See the **“IOC – Interrupt-on-Change”** chapter for more information.

Figure 20-2. Interrupt-on-Change for Signal Routing Port



In addition to the Interrupt-on-Change, the output of each pin of the Signal Routing Port is also a trigger for the DMA and ADC as shown in the Figure 20-1. The IOCWP and IOCWN registers are used to select the edge of the output pin transition that generates a trigger.

The following steps are used to configure a Signal Routing pin RWn as a DMA or ADC trigger:

1. Select the edge that may trigger the DMA/ADC by setting the appropriate bit in the IOCWP and IOCWN registers. Setting IOCWPn bit enables positive edge trigger. Setting the IOCWNn bit enables negative edge trigger. Setting both IOCWPn and IOCWNn bits enable trigger on either edge.
2. Select the "IOCWFn Flag" as the trigger source in the DMAnSIRQ, DMAnAIRQ, or ADACT registers as appropriate.

See the **"Types of Hardware Triggers"** section in the **"DMA – Direct Memory Access"** chapter and the **"Auto-Conversion Trigger"** section in the **"ADC – Analog-to-Digital Converter with Computation Module"** chapter for more information.

Important: While the individual IOCWFn Interrupt-on-Change flags are available as triggers to the DMA and ADC modules, there is only one system-level Interrupt-on-Change interrupt source available as IOCSR which is the logical OR of all Interrupt-on-Change flags of all the Signal Routing Ports on the device. This system-level Interrupt-on-Change vector for Signal Routing Port (IOCSR) is separate and independent from the Interrupt-on-Change vector for I/O ports (IOC). See the **"Interrupt Priority"** section in the **"VIC – Vectored Interrupt Controller Module"** chapter for more information.

20.2 Software Setup

To setup the Signal Routing Port connection, the user must decide on the source peripheral, the destination peripheral, and whether the source peripheral output needs to be clocked through a flip-flop (data register). If the clocked option is selected, a flip-flop will be introduced into the input path.

1. Set up the PORTWDF bits to select the pins that need the data flip flop enabled. If the flip-flop is enabled for any Signal Routing Port pin, then select an appropriate clock source using the PORTWCLK register.
2. Select the appropriate inputs to each bit of the Signal Routing Port using the PORTWINx registers.

3. Set the input PPS register for the destination peripheral to point to the appropriate Signal Routing Port bit. See the **"PPS Inputs"** section in the **"PPS – Peripheral Pin Select Module"** chapter for more information.
4. If Interrupt-on-Change, DMA or ADC triggers are used, set up the IOCWP and IOCWN registers accordingly.
5. Initialize the Signal Routing Port by writing to PORTW register. (Optional)
6. If flip-flop is enabled, enable the clock by setting the appropriate clock enable bit in the PORTWCON register.

Example 20-1. Signal Routing Port Setup Example – 4-Bit Shift Register

```
// Enable flip flops and select appropriate clock
PORTWPDF = 0x0F;
PORTWCLK = 0x02;

// Point IN[0:3] to RW[n+1] for shift reg
PORTWIN0 = 1;
PORTWIN1 = 1;
PORTWIN2 = 1;
PORTWIN3 = 1;

// Write initial data
PORTW = 0b0110;

// Enable Signal Routing Port clock
PORTWCONbits.CLKEN = 1;

// Turn on the input clock
// and wait for the number of clocks to shift
// then stop the input clock

// Disable Signal Routing Port clock and read shifted data
PORTWCONbits.CLKEN = 0;
uint8_t shiftedData = PORTW;
```

20.3 Register Definitions: Signal Routing Port

20.3.1 PORTW

Name: PORTW
Address: 0x499

Signal Routing Port Output

Bit	7	6	5	4	3	2	1	0
	RW7	RW6	RW5	RW4	RW3	RW2	RW1	RW0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – RWn Output data for software read of Signal Routing port
Reset States: POR/BOR = 00000000
All Other Resets = 00000000

Notes:
1. Writes to PORTW update the 'PORTW write' register whereas reads come from 'PORTW read' register. See Signal Routing Port Output section for details.
2. There must be one instruction cycle between write and read of this register, otherwise previous value will be read.
3. PORTW is not updated when a debug session is active.
4. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.2 LATW

Name: LATW
Address: 0x49A

Software Input to Signal Routing Port

Bit	7	6	5	4	3	2	1	0
	LATW7	LATW6	LATW5	LATW4	LATW3	LATW2	LATW1	LATW0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – LATWn Input data for software write of Signal Routing Port
Reset States: POR/BOR = 00000000
All Other Resets = 00000000

Note:

1. Reads from LATW return the LATW register value, not the actual Signal Routing Port value. To read the value of the Signal Routing Port bit, PORTW read is recommended.

20.3.3 PORTWCLK

Name: PORTWCLK
Address: 0x04A3

Signal Routing Port Clock Selection

Bit	7	6	5	4	3	2	1	0
				CLK[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – CLK[4:0] Signal Routing Port Clock Input Selection

Table 20-2. Signal Routing Port Clock Input Selections

CLK	Clock Input
`11111 - 10110`	Reserved
`10101`	CLC4_OUT
`10100`	CLC3_OUT
`10011`	CLC2_OUT
`10010`	CLC1_OUT
`10001`	PWM2S1P2_OUT
`10000`	PWM2S1P1_OUT
`01111`	PWM1S1P2_OUT
`01110`	PWM1S1P1_OUT
`01101`	CCP2_OUT
`01100`	CCP1_OUT
`01011`	TU16B_OUT
`01010`	TU16A_OUT
`01001`	TMR4_OUT
`01000`	TMR2_OUT
`00111`	CLKREF_OUT
`00110`	EXTOSC
`00101`	SOSC
`00100`	MFINTOSC (32 kHz)
`00011`	MFINTOSC (500 kHz)
`00010`	LFINTOSC
`00001`	HFINTOSC
`00000`	F_{OSC}

Reset States: POR/BOR = 00000
All Other Resets = 00000

Note: This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock for details.

20.3.4 PORTWDF

Name: PORTWDF
Address: 0x04A4

Signal Routing Port Data Flip Flop Control

Bit	7	6	5	4	3	2	1	0
	DF7	DF6	DF5	DF4	DF3	DF2	DF1	DF0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – DFn Signal Routing Port Data Flip Flop Enable
Reset States: POR/BOR = 00000000
All Other Resets = 00000000

Value	Description
1	Signal Routing Port input routed through flip-flop to output
0	Signal Routing Port input connected directly to output

Note:

1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.5 PORTWIN0

Name: PORTWIN0
Address: 0x049B

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.6 PORTWIN1

Name: PORTWIN1
Address: 0x049C

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
							IN[2:0]	
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.7 PORTWIN2

Name: PORTWIN2
Address: 0x049D

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.8 PORTWIN3

Name: PORTWIN3
Address: 0x049E

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.9 PORTWIN4

Name: PORTWIN4
Address: 0x049F

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.10 PORTWIN5

Name: PORTWIN5
Address: 0x04A0

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.11 PORTWIN6

Name: PORTWIN6
Address: 0x04A1

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.12 PORTWIN7

Name: PORTWIN7
Address: 0x04A2

Signal Routing Port Input

Bit	7	6	5	4	3	2	1	0
						IN[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – IN[2:0] Signal Routing Port Input Selection
Refer to PORTWINx – Signal Routing Port Input Selection for a list of input selections for all Signal Routing Port bits.
Reset States: POR/BOR = 000
All Other Resets = 000

Note:
1. This register can only be written when the clock to the module is disabled. See Signal Routing Port Clock section for details.

20.3.13 PORTWCON

Name: PORTWCON
Address: 0x4A5

Signal Routing Port Control Register

Bit	7	6	5	4	3	2	1	0
								CLKEN
Access								R/W
Reset								0

Bit 0 – CLKEN PORTW Clock Enable
Reset States: POR/BOR = 0
All Other Resets = 0

Value	Description
1	Clock input for PORTW is enabled. All PORTW registers are read-only, except LATW which is read/write.
0	Clock input for PORTW is disabled. All PORTW registers, including LATW, have read/write access.

20.4 Register Summary - Signal Routing Port

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0498	Reserved									
0x0499	PORTW	7:0	RW7	RW6	RW5	RW4	RW3	RW2	RW1	RW0
0x049A	LATW	7:0	LATW7	LATW6	LATW5	LATW4	LATW3	LATW2	LATW1	LATW0
0x049B	PORTWIN0	7:0							IN[2:0]	
0x049C	PORTWIN1	7:0							IN[2:0]	
0x049D	PORTWIN2	7:0							IN[2:0]	
0x049E	PORTWIN3	7:0							IN[2:0]	
0x049F	PORTWIN4	7:0							IN[2:0]	
0x04A0	PORTWIN5	7:0							IN[2:0]	
0x04A1	PORTWIN6	7:0							IN[2:0]	
0x04A2	PORTWIN7	7:0							IN[2:0]	
0x04A3	PORTWCLK	7:0						CLK[4:0]		
0x04A4	PORTWDF	7:0	DF7	DF6	DF5	DF4	DF3	DF2	DF1	DF0
0x04A5	PORTWCON	7:0								CLKEN

21. IOC - Interrupt-on-Change

21.1 Overview

The pins denoted in the table below can be configured to operate as interrupt-on-change (IOC) pins for this device. An interrupt can be generated by detecting a signal that has either a rising edge or a falling edge. Any individual PORT pin, or combination of PORT pins, can be configured to generate an interrupt.

Table 21-1. IOC Pin Availability per Device

Device	PORTA	PORTB	PORTC
14-pin devices	•		•
20-pin devices	•	•	•

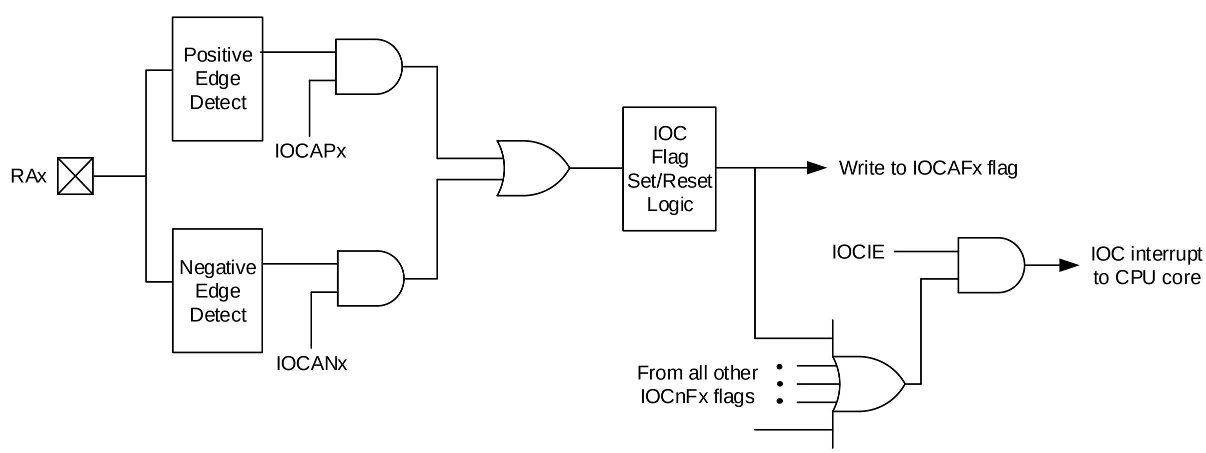
Important: If MCLRE = `1` or LVP = `1`, the $\overline{\text{MCLR}}$ pin port functionality is disabled and IOC on that pin is not available.

The interrupt-on-change module has the following features:

- Interrupt-on-change enable (Host Switch)
- Individual pin configuration
- Rising and falling edge detection
- Individual pin interrupt flags

The following figure is a block diagram of the IOC module.

Figure 21-1. Interrupt-on-Change Block Diagram (PORTA Example)



21.2 Enabling the Module

For individual PORT pins to generate an interrupt, the IOC Interrupt Enable (IOCIE) bit of the Peripheral Interrupt Enable (PIEx) register must be set. If the IOC Interrupt Enable bit is disabled, the edge detection on the pin will still occur, but an interrupt will not be generated.

21.3 Individual Pin Configuration

A rising edge detector and a falling edge detector are present for each PORT pin. To enable a pin to detect a rising edge, the associated bit of the IOCxP register must be set. To enable a pin to detect a falling edge, the associated bit of the IOCxN register must be set. A PORT pin can be configured to detect rising and falling edges simultaneously by setting both associated bits of the IOCxP and IOCxN registers, respectively.

21.4 Interrupt Flags

The bits located in the IOCxF registers are status flags that correspond to the interrupt-on-change pins of each port. If an expected edge is detected on an appropriately enabled pin, then the status flag for that pin will be set, and an interrupt will be generated if the IOCIE bit is set. The IOCIF bit located in the corresponding Peripheral Interrupt Request (PIRx) register, is all the IOCxF bits ORd together. The IOCIF bit is read-only. All of the IOCxF Status bits must be cleared to clear the IOCIF bit.

21.5 Clearing Interrupt Flags

The individual status flags (IOCxF register bits) will be cleared by resetting them to zero. If another edge is detected during this clearing operation, the associated status flag will be set at the end of the sequence, regardless of the value actually being written.

To ensure that no detected edge is lost while clearing flags, only `AND` operations masking out known changed bits must be performed. The following sequence is an example of clearing an IOC interrupt flag using this method.

Example 21-1. Clearing Interrupt Flags (PORTA Example)

```
    MOVLW    0xff
    XORWF    IOCAF, W
    ANDWF    IOCAF, F
```

21.6 Operation in Sleep

An interrupt-on-change event will wake the device from Sleep mode, if the IOCIE bit is set. If an edge is detected while in Sleep mode, the IOCxF register will be updated prior to the first instruction executed out of Sleep.

21.7 Register Definitions: Interrupt-on-Change Control

21.7.1 IOCxF

Name: IOCxF

Interrupt-on-Change Flag Register

Bit	7	6	5	4	3	2	1	0
	IOCxF7	IOCxF6	IOCxF5	IOCxF4	IOCxF3	IOCxF2	IOCxF1	IOCxF0
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – IOCxFn Interrupt-on-Change Flag

Value	Condition	Description
1	IOCxP[n] = 1	A positive edge was detected on the Rx[n] pin
1	IOCxN[n] = 1	A negative edge was detected on the Rx[n] pin
0	IOCxP[n] = x and IOCxN[n] = x	No change was detected, or the user cleared the detected change

Important:
- If MCLRE = 1 or LVP = 1, the $\overline{\text{MCLR}}$ pin port functionality is disabled and IOC on that pin is not available
- Refer to the **"Pin Allocation Table"** for details about pins with configurable IOC per port

21.7.2 IOCxN

Name: IOCxN

Interrupt-on-Change Negative Edge Register Example

Bit	7	6	5	4	3	2	1	0
	IOCxN7	IOCxN6	IOCxN5	IOCxN4	IOCxN3	IOCxN2	IOCxN1	IOCxN0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – IOCxNn Interrupt-on-Change Negative Edge Enable

Value	Description
1	Interrupt-on-change enabled on the IOCx pin for a negative-going edge. Associated Status bit and interrupt flag will be set upon detecting an edge.
0	Falling edge interrupt-on-change disabled for the associated pin

Important:
- If MCLRE = `1` or LVP = `1`, the $\overline{\text{MCLR}}$ pin port functionality is disabled and IOC on that pin is not available
- Refer to the **"Pin Allocation Table"** for details about pins with configurable IOC per port

21.7.3 IOCxP

Name: IOCxP

Interrupt-on-Change Positive Edge Register

Bit	7	6	5	4	3	2	1	0
	IOCxP7	IOCxP6	IOCxP5	IOCxP4	IOCxP3	IOCxP2	IOCxP1	IOCxP0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – IOCxPn Interrupt-on-Change Positive Edge Enable

Value	Description
1	Interrupt-on-change enabled on the IOCx pin for a positive-going edge. Associated Status bit and interrupt flag will be set upon detecting an edge.
0	Rising edge interrupt-on-change disabled for the associated pin.

Important:
- If MCLRE = `1` or LVP = `1`, the $\overline{\text{MCLR}}$ pin port functionality is disabled and IOC on that pin is not available
- Refer to the **"Pin Allocation Table"** for details about pins with configurable IOC per port

21.8 Register Summary - Interrupt-on-Change Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x041A	Reserved									
0x041B	IOCAP	7:0			IOCAP5	IOCAP4	IOCAP3	IOCAP2	IOCAP1	IOCAP0
0x041C	IOCAN	7:0			IOCAN5	IOCAN4	IOCAN3	IOCAN2	IOCAN1	IOCAN0
0x041D	IOCAF	7:0			IOCAF5	IOCAF4	IOCAF3	IOCAF2	IOCAF1	IOCAF0
0x041E ... 0x0424	Reserved									
0x0425	IOCBP	7:0	IOCBP7	IOCBP6	IOCBP5					
0x0426	IOCBN	7:0	IOCBN7	IOCBN6	IOCBN5					
0x0427	IOCBF	7:0	IOCBF7	IOCBF6	IOCBF5					
0x0428 ... 0x042E	Reserved									
0x042F	IOCCP	7:0	IOCCP7	IOCCP6	IOCCP5	IOCCP4	IOCCP3		IOCCP1	IOCCP0
0x0430	IOCCN	7:0	IOCCN7	IOCCN6	IOCCN5	IOCCN4	IOCCN3		IOCCN1	IOCCN0
0x0431	IOCCF	7:0	IOCCF7	IOCCF6	IOCCF5	IOCCF4	IOCCF3		IOCCF1	IOCCF0
0x0432 ... 0x0456	Reserved									
0x0457	IOCWP	7:0	IOCWP7	IOCWP6	IOCWP5	IOCWP4	IOCWP3	IOCWP2	IOCWP1	IOCWP0
0x0458	IOCWN	7:0	IOCWN7	IOCWN6	IOCWN5	IOCWN4	IOCWN3	IOCWN2	IOCWN1	IOCWN0
0x0459	IOCWF	7:0	IOCWF7	IOCWF6	IOCWF5	IOCWF4	IOCWF3	IOCWF2	IOCWF1	IOCWF0

22. PPS - Peripheral Pin Select Module

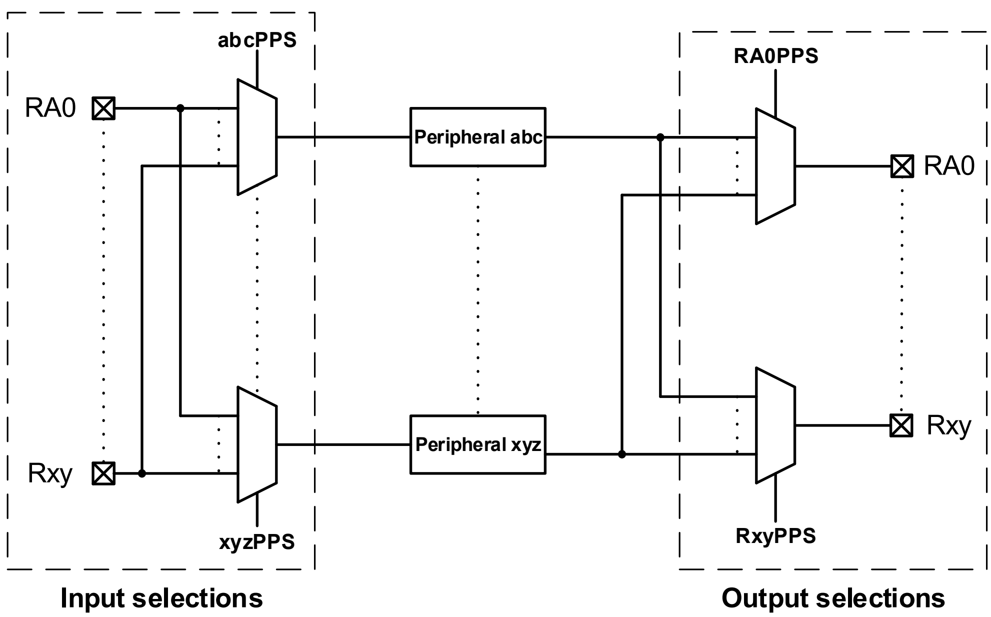
22.1 Overview

The Peripheral Pin Select (PPS) module connects peripheral inputs and outputs to the device I/O pins. Only digital signals are included in the selections.

Important: All analog inputs and outputs remain fixed to their assigned pins and cannot be changed through PPS.

Input and output selections are independent as shown in the figure below.

Figure 22-1. PPS Block Diagram



22.2 PPS Inputs

Each digital peripheral has a dedicated PPS Peripheral Input Selection (xxxPPS) register with which the input pin to the peripheral is selected. Devices that have 20 leads or less (8/14/16/20) allow PPS routing to any I/O pin, while devices with 28 leads or more allow PPS routing to I/Os contained within two ports (see the table below).

Important: The notation "xxx" in the generic register name is a placeholder for the peripheral identifier. For example, xxx = T0CKI for the T0CKIPPS register.

Multiple peripherals can operate from the same source simultaneously. Port reads always return the pin level regardless of peripheral PPS selection. If a pin also has analog functions associated, the ANSEL bit for that pin must be cleared to enable the digital input buffer.

Table 22-1. PPS Input Selection Table

Peripheral	PPS Input Register	14-Pin Devices						20-Pin Devices					
		Default Pin Selection at POR	Register Reset Value at POR	Available Input Port				Default Pin Selection at POR	Register Reset Value at POR	Available Input Port			
Interrupt 0	INT0PPS	RA2	'b000 010	A	—	C	W	RA2	'b000 010	A	B	C	W
Interrupt 1	INT1PPS	RA4	'b000 100	A	—	C	W	RA4	'b000 100	A	B	C	W
Interrupt 2	INT2PPS	RA5	'b000 101	A	—	C	W	RA5	'b000 101	A	B	C	W
Timer0 Clock	T0CKIPPS	RA2	'b000 010	A	—	C	W	RA2	'b000 010	A	B	C	W
Timer1 Clock	T1CKIPPS	RA5	'b000 101	A	—	C	W	RA5	'b000 101	A	B	C	W
Timer1 Gate	T1GPPS	RA4	'b000 100	A	—	C	W	RA4	'b000 100	A	B	C	W
Timer2 Input	T2INPPS	RA5	'b000 101	A	—	C	W	RA5	'b000 101	A	B	C	W
Timer4 Input	T4INPPS	RC1	'b010 001	A	—	C	W	RC1	'b010 001	A	B	C	W
Universal Timer Input 0	TUIN0PPS	RA1	'b000 001	A	—	C	W	RA1	'b000 001	A	B	C	W
Universal Timer Input 1	TUIN1PPS	RC0	'b010 000	A	—	C	W	RC0	'b010 000	A	B	C	W
CCP1	CCP1PPS	RC5	'b010 101	A	—	C	W	RC5	'b010 101	A	B	C	W
CCP2	CCP2PPS	RC3	'b010 011	A	—	C	W	RC3	'b010 011	A	B	C	W
PWM Input 0	PWMIN0PPS	RC5	'b010 101	A	—	C	W	RC5	'b010 101	A	B	C	W
PWM Input 1	PWMIN1PPS	RC3	'b010 011	A	—	C	W	RC3	'b010 011	A	B	C	W
PWM1 External Reset Source	PWM1ERSPPS	RA5	'b000 101	A	—	C	W	RA5	'b000 101	A	B	C	W
PWM2 External Reset Source	PWM2ERSPPS	RC1	'b010 001	A	—	C	W	RC1	'b010 001	A	B	C	W
CWG1	CWG1PPS	RA2	'b000 010	A	—	C	—	RA2	'b000 010	A	B	C	—
CLCx Input 1	CLCIN0PPS	RC3	'b010 011	A	—	C	W	RA2	'b000 010	A	B	C	W
CLCx Input 2	CLCIN1PPS	RC4	'b010 100	A	—	C	W	RC3	'b010 011	A	B	C	W
CLCx Input 3	CLCIN2PPS	RC1	'b010 001	A	—	C	W	RB6	'b001 110	A	B	C	W
CLCx Input 4	CLCIN3PPS	RA5	'b000 101	A	—	C	W	RB5	'b001 101	A	B	C	W
UART1 Receive	U1RXPPS	RC5	'b010 101	A	—	C	W	RB5	'b001 101	A	B	C	W
UART1 Clear to Send	U1CTSPPS	RC4	'b010 100	A	—	C	—	RB7	'b001 111	A	B	C	—
UART2 Receive	U2RXPPS	RC1	'b010 001	A	—	C	W	RC1	'b010 001	A	B	C	W
UART2 Clear to Send	U2CTSPPS	RC0	'b010 000	A	—	C	—	RC0	'b010 000	A	B	C	—
SPI1 Clock	SPI1SCKPPS	RC0	'b010 000	A	—	C	W	RB6	'b001 110	A	B	C	W
SPI1 Data	SPI1SDIPPS	RC1	'b010 001	A	—	C	W	RB5	'b001 101	A	B	C	W
SPI1 Client Select	SPI1SSPPS	RC3	'b010 011	A	—	C	W	RC6	'b010 110	A	B	C	W
I2C1 Clock	I2C1SCLPPS(1)	RC0	'b010 000	A	—	C	—	RB6	'b001 110	A	B	C	—
I2C1 Data	I2C1SDAPPS(1)	RC1	'b010 001	A	—	C	—	RB5	'b001 101	A	B	C	—
ADC Auto-Conversion Trigger	ADACTPPS	RC3	'b010 011	A	—	C	W	RC3	'b010 011	A	B	C	W

Note:

1. Bidirectional pin. The corresponding output must select the same pin.

22.3 PPS Outputs

Each digital peripheral has a dedicated Pin Rxy Output Source Selection (RxyPPS) register with which the pin output source is selected. With few exceptions, the port TRIS control associated with that pin retains control over the pin output driver. Peripherals that control the pin output driver as part of the peripheral operation will override the TRIS control as needed. The I^2C module is an example of such a peripheral.

Important: The notation 'Rxy' is a placeholder for the pin identifier. The 'x' holds the place of the PORT letter and the 'y' holds the place of the bit number. For example, Rxy = RA0 for the RA0PPS register.

The table below shows the output codes for each peripheral, as well as the available Port selections.

Table 22-2. PPS Output Selection Table

RxyPPS	Output Source	Available Output Ports					
		14-Pin Devices			20-Pin Devices		
0x1F	ADGRDB	A	—	C	A	B	C
0x1E	ADGRDA	A	—	C	A	B	C
0x1D	I2C1 SDA[(1)]	A	—	C	A	B	C
0x1C	I2C1 SCL[(1)]	A	—	C	A	B	C
0x1B	SPI1 SS	A	—	C	A	B	C
0x1A	SPI1 SDO	A	—	C	A	B	C
0x19	SPI1 SCK	A	—	C	A	B	C
0x18	UART2 TXDE	A	—	C	A	B	C
0x17	UART2 RTS	A	—	C	A	B	C
0x16	UART2 TX	A	—	C	A	B	C
0x15	UART1 TXDE	A	—	C	A	B	C
0x14	UART1 RTS	A	—	C	A	B	C
0x13	UART1 TX	A	—	C	A	B	C
0x12	CLC4OUT	A	—	C	A	B	C
0x11	CLC3OUT	A	—	C	A	B	C
0x10	CLC2OUT	A	—	C	A	B	C
0x0F	CLC1OUT	A	—	C	A	B	C
0x0E	CWG1D	A	—	C	A	B	C
0x0D	CWG1C	A	—	C	A	B	C
0x0C	CWG1B	A	—	C	A	B	C
0x0B	CWG1A	A	—	C	A	B	C
0x0A	PWM2S1P2_OUT	A	—	C	A	B	C
0x09	PWM2S1P1_OUT	A	—	C	A	B	C
0x08	PWM1S1P2_OUT	A	—	C	A	B	C
0x07	PWM1S1P1_OUT	A	—	C	A	B	C
0x06	CCP2	A	—	C	A	B	C
0x05	CCP1	A	—	C	A	B	C
0x04	TU16B	A	—	C	A	B	C
0x03	TU16A	A	—	C	A	B	C
0x02	TMR0	A	—	C	A	B	C
0x01	CLKR	A	—	C	A	B	C
0x00	LATxy	A	—	C	A	B	C

Note:
1. Bidirectional pin. The corresponding input must select the same pin.

22.4 Bidirectional Pins

PPS selections for peripherals with bidirectional signals on a single pin must be made so that the PPS input and PPS output select the same pin. The I^{2}C Serial Clock (SCL) and Serial Data (SDA) are examples of such pins.

Important: The I²C default pins and a limited number of other alternate pins are I²C and SMBus compatible. SDA and SCL signals can be routed to any pin; however, pins without I²C compatibility will operate at standard LVBUF/ST logic levels as selected by the port's INLVL register.

22.5 PPS Lock

The PPS module provides an extra layer of protection to prevent inadvertent changes to the PPS selection registers. The PPSLOCKED bit is used in combination with specific code execution blocks to lock/unlock the PPS selection registers.

Important: The PPSLOCKED bit is clear by default (PPSLOCKED = 0), which allows the PPS selection registers to be modified without an unlock sequence.

PPS selection registers are locked when the PPSLOCKED bit is set (PPSLOCKED = 1). Setting the PPSLOCKED bit requires a specific lock sequence as shown in the examples below in both C and assembly languages.

PPS selection registers are unlocked when the PPSLOCKED bit is clear (PPSLOCKED = 0). Clearing the PPSLOCKED bit requires a specific unlock sequence as shown in the examples below in both C and assembly languages.

Important: All interrupts must be disabled before starting the lock/unlock sequence to ensure proper execution.

Example 22-1. PPS Lock Sequence (assembly language)

```
 ; suspend interrupts
    BCF       INTCON0,GIE
    BANKSEL   PPSLOCK
 ; required sequence, next 5 instructions
    MOVLW     0x55
    MOVWF     PPSLOCK
    MOVLW     0xAA
    MOVWF     PPSLOCK
 ; Set PPSLOCKED bit
    BSF       PPSLOCK,PPSLOCKED
 ; restore interrupts
    BSF       INTCON0,GIE
```

Example 22-2. PPS Lock Sequence (C language)

```
INTCON0bits.GIE = 0;          //Suspend interrupts
PPSLOCK = 0x55;               //Required sequence
PPSLOCK = 0xAA;               //Required sequence
PPSLOCKbits.PPSLOCKED = 1;    //Set PPSLOCKED bit
INTCON0bits.GIE = 1;          //Restore interrupts
```

Example 22-3. PPS Unlock Sequence (assembly language)

```
 ; suspend interrupts
    BCF       INTCON0,GIE
    BANKSEL   PPSLOCK
```

```
; required sequence, next 5 instructions
    MOVLW     0x55
    MOVWF     PPSLOCK
    MOVLW     0xAA
    MOVWF     PPSLOCK
; Clear PPSLOCKED bit
    BCF       PPSLOCK,PPSLOCKED
; restore interrupts
    BSF       INTCON0,GIE
```

Example 22-4. PPS Unlock Sequence (C language)

```
INTCON0bits.GIE = 0;          //Suspend interrupts
PPSLOCK = 0x55;               //Required sequence
PPSLOCK = 0xAA;               //Required sequence
PPSLOCKbits.PPSLOCKED = 0;    //Clear PPSLOCKED bit
INTCON0bits.GIE = 1;          //Restore interrupts
```

22.5.1 PPS One-Way Lock

The PPS1WAY Configuration bit can also be used to prevent inadvertent modification to the PPS selection registers.

When the PPS1WAY bit is set (PPS1WAY = `1`), the PPSLOCKED bit can only be set one time after a device Reset. Once the PPSLOCKED bit has been set, it cannot be cleared again unless a device Reset is executed.

When the PPS1WAY bit is clear (PPS1WAY = `0`), the PPSLOCKED bit can be set or cleared as needed; however, the PPS lock/unlock sequences must be executed.

22.6 Operation During Sleep

PPS input and output selections are unaffected by Sleep.

22.7 Effects of a Reset

A device Power-on Reset (POR) or Brown-out Reset (BOR) returns all PPS input selection registers to their default values and clears all PPS output selection registers. All other Resets leave the selections unchanged. Default input selections are shown in the PPS input register details table. The PPSLOCKED bit is cleared in all Reset conditions.

22.8 Register Definitions: Peripheral Pin Select (PPS)

22.8.1 xxxPPS

Name: xxxPPS

Peripheral Input Selection Register

Bit	7	6	5	4	3	2	1	0
				PORT[1:0]		PIN[2:0]		
Access				R/W	R/W	R/W	R/W	R/W
Reset				m	m	m	m	m

Bits 4:3 – PORT[1:0] Peripheral Input PORT Selection[(1)]
See the PPS Input Selection Table for the list of available Ports and default pin locations.

PORT	Selection
11	PORTW
10	PORTC
01	PORTB
00	PORTA

Reset States: POR = mmm
All other Resets = uuu

Bits 2:0 – PIN[2:0] Peripheral Input PORT Pin Selection[(2)]
Reset States: POR = mmm
All other Resets = uuu

Value	Description
111	Peripheral input is from PORTx Pin 7 (Rx7)
110	Peripheral input is from PORTx Pin 6 (Rx6)
101	Peripheral input is from PORTx Pin 5 (Rx5)
100	Peripheral input is from PORTx Pin 4 (Rx4)
011	Peripheral input is from PORTx Pin 3 (Rx3)
010	Peripheral input is from PORTx Pin 2 (Rx2)
001	Peripheral input is from PORTx Pin 1 (Rx1)
000	Peripheral input is from PORTx Pin 0 (Rx0)

Notes:
1. The Reset value ‘m’ is determined by device default locations for that input.
2. Refer to the **“Pin Allocation Table”** for details about available pins per port.

22.8.2 RxyPPS

Name: RxyPPS

Pin Rxy Output Source Selection Register

Bit	7	6	5	4	3	2	1	0
		RxyPPS[6:0]						
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		0	0	0	0	0	0	0

Bits 6:0 – RxyPPS[6:0] Pin Rxy Output Source Selection
See the PPS Output Selection Table for the list of RxyPPS Output Source codes
Reset States: POR = 0000000
All other Resets = uuuuuuu

22.8.3 PPSLOCK

Name: PPSLOCK

PPS Lock Register

Bit	7	6	5	4	3	2	1	0
								PPSLOCKED
Access								R/W
Reset								0

Bit 0 – PPSLOCKED PPS Locked
Reset States: POR = 0
All other Resets = 0

Value	Description
1	PPS is locked. PPS selections cannot be changed. Writes to any PPS register are ignored.
0	PPS is not locked. PPS selections can be changed but may require the PPS lock/unlock sequence.

22.9 Register Summary - Peripheral Pin Select Module

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0318	Reserved									
0x0319	RA0PPS	7:0			RA0PPS[5:0]					
0x031A	RA1PPS	7:0			RA1PPS[5:0]					
0x031B	RA2PPS	7:0			RA2PPS[5:0]					
0x031C	Reserved									
0x031D	RA4PPS	7:0			RA4PPS[5:0]					
0x031E	RA5PPS	7:0			RA5PPS[5:0]					
0x031F ... 0x0325	Reserved									
0x0326	RB5PPS	7:0			RB5PPS[5:0]					
0x0327	RB6PPS	7:0			RB6PPS[5:0]					
0x0328	RB7PPS	7:0			RB7PPS[5:0]					
0x0329	RC0PPS	7:0			RC0PPS[5:0]					
0x032A	RC1PPS	7:0			RC1PPS[5:0]					
0x032B	Reserved									
0x032C	RC3PPS	7:0			RC3PPS[5:0]					
0x032D	RC4PPS	7:0			RC4PPS[5:0]					
0x032E	RC5PPS	7:0			RC5PPS[5:0]					
0x032F	RC6PPS	7:0			RC6PPS[5:0]					
0x0330	RC7PPS	7:0			RC7PPS[5:0]					
0x0331 ... 0x0350	Reserved									
0x0351	PPSLOCK	7:0								PPSLOCKED
0x0352	INT0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0353	INT1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0354	INT2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0355	T0CKIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0356	T1CKIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0357	T1GPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0358 ... 0x035F	Reserved									
0x0360	T2INPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0361	T4INPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0362 ... 0x0364	Reserved									
0x0365	TUIN1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0366	TUIN2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0367 ... 0x0368	Reserved									
0x0369	CCP1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x036A	CCP2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x036B ... 0x0383	Reserved									
0x0384	PWMIN0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0385	PWMIN1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0386	PWMxERSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0387	PWM2ERSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0388 ... 0x0398	Reserved									
0x0399	CWG1PPS	7:0				PORT[1:0]		PIN[2:0]		

...........continued

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x039A ... 0x039C	Reserved									
0x039D	CLCIN0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x039E	CLCIN1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x039F	CLCIN2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A0	CLCIN3PPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A1	U2CTSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A2	U2RXPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A3	U1CTSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A4	U1RXPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A5 ... 0x03A6	Reserved									
0x03A7	SPIxSCKPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A8	SPIxSDIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A9	SPIxSSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AA ... 0x03AC	Reserved									
0x03AD	I2C1SCLPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AE	I2C1SDAPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AF ... 0x03B0	Reserved									
0x03B1	ADACTPPS	7:0				PORT[1:0]		PIN[2:0]		

23. MVIO - Multi-Voltage I/O

The Multi-Voltage I/O (MVIO) feature allows a subset of the I/O pins to be powered by a different I/O voltage domain than the rest of the I/O pins. This eliminates the need of having external level shifters for communication or control of external components running on a different voltage level. The MVIO-capable I/O pads are supplied by a voltage applied to the V_{DDIOx} power pin(s), while the regular I/O pins are supplied by the voltage applied to the V_{DD} device power pin(s). The MVIO pins on the V_{DDIOx} power domain are capable of the same digital behavior as regular I/O pins on V_{DD} power domain like GPIO, serial communication, and PPS functionality. However, the MVIO pins do not support analog inputs or outputs.

23.1 Features

- A Subset of the Device I/O pins can be Powered by V_{DDIOx}
- The V_{DDIOx} Supply can Ramp up and down Independently of the V_{DD} supply
- Standard and Low-Voltage Operation Determined by the Configuration Bits
- Customizable Buffer Selection for I3C and I^2C/PPS Modules
- V_{DDIOx} Supply Status bit
- Interrupt for V_{DDIOx} Supply Voltage
- ADC Channel for Measuring V_{DDIOx} Supply Voltage

23.2 Module Overview

A typical MVIO on an 8-bit PIC® microcontroller has an operating voltage range of 1.62V-5.5V. However, the MVIO on this device is customized with additional features to support limited operation in the 0.95V-1.62V range as well for low-voltage I3C and I^2C data transfers.

Table 23-1. Operating Voltage Range for MVIO Domains

Power Domain	Voltage Range		Additional Notes
V_{DD} Power Domain	1.8V – 5.5V	Device operating range	
V_{DDIOx} Power Domain	1.62V – 5.5V(1)	Standard operating range	MVIO pads are fully functional
	0.95V – 1.62V(2)	Low-voltage operating range	MVIO pads are held in reset with limited I3C/I^2C functionality

Notes:
1. The maximum voltage for V_{DDIOx} power domain is 3.63V when I3C is enabled.
2. When the I3C low-voltage buffers are used within the 1.4V-1.62V range of V_{DDIOx} power domain, a minimum device V_{DD} of 2.4V is required for proper operation.
3. The V_{DDIOx} supply voltage can go below the device's minimum V_{DD} of 1.8V. However, the V_{DD} must be within the specified operating range for the device to be functional.

23.2.1 POR and Voltage Monitors

To prevent improper operation of the level shifters at low voltage, a Power-on Reset (POR) circuit is included. The POR circuit is automatically enabled on supply power up and holds the corresponding voltage domain logic in reset state until the power supply has reached sufficient voltage for the corresponding voltage domain logic to operate properly. Once this supply voltage is reached, the POR circuit on that voltage domain will power itself down to save power, and re-arm itself if the supply voltage drops too low. For V_{DD} power domain, the device's main POR circuit is used whereas for V_{DDIOx} domain, a separate POR circuit is included in the MVIO domain. The $\overline{POR}$ and $\overline{PORVDDIOx}$ bits in the PCON0 and PCON1 registers are used to represent when the corresponding voltage domain has recovered from a POR reset.

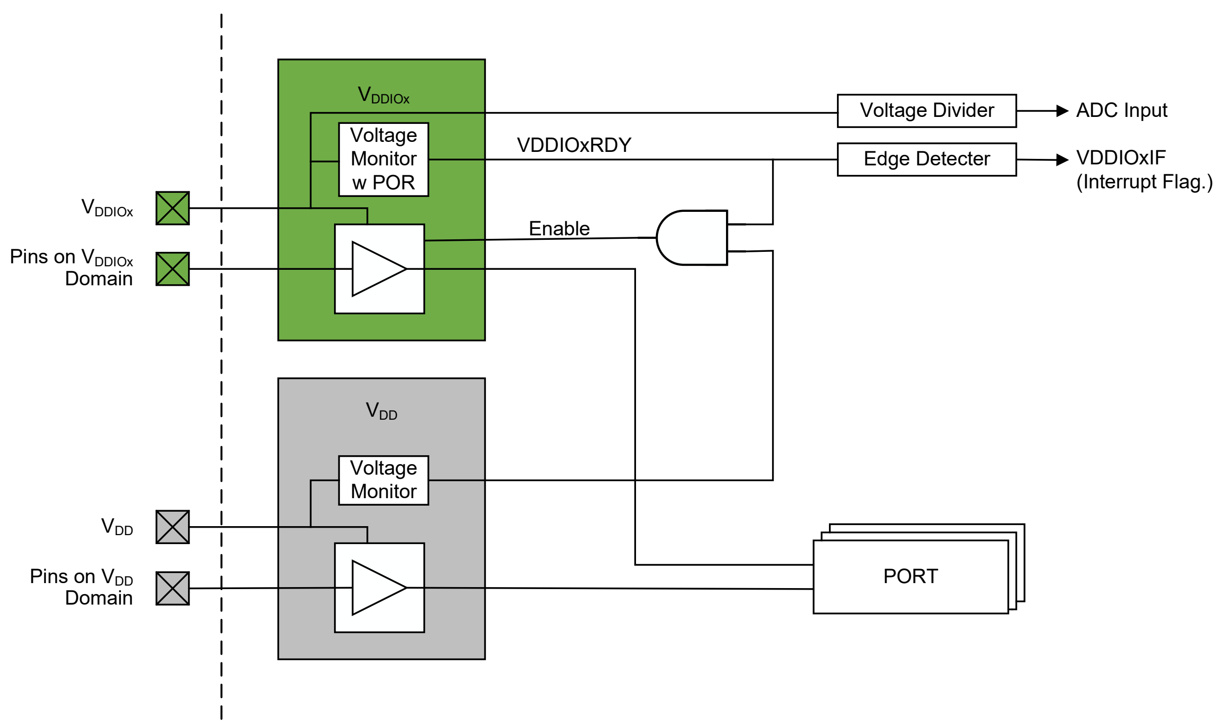
Once the voltage domain logic is released by the POR circuit, it is important to ensure that both the voltage domains (V_{DD} and V_{DDIOx} domains) are powered up and operating at sufficient voltage for the level shifters to work properly. To achieve this, each MVIO domain consists of two voltage monitors:

1. The first voltage monitor is powered using the main V_{DD} supply and becomes active when V_{DD} reaches a sufficient voltage level. This voltage monitor is used to monitor the V_{DDIOx} voltage level threshold has been achieved for level shifters to work.
2. The second voltage monitor is powered using the V_{DDIOx} supply and becomes active when V_{DDIOx} reaches a sufficient voltage level. This voltage monitor is used to monitor the main V_{DD} voltage level threshold has been achieved for level shifters to work.

This cross-coupled approach to voltage monitoring ensures that both – the monitor's current domain and the opposite voltage domain have reached the sufficient voltage for level shifters to operate safely. Refer to Figure 23-1 for clarification. Refer to the Power Sequencing section for different ways to power up both the voltage domains.

Important: To comply with the *MIPI I3C® Specification*, all the I3C SDA/SCL pads in the MVIO domain are designed to be fail-safe, meaning the pads will not draw excess current when the pad voltage is greater than the V_{DDIOx} supply voltage. Refer to the **"Electrical Specifications"** chapter for absolute maximum voltage ratings for the I3C pads on MVIO domain.

Figure 23-1. POR and Voltage Monitors on MVIO Domain



23.2.2 Input Buffers on Pads with MVIO

The pads on MVIO domain are equipped with various types of input buffers as listed in Table 23-2.

Table 23-2. Input Buffers on MVIO Pads

Input Buffer	V_{DDIOx} Operating Range		
	Low Voltage 0.95V-1.62V	Standard 1.62V-3.63V	Standard 3.63V-5.5V
Standard GPIO Buffers			
Low-Voltage Buffer (LVBUF)	Yes	Yes	Yes
Regular ST Buffer	–	Yes	Yes
I²C/SMBus Buffers			
I²C Buffer	–	Yes	Yes
SMBus 2.0 Buffer	–	Yes	Yes
SMBus 3.0 Buffer	Yes	Yes	Yes
I3C Buffers			
I3C Fast ST (FST) Buffer[(1)]	–	Yes	–
I3C Low-Voltage (LV) Buffer[(2,3)]	Yes	–	–

Notes:

1. The maximum V_{DDIOx} operating voltage for I3C-FST buffer is 3.63V.
2. The I3C-LV buffer has a startup time before becoming fully operational, which is specified in the **"Electrical Specifications"** chapter. During this time, the output of the buffer is `0` regardless of the status of the corresponding pin.
3. The 1.4V-1.62V V_{DDIOx} operating range of the I3C LV buffer requires V_{DD} > 2.4V.
4. Both the I3C and I²C modules are equipped with dedicated 50 ns spike filters on SDA/SCL pads. While the spike filters in the I²C module are always on and can work with all buffers, the spike filters in the I3C module need to be explicitly enabled by the user and are limited to non-I3C buffers only. Refer to the **"I3C – Improved Inter-Integrated Circuit Module"** chapter for more information.
5. The V_{DDIOx} Low-Voltage 0.95V-1.62V operation still requires the main device to be powered up with V_{DD} > 1.8V.
6. Refer to the **"Electrical Specifications"** chapter for threshold levels for the different input buffers. Some buffers may have V_{IH} specifications higher than the lowest V_{DDIOx} operating voltage.

The input buffers are selected using the I3CBUF and SYSBUF bits in the RxyFEAT register, where Rxy represents the corresponding MVIO pin (like RC0). The I3CBUF bits are used to select an input buffer for the I3C module, whereas the SYSBUF bits are used to select an input buffer for the I²C module, which is also routed as an input selection through the Peripheral Pin Select (PPS) for other modules on the device. The I3CBUF and SYSBUF selections work independently of each other, thus allowing both I3C and I²C to operate on the same bus using the same set of SDA and SCL pins. Refer to the "**I/O Ports**" chapter for the RxyFEAT register definition.

CAUTION

1. If the user configures the SYSBUF bits to select one of the I3C buffers (FST or LV), then the user must also configure the I3CBUF bits to select the same I3C buffer for reliable and predicable operation. However, if the user selects a non-I3C buffer using the SYSBUF bits, then I3CBUF can be configured to select any input buffer.
2. It is highly recommended for the users to switch input buffers when the module using the buffers is disabled. Switching buffers may cause the input signal to glitch, which may be interpreted as a false Start or Stop condition in the case of I3C and I²C modules.

Remember:
Remember that the I3C SDA and SCL pins are **not** remappable through PPS on this device. Hence, the input buffer selected using the I3CBUF bits feed into a fixed SDA/SCL pad for one of the I3C modules available on the device. Refer to the **"Pin Allocation Table"** section in the data sheet for more information on which MVIO pins are designated for I3C SDA and SCL.

23.2.3 Output Drivers on Pads with MVIO

The pads on MVIO domain are equipped with various types of output drivers as listed in Table 23-3. These output drivers are automatically selected based on certain conditions and the module that is driving the output. Refer to **"Electrical Specifications"** chapter for voltage levels for the different output drivers.

Table 23-3. Output Drivers on MVIO Pads

Output Driver	V_{DDIOx} Operating Range	Driven By
Standard GPIO Driver(1)	Standard 1.62V-5.5V	I^2C module, PPS outputs, and I3C module (when additional SDA delay is used)
	Low voltage 0.95V-1.62V	Not functional
I3C Driver	Standard 1.62V-3.63V	I3C module (when no additional SDA delay is used)
	Low voltage 0.95V-1.62V	
I^2C Pull-down Driver	Standard 1.62V-5.5V	Not used
	Low voltage 0.95V-1.62V	I^2C module and I3C module (when additional SDA delay is used)

Note:
1. The SLEW bits in the RxyFEAT register can be used to control the slew rate of the standard GPIO driver when driven by the I^2C module only.

CAUTION
If the user assigns the same address to both the I^2C and I3C modules, it is possible that both the modules can attempt to drive the output together, thus resulting in an unpredictable outcome. It is highly recommended for the user to ensure that unique addresses be assigned to the I^2C and I3C modules such that only one module responds to a particular address on the bus.

23.3 Operation

This section describes the operation of the MVIO module.

23.3.1 Standard and Low-Voltage Operation

The MVIO on this device is customized to operate in a limited capacity below the 1.62V threshold. To operate properly at a designated voltage level, the MVIO must be configured appropriately using the VDDIOxMD configuration bit.

When operating in the standard range of 1.62V-5.5V, the VDDIOxMD configuration bit should be configured to the "Standard Operating Range" setting. In this mode, the MVIO pads and the V_{DDIOx} voltage monitor are fully functional. The VDDIOxRDY bit in the MVIOSTAT register reflects the status of the V_{DDIOx} supply voltage. Refer to Table 23-2 and Table 23-3 for a list of input buffers and output drivers that are active in this operating range.

When operating in the low-voltage range of 0.95V-1.62V, the VDDIOxMD configuration bit should be configured to the "Low-Voltage Operating Range" setting. In this mode, the MVIO circuitry in the pads are held in reset. Since the voltage monitor on the V_{DDIOx} domain is inactive at V_{DDIOx} < 1.62V, the voltage monitor on the V_{DD} domain is used instead to enable limited functionality with certain I3C and I^2C buffers and drivers. The VDDIOxRDY bit is always high regardless of the V_{DDIOx} supply voltage representing that the corresponding MVIO domain is active in limited capacity. Refer to Table 23-2 and Table 23-3 for a list of input buffers and output drivers that are active in this operating range.

CAUTION Proper MVIO operation is not guaranteed if the VDDIOxMD configuration bit is incorrectly programmed for the corresponding operating range.

23.3.2 Power Sequencing

When the VDDIOxMD bit is correctly configured as explained in the previous section, the MVIO domains are designed to be independent of one another, thus allowing the V_{DD} and V_{DDIOx} voltages to ramp up/down independently. The following power sequencing scenarios are covered:

- V_{DD} ramps up before V_{DDIOx}
- V_{DDIOx} ramps up before V_{DD}
- V_{DD} loses and regains power while V_{DDIOx} is stable
- V_{DDIOx} loses and regains power while V_{DD} is stable

23.3.3 Voltage Measurement

The V_{DDIOx} supply voltage is available as an internal input channel to the ADC. The voltage is divided by ten to allow the use of any internal ADC reference. To measure V_{DDIOx}/10, the user is recommended to follow these steps:

1. Configure the voltage reference for the ADC
2. Select V_{DDIOx}/10 as the positive input to the ADC
3. Run a single-ended ADC conversion
4. Calculate the voltage using the following equation:

$$V_{\mathrm{DDIOx}} = \frac{\mathrm{ADC\ Result} \times V_{\mathrm{REF}} \times 10}{\mathrm{ADC\ Resolution}}$$

23.3.4 Interrupts and DMA Triggers

A change in the VDDIOxRDY status bit in the MVIOSTAT register acts as a trigger for an interrupt to the CPU. This allows either a loss or gain of the V_{DDIOx} supply voltage to generate an interrupt, which is represented through the VDDIOxIF interrupt flag in the PIRx register. The interrupt can be enabled or disabled by writing to the VDDIOxIE bit in the PIEx register.

An interrupt request is generated when the corresponding interrupt source is enabled and the interrupt flag is set. The interrupt request remains active until the interrupt flag is cleared. Refer to the **"VIC - Vectored Interrupt Controller"** chapter for more information.

The VDDIOxIF interrupt flag also acts as DMA trigger. The interrupt does not need to be enabled to be used as a trigger for DMA transfers. Refer to the **"Types of Hardware Triggers"** section in the **"DMA – Direct Memory Access"** chapter for more information on how to use these DMA triggers.

23.3.5 Sleep Mode

The different MVIO domains on the device will remain operational in Sleep mode as long as the corresponding V_{DDIOx} supply voltage is active.

23.3.6 Debug Operation

When the CPU is halted in Debug mode, the MVIO continues normal operation. If the MVIO is configured in a way that requires it to be periodically serviced by the CPU through interrupts or some improper operation, a data loss may result during debugging.

23.3.7 Module Setup

The MVIO can be initialized by following these steps:

1. Set the VDDIOxMD bit in the appropriate configuration register to select the proper operating voltage range.
2. Optional: Enable the V_{DDIOx} Interrupt by setting the VDDIOxIE bit in the appropriate PIEx register.
3. Read the VDDIOxRDY bit in the MVIOSTAT status register to check if the V_{DDIOx} voltage is within the acceptable range of operation.
4. Configure and use the PORT pins powered by V_{DDIOx} as usual.

23.4 Register Definitions: MVIO

23.4.1 MVIOSTAT

Name: MVIOSTAT
Address: 0x4A6

MVIO Status Register

Bit	7	6	5	4	3	2	1	0
							VDDIO3RDY	VDDIO2RDY
Access							R	R
Reset							u	u

Bit 1 – VDDIO3RDY V_{DDIO3} Voltage Monitor Ready

Value	Description
1	The internal voltage monitor on the V_{DDIO3} domain is ready, and the V_{DDIO3} supply voltage is within the acceptable range of operation. The MVIO pin configurations are loaded from the corresponding PORT registers.
0	The internal voltage monitor on the V_{DDIO3} domain is not ready, or the V_{DDIO3} supply voltage is not within the acceptable range of operation. The MVIO pins are tri-stated.

Bit 0 – VDDIO2RDY V_{DDIO2} Voltage Monitor Ready

Value	Description
1	The internal voltage monitor on the V_{DDIO2} domain is ready, and the V_{DDIO2} supply voltage is within the acceptable range of operation. The MVIO pin configurations are loaded from the corresponding PORT registers.
0	The internal voltage monitor on the V_{DDIO2} domain is not ready, or the V_{DDIO2} supply voltage is not within the acceptable range of operation. The MVIO pins are tri-stated.

23.5 Register Summary - MVIO

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x04A5	Reserved									
0x04A6	MVIOSTAT	7:0							VDDIO3RDY	VDDIO2RDY

24. CLC - Configurable Logic Cell

The Configurable Logic Cell (CLC) module provides programmable logic that operates outside the speed limitations of software execution. The logic cell takes up to 256 input signals and, through the use of configurable gates, reduces those inputs to four logic lines that drive one of eight selectable single-output logic functions.

Input sources are a combination of the following:

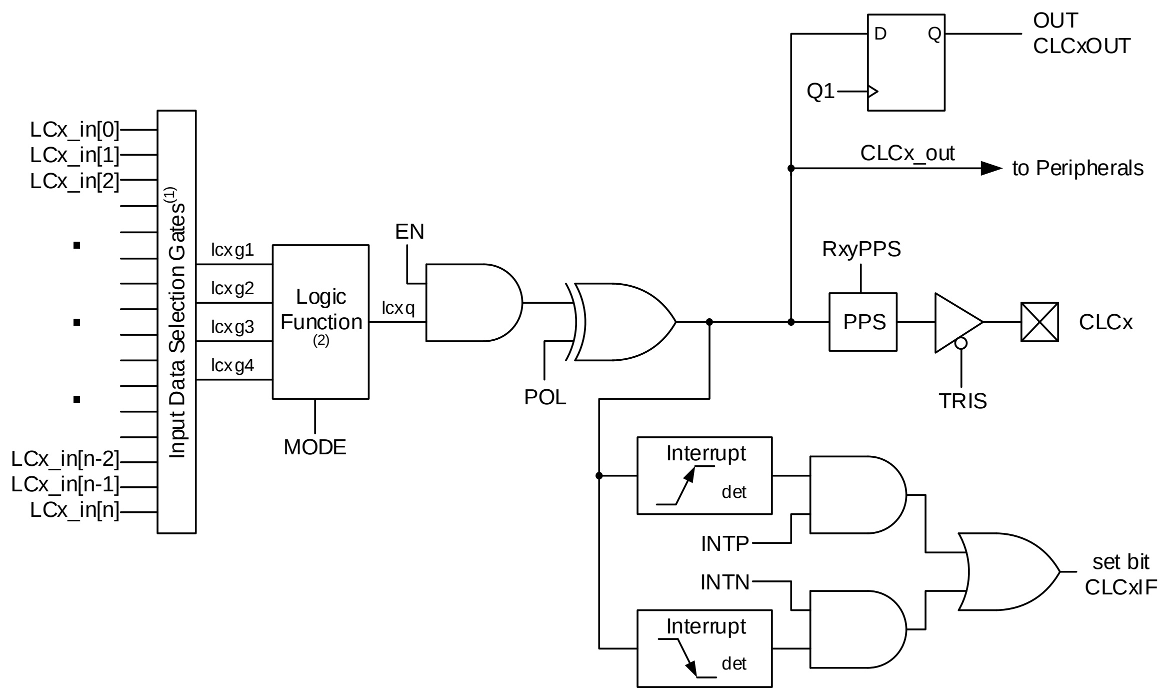
- I/O pins
- Internal clocks
- Peripherals
- Register bits

The output can be directed internally to peripherals and to an output pin.

The following figure is a simplified diagram showing signal flow through the CLC. Possible configurations include:

- Combinatorial Logic
  - AND
  - NAND
  - AND-OR
  - AND-OR-INVERT
  - OR-XOR
  - OR-XNOR
- Latches
  - SR
  - Clocked D with Set and Reset
  - Transparent D with Set and Reset

Figure 24-1. CLC Simplified Block Diagram



Notes:
1. See Figure 24-2 for input data selection and gating.
2. See Figure 24-3 for programmable logic functions.

24.1 CLC Setup

Programming the CLC module is performed by configuring the four stages in the logic signal flow. The four stages are:

- Data selection
- Data gating
- Logic function selection
- Output polarity

Each stage is set up at run time by writing to the corresponding CLC Special Function Registers. This has the added advantage of permitting logic reconfiguration on-the-fly during program execution.

24.1.1 Data Selection

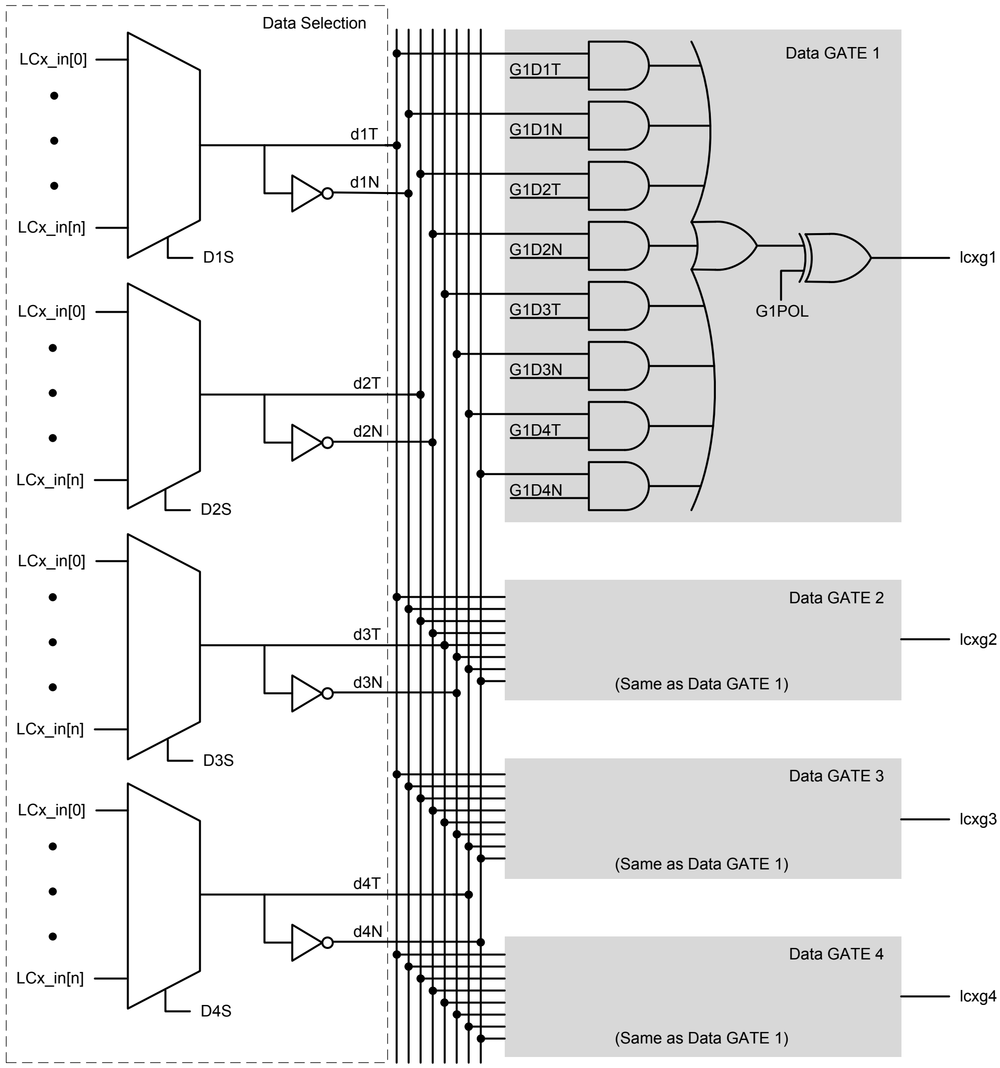
Data inputs are selected with CLCnSEL0 through CLCnSEL3 registers.

Important: Data selections are undefined at power-up.

Depending on the number of bits implemented in the CLCnSELy registers, there can be as many as 256 sources available as inputs to the configurable logic. Four multiplexers are used to independently select these inputs to pass on to the next stage as indicated on the left side of the following diagram.

Data inputs in the figure are identified by a generic numbered input name.

Figure 24-2. Input Data Selection and Gating



Note: All controls are undefined at power-up.

The CLC Input Selection table correlates the generic input name to the actual signal for each CLC module. The table column labeled 'DyS Value' indicates the MUX selection code for the selected data input. DyS is an abbreviation for the MUX select input codes, D1S through D4S, where 'y' is the gate number.

24.1.2 Data Gating

Outputs from the input multiplexers are directed to the desired logic function input through the data gating stage. Each data gate can direct any combination of the four selected inputs.

The gate stage is more than just signal direction. The gate can be configured to direct each input signal as inverted or noninverted data. Directed signals are ANDed together in each gate. The output of each gate can be inverted before going on to the logic function stage.

The gating is in essence a 1-to-4 input AND/NAND/OR/NOR gate. When every input is inverted and the output is inverted, the gate is an AND of all enabled data inputs. When the inputs and output are not inverted, the gate is an OR or all enabled inputs.

Table 24-1 summarizes the basic logic that can be obtained in gate 1 by using the gate logic select bits. The table shows the logic of four input variables, but each gate can be configured to use less than four. If no inputs are selected, the output will be '0' or '1', depending on the gate output polarity bit.

Table 24-1. Data Gating Logic

CLCnGLSy	GyPOL	Gate Logic
0x55	1	AND
0x55	0	NAND
0xAA	1	NOR
0xAA	0	OR
0x00	0	Logic '0'
0x00	1	Logic '1'

It is possible (but not recommended) to select both the true and negated values of an input. When this is done, the gate output is '0', regardless of the other inputs, but may emit logic glitches (transient-induced pulses). If the output of the channel must be '0' or '1', the recommended method is to set all gate bits to '0' and use the gate polarity bit to set the desired level.

Data gating is configured with the logic gate select registers as follows:

- Gate 1: CLCnGLS0
- Gate 2: CLCnGLS1
- Gate 3: CLCnGLS2
- Gate 4: CLCnGLS3

Note: Register number suffixes are different than the gate numbers because other variations of this module have multiple gate selections in the same register.

Data gating is indicated in the right side of Figure 24-2. Only one gate is shown in detail. The remaining three gates are configured identically, except when the data enables correspond to the enables for that gate.

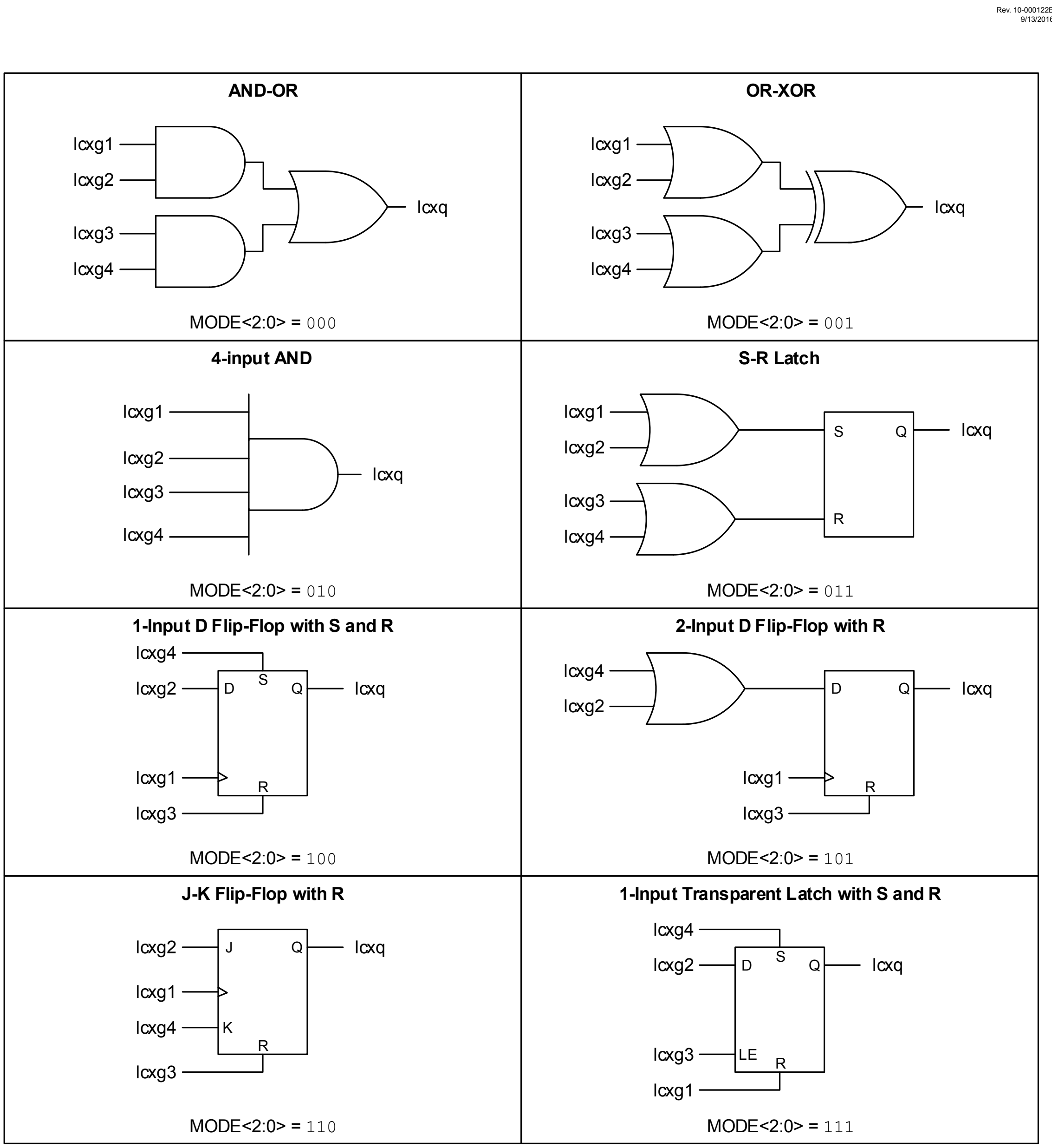
24.1.3 Logic Function

There are eight available logic functions including:

- AND-OR
- OR-XOR
- AND
- SR Latch
- D Flip-Flop with Set and Reset
- D Flip-Flop with Reset
- J-K Flip-Flop with Reset
- Transparent Latch with Set and Reset

Logic functions are shown in the following diagram. Each logic function has four inputs and one output. The four inputs are the four data gate outputs of the previous stage. The output is fed to the inversion stage and, from there, to other peripherals, an output pin, and back to the CLC itself.

Figure 24-3. Programmable Logic Functions



24.1.4 Output Polarity

The last stage in the Configurable Logic Cell is the output polarity. Setting the POL bit inverts the output signal from the logic stage. Changing the polarity while the interrupts are enabled will cause an interrupt for the resulting output transition.

24.2 CLC Interrupts

An interrupt will be generated upon a change in the output value of the CLCx when the appropriate interrupt enables are set. A rising edge detector and a falling edge detector are present in each CLC for this purpose.

The CLCxIF bit of the associated PIR register will be set when either edge detector is triggered and its associated enable bit is set. The INTP bit enables rising edge interrupts and the INTN bit enables falling edge interrupts.

To fully enable the interrupt, set the following bits:

- The CLCxIE bit of the respective PIE register
- The INTP bit (for a rising edge detection)
- The INTN bit (for a falling edge detection)

The CLCxIF bit of the respective PIR register must be cleared in software as part of the interrupt service. If another edge is detected while this flag is being cleared, the flag will still be set at the end of the sequence.

24.3 Effects of a Reset

The CLCnCON register is cleared to ‘0’ as the result of a Reset. All other selection and gating values remain unchanged.

24.4 Output Mirror Copies

Mirror copies of all CLCxOUT bits are contained in the CLCDATA register. Reading this register reads the outputs of all CLCs simultaneously. This prevents any reading skew introduced by testing or reading the OUT bits in the individual CLCnCON registers.

24.5 Operation During Sleep

The CLC module operates independently from the system clock and will continue to run during Sleep, provided that the input sources selected remain Active.

The HFINTOSC remains Active during Sleep when the CLC module is enabled and the HFINTOSC is selected as an input source, regardless of the system clock source selected.

In other words, if the HFINTOSC is simultaneously selected as both the system clock and as a CLC input source, when the CLC is enabled, the CPU will go Idle during Sleep, but the CLC will continue to operate, and the HFINTOSC will remain Active. This will have a direct effect on the Sleep mode current.

24.6 CLC Setup Steps

These steps need to be followed when setting up the CLC:

1. Disable the CLC by clearing the EN bit.
2. Select the desired inputs using the CLCnSEL0 through CLCnSEL3 registers.
3. Clear any ANSEL bits associated with CLC input pins.
4. Set all TRIS bits associated with inputs. However, a CLC input will also operate if the pin is configured as an output, in which case the TRIS bits must be cleared.
5. Enable the chosen inputs through the four gates using the CLCnGLS0 through CLCnGLS3 registers.
6. Select the gate output polarities with the GyPOL bits.
7. Select the desired logic function with the MODE bits.
8. Select the desired polarity of the logic output with the POL bit (this step may be combined with the previous gate output polarity step).
9. If driving a device pin, configure the associated pin PPS control register and also clear the TRIS bit corresponding to that output.
10. Configure the interrupts (optional). See the CLC Interrupts section.
11. Enable the CLC by setting the EN bit.

24.7 Register Overlay

All CLCs in this device share the same set of registers. Only one CLC instance is accessible at a time. The value in the CLCSELECT register is one less than the selected CLC instance. For example, a CLCSELECT value of ‘0’ selects CLC1.

24.8 Register Definitions: Configurable Logic Cell

24.8.1 CLCSELECT

Name: CLCSELECT
Address: 0x1A4

CLC Instance Selection Register

Selects which CLC instance is accessed by the CLC registers

Bit	7	6	5	4	3	2	1	0
						SLCT[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – SLCT[2:0] CLC instance selection

Value	Description
n	Shared CLC registers of instance n+1 are selected for read and write operations

24.8.2 CLCnCON

Name: CLCnCON
Address: 0x1A5

Configurable Logic Cell Control Register

Bit	7	6	5	4	3	2	1	0
	EN		OUT	INTP	INTN	MODE[2:0]		
Access	R/W		R	R/W	R/W	R/W	R/W	R/W
Reset	0		0	0	0	0	0	0

Bit 7 – EN CLC Enable

Value	Description
1	Configurable logic cell is enabled and mixing signals
0	Configurable logic cell is disabled and has logic zero output

Bit 5 – OUT Logic cell output data, after LCPOL. Sampled from CLCxOUT.

Bit 4 – INTP Configurable Logic Cell Positive Edge Going Interrupt Enable

Value	Description
1	CLCxIF will be set when a rising edge occurs on CLCxOUT
0	Rising edges on CLCxOUT have no effect on CLCxIF

Bit 3 – INTN Configurable Logic Cell Negative Edge Going Interrupt Enable

Value	Description
1	CLCxIF will be set when a falling edge occurs on CLCxOUT
0	Falling edges on CLCxOUT have no effect on CLCxIF

Bits 2:0 – MODE[2:0] Configurable Logic Cell Functional Mode Selection

Value	Description
111	Cell is 1-input transparent latch with Set and Reset
110	Cell is J-K flip-flop with Reset
101	Cell is 2-input D flip-flop with Reset
100	Cell is 1-input D flip-flop with Set and Reset
011	Cell is SR latch
010	Cell is 4-input AND
001	Cell is OR-XOR
000	Cell is AND-OR

24.8.3 CLCnPOL

Name: CLCnPOL
Address: 0x1A6

Signal Polarity Control Register

Bit	7	6	5	4	3	2	1	0
	POL				G4POL	G3POL	G2POL	G1POL
Access	R/W				R/W	R/W	R/W	R/W
Reset	0				x	x	x	x

Bit 7 – POL CLCxOUT Output Polarity Control

Value	Description
1	The output of the logic cell is inverted
0	The output of the logic cell is not inverted

Bits 0, 1, 2, 3 – GyPOL Gate Output Polarity Control
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	The gate output is inverted when applied to the logic cell
0	The output of the gate is not inverted

24.8.4 CLCnSEL0

Name: CLCnSEL0
Address: 0x1A7

Generic CLCn Data 1 Select Register

Bit	7	6	5	4	3	2	1	0
			D1S[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – D1S[5:0] CLCn Data1 Input Selection

Table 24-2. CLC Input Selection

DyS	Input Source	DyS (cont.)	Input Source (cont.)	DyS (cont.)	Input Source (cont.)
[0] 0000 0000	CLCIN0PPS	[16] 0001 0000	TMR0	[32] 0010 0000	CLC3
[1] 0000 0001	CLCIN1PPS	[17] 0001 0001	TMR1	[33] 0010 0001	CLC4
[2] 0000 0010	CLCIN2PPS	[18] 0001 0010	TMR2	[34] 0010 0010	U1TX
[3] 0000 0011	CLCIN3PPS	[19] 0001 0011	TMR4	[35] 0010 0011	U2TX
[4] 0000 0100	F_{OSC}	[20] 0001 0100	TU16A	[36] 0010 0100	SPI1_SDO
[5] 0000 0101	HFINTOSC(1)	[21] 0001 0101	TU16B	[37] 0010 0101	SPI1_SCK
[6] 0000 0110	LFINTOSC(1)	[22] 0001 0110	CCP1	[38] 0010 0110	SPI1_SS
[7] 0000 0111	MFINTOSC(1)	[23] 0001 0111	CCP2	[39] 0010 0111	I^2C1_SCL
[8] 0000 1000	MFINTOSC (31.25 kHz)(1)	[24] 0001 1000	PWM1S1P1_OUT	[40] 0010 1000	I^2C1_SDA
[9] 0000 1001	SFINTOSC (1 MHz)(1)	[25] 0001 1001	PWM1S1P2_OUT	[41] 0010 1001	I3C1_SCL
[10] 0000 1010	SOSC(1)	[26] 0001 1010	PWM2S1P1_OUT	[42] 0010 1010	I3C1_SDA
[11] 0000 1011	EXTOSC(1)	[27] 0001 1011	PWM2S1P2_OUT	[43] 0010 1011	I3C2_SCL
[12] 0000 1100	ADCRC(1)	[28] 0001 1100	CWG1A	[44] 0010 1100	I3C2_SDA
[13] 0000 1101	IOC	[29] 0001 1101	CWG1B	[45] 0010 1101	HLVD_OUT
[14] 0000 1110	IOCSR (Signal Routing Ports)	[30] 0001 1110	CLC1	[46] 0010 1110	-
[15] 0000 1111	CLKR	[31] 0001 1111	CLC2	[47] 0010 1111	-

Note:
1. Requests clock.

Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

24.8.5 CLCnSEL1

Name: CLCnSEL1
Address: 0x1A8

Generic CLCn Data 1 Select Register

Bit	7	6	5	4	3	2	1	0
			D2S[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – D2S[5:0] CLCn Data2 Input Selection
Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

Value	Description
n	Refer to the CLC Input Selection table for input selections

24.8.6 CLCnSEL2

Name: CLCnSEL2
Address: 0x1A9

Generic CLCn Data 1 Select Register

Bit	7	6	5	4	3	2	1	0
			D3S[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – D3S[5:0] CLCn Data3 Input Selection
Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

Value	Description
n	Refer to the CLC Input Selection table for input selections

24.8.7 CLCnSEL3

Name: CLCnSEL3
Address: 0x1AA

Generic CLCn Data 4 Select Register

Bit	7	6	5	4	3	2	1	0
			D4S[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – D4S[5:0] CLCn Data4 Input Selection
Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

Value	Description
n	Refer to the CLC Input Selection table for input selections

24.8.8 CLCnGLS0

Name: CLCnGLS0
Address: 0x1AB

CLCn Gate1 Logic Select Register

Bit	7	6	5	4	3	2	1	0
	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 1, 3, 5, 7 – G1DyT dyT: Gate1 Data 'y' True (noninverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyT is gated into g1
0	dyT is not gated into g1

Bits 0, 2, 4, 6 – G1DyN dyN: Gate1 Data 'y' Negated (inverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyN is gated into g1
0	dyN is not gated into g1

24.8.9 CLCnGLS1

Name: CLCnGLS1
Address: 0x1AC

CLCn Gate2 Logic Select Register

Bit	7	6	5	4	3	2	1	0
	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 1, 3, 5, 7 – G2DyT dyT: Gate2 Data 'y' True (noninverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyT is gated into g2
0	dyT is not gated into g2

Bits 0, 2, 4, 6 – G2DyN dyN: Gate2 Data 'y' Negated (inverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyN is gated into g2
0	dyN is not gated into g2

24.8.10 CLCnGLS2

Name: CLCnGLS2
Address: 0x1AD

CLCn Gate3 Logic Select Register

Bit	7	6	5	4	3	2	1	0
	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 1, 3, 5, 7 – G3DyT dyT: Gate3 Data 'y' True (noninverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyT is gated into g3
0	dyT is not gated into g3

Bits 0, 2, 4, 6 – G3DyN dyN: Gate3 Data 'y' Negated (inverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyN is gated into g3
0	dyN is not gated into g3

24.8.11 CLCnGLS3

Name: CLCnGLS3
Address: 0x1AE

CLCn Gate4 Logic Select Register

Bit	7	6	5	4	3	2	1	0
	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 1, 3, 5, 7 – G4DyT dyT: Gate4 Data 'y' True (noninverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyT is gated into g4
0	dyT is not gated into g4

Bits 0, 2, 4, 6 – G4DyN dyN: Gate4 Data 'y' Negated (inverted)
Reset States: POR/BOR = xxxx
All Other Resets = uuuu

Value	Description
1	dyN is gated into g4
0	dyN is not gated into g4

24.8.12 CLCDATA

Name: CLCDATA
Address: 0x1A3

CLC Data Output Register

Mirror copy of CLC outputs

Bit	7	6	5	4	3	2	1	0
					CLC4OUT	CLC3OUT	CLC2OUT	CLC1OUT
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 0, 1, 2, 3 – CLCxOUT Mirror copy of CLCx_out

Value	Description
1	CLCx_out is 1
0	CLCx_out is 0

24.9 Register Summary - CLC Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x01A2	Reserved									
0x01A3	CLCDATA	7:0					CLC4OUT	CLC3OUT	CLC2OUT	CLC1OUT
0x01A4	CLCSELECT	7:0						SLCT[2:0]		
0x01A5	CLCnCON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x01A6	CLCnPOL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x01A7	CLCnSEL0	7:0			D1S[5:0]					
0x01A8	CLCnSEL1	7:0			D2S[5:0]					
0x01A9	CLCnSEL2	7:0			D3S[5:0]					
0x01AA	CLCnSEL3	7:0			D4S[5:0]					
0x01AB	CLCnGLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x01AC	CLCnGLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x01AD	CLCnGLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x01AE	CLCnGLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N

25. CLKREF - Reference Clock Output Module

The reference clock output module provides the ability to send a clock signal to the clock reference output pin (CLKR). The reference clock output can be routed internally as an input signal for other peripherals, such as the timers and CLCs.

The reference clock output module has the following features:

- Selectable clock source using the CLKRCLK register
- Programmable clock divider
- Selectable duty cycle

The figure below shows the simplified block diagram of the clock reference module.

Figure 25-1. Clock Reference Block Diagram

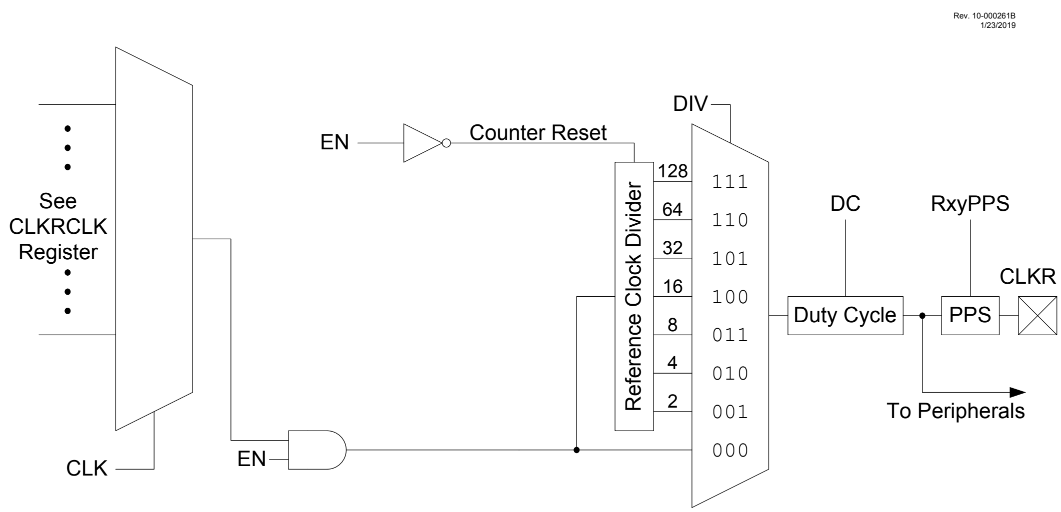
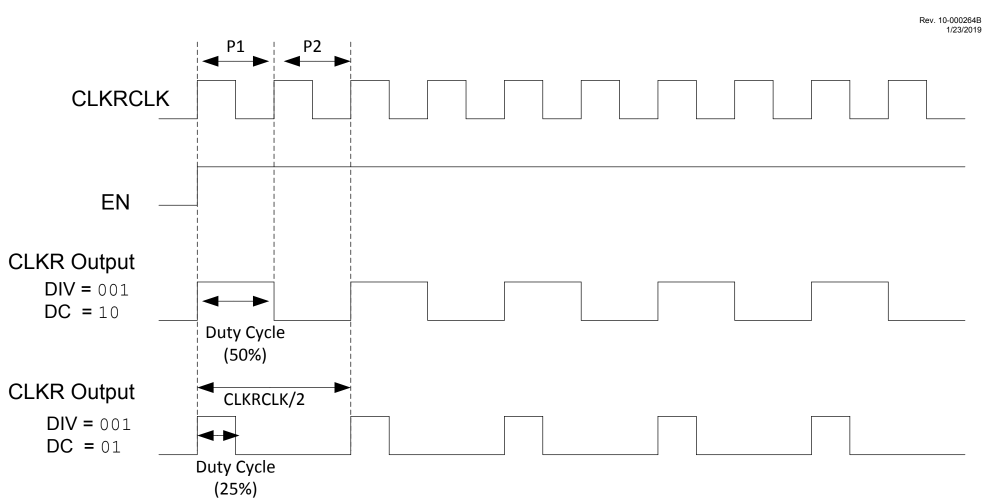


Figure 25-2. Clock Reference Timing



25.1 Clock Source

The clock source of the reference clock peripheral is selected with the CLK bits.

25.1.1 Clock Synchronization

The CLKR output signal is ensured to be glitch-free when the EN bit is set to start the module and enable the CLKR output. When the reference clock output is disabled, the output signal will be disabled immediately.

25.2 Programmable Clock Divider

The module takes the clock input and divides it based on the value of the DIV bits.

The following configurations are available:

- Base clock frequency value
- Base clock frequency divided by 2
- Base clock frequency divided by 4
- Base clock frequency divided by 8
- Base clock frequency divided by 16
- Base clock frequency divided by 32
- Base clock frequency divided by 64
- Base clock frequency divided by 128

25.3 Selectable Duty Cycle

The DC bits are used to modify the duty cycle of the output clock. A duty cycle of 0%, 25%, 50%, or 75% can be selected for all clock rates when the DIV value is not `0b000`. When DIV = `0b000`, the duty cycle defaults to 50% for all values of DC except `0b00`, in which case the duty cycle is 0% (constant low output).

Important: The DC value at Reset is `10`. This makes the default duty cycle 50% and not 0%.

Important: Clock dividers and clock duty cycles can be changed while the module is enabled but doing so may cause glitches to occur on the output. To avoid possible glitches, clock dividers and clock duty cycles will be changed only when the EN bit is clear.

25.4 Operation in Sleep Mode

The reference clock module continues to operate and provide a signal output in Sleep for all clock source selections except F_{OSC} (CLK = `0`).

25.5 Register Definitions: Reference Clock

Long bit name prefixes for the Reference Clock peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 25-1. Reference Clock Long Bit Name Prefixes

Peripheral	Bit Name Prefix
CLKR	CLKR

25.5.1 CLKRCON

Name: CLKRCON
Address: 0x100

Reference Clock Control Register

Bit	7	6	5	4	3	2	1	0
	EN			DC[1:0]		DIV[2:0]		
Access	R/W			R/W	R/W	R/W	R/W	R/W
Reset	0			1	0	0	0	0

Bit 7 – EN Reference Clock Module Enable

Value	Description
1	Reference clock module enabled
0	Reference clock module is disabled

Bits 4:3 – DC[1:0] Reference Clock Duty Cycle[(1)]

Value	Description
11	Clock outputs duty cycle of 75%
10	Clock outputs duty cycle of 50%
01	Clock outputs duty cycle of 25%
00	Clock outputs duty cycle of 0%

Bits 2:0 – DIV[2:0] Reference Clock Divider

Value	Description
111	Base clock value divided by 128
110	Base clock value divided by 64
101	Base clock value divided by 32
100	Base clock value divided by 16
011	Base clock value divided by 8
010	Base clock value divided by 4
001	Base clock value divided by 2
000	Base clock value

Note:

1. Bits are valid for DIV ≥ `001`. For DIV = `000`, duty cycle is fixed at 50%.

25.5.2 CLKRCLK

Name: CLKRCLK
Address: 0x101

Clock Reference Clock Selection Register

Bit	7	6	5	4	3	2	1	0
					CLK[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CLK[3:0] CLKR Clock Selection

Table 25-2. Clock Reference Module Clock Sources

CLK	Clock Source
1111 - 1011	Reserved
1010	CLC4_OUT
1001	CLC3_OUT
1000	CLC2_OUT
0111	CLC1_OUT
0110	EXTOSC
0101	SOSC
0100	MFINTOSC (32 kHz)
0011	MFINTOSC (500 kHz)
0010	LFINTOSC
0001	HFINTOSC
0000	F_{OSC}

25.6 Register Summary - Reference CLK

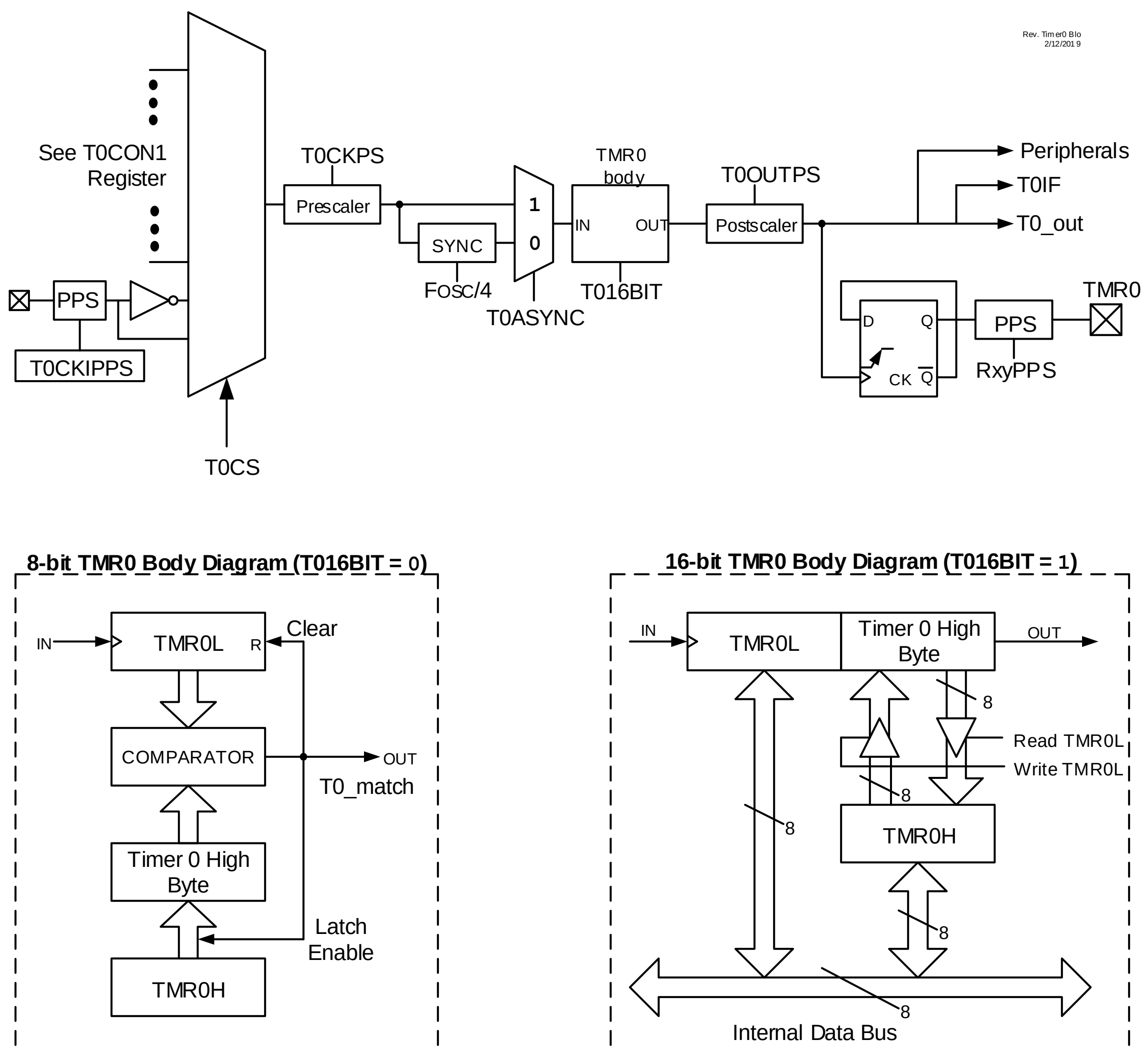
Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0xFF	Reserved									
0x0100	CLKRCON	7:0	EN			DC[1:0]		DIV[2:0]		
0x0101	CLKRCLK	7:0					CLK[3:0]			

26. TMR0 - Timer0 Module

The Timer0 module has the following features:

- 8-bit timer with programmable period
- 16-bit timer
- Selectable clock sources
- Synchronous and asynchronous operation
- Programmable prescaler (Independent of Watchdog Timer)
- Programmable postscaler
- Interrupt on match or overflow
- Output on I/O pin (via PPS) or to other peripherals
- Operation during Sleep

Figure 26-1. Timer0 Block Diagram



26.1 Timer0 Operation

Timer0 can operate as either an 8-bit or 16-bit timer. The mode is selected with the MD16 bit.

26.1.1 8-Bit Mode

In this mode, Timer0 increments on the rising edge of the selected clock source. A prescaler on the clock input gives several prescale options (see the prescaler control bits, CKPS). In this mode, as shown in Figure 26-1, a buffered version of TMR0H is maintained.

This is compared with the value of TMR0L on each cycle of the selected clock source. When the two values match, the following events occur:

- TMR0L is reset
- The contents of TMR0H are copied to the TMR0H buffer for next comparison

26.1.2 16-Bit Mode

In this mode, Timer0 increments on the rising edge of the selected clock source. A prescaler on the clock input gives several prescale options (see the prescaler control bits, CKPS). In this mode, TMR0H:TMR0L form the 16-bit timer value. As shown in Figure 26-1, reads and writes of the TMR0H register are buffered. The TMR0H register is updated with the contents of the high byte of Timer0 when the TMR0L register is read. Similarly, writing the TMR0L register causes a transfer of the TMR0H register value to the Timer0 high byte.

This buffering allows all 16 bits of Timer0 to be read and written at the same time. Timer0 rolls over to `0x0000` on incrementing past `0xFFFF`. This makes the timer free-running. While actively operating in 16-bit mode, the Timer0 value can be read but not written.

26.2 Clock Selection

Timer0 has several options for clock source selections, the option to operate synchronously/ asynchronously and an available programmable prescaler. The CS bits are used to select the clock source for Timer0.

26.2.1 Synchronous Mode

When the ASYNC bit is clear, Timer0 clock is synchronized to the system clock (F_{OSC}/4). When operating in Synchronous mode, Timer0 clock frequency cannot exceed F_{OSC}/4. During Sleep mode, the system clock is not available and Timer0 cannot operate.

26.2.2 Asynchronous Mode

When the ASYNC bit is set, Timer0 increments with each rising edge of the input source (or output of the prescaler, if used). Asynchronous mode allows Timer0 to continue operation during Sleep mode provided the selected clock source operates during Sleep.

26.2.3 Programmable Prescaler

Timer0 has 16 programmable input prescaler options ranging from 1:1 to 1:32768. The prescaler values are selected using the CKPS bits. The prescaler counter is not directly readable or writable. The prescaler counter is cleared on the following events:

- A write to the TMR0L register
- A write to either the T0CON0 or T0CON1 registers
- Any device Reset

26.2.4 Programmable Postscaler

Timer0 has 16 programmable output postscaler options ranging from 1:1 to 1:16. The postscaler values are selected using the OUTPS bits. The postscaler divides the output of Timer0 by the selected ratio. The postscaler counter is not directly readable or writable. The postscaler counter is cleared on the following events:

- A write to the TMR0L register
- A write to either the T0CON0 or T0CON1 registers
- Any device Reset

26.3 Timer0 Output and Interrupt

26.3.1 Timer0 Output

TMR0_out toggles on every match between TMR0L and TMR0H in 8-bit mode or when TMR0H:TMR0L rolls over in 16-bit mode. If the output postscaler is used, the output is scaled by the ratio selected. The Timer0 output can be routed to an I/O pin via the RxyPPS output selection register or internally to a number of Core Independent Peripherals. The Timer0 output can be monitored through software via the OUT output bit.

26.3.2 Timer0 Interrupt

The Timer0 Interrupt Flag (TMR0IF) bit is set when the TMR0_out toggles. If the Timer0 interrupt is enabled (TMR0IE), the CPU will be interrupted when the TMR0IF bit is set. When the postscaler bits (T0OUTPS) are set to 1:1 operation (no division), the T0IF flag bit will be set with every TMR0 match or rollover. In general, the TMR0IF flag bit will be set every T0OUTPS +1 matches or rollovers.

26.3.3 Timer0 Example

Timer0 Configuration:

- Timer0 mode = 16-bit
- Clock Source = F_{OSC}/4 (250 kHz)
- Synchronous operation
- Prescaler = 1:1
- Postscaler = 1:2 (T0OUTPS = `1`)

In this case, the TMR0_out toggles every two rollovers of TMR0H:TMR0L.
i.e., (0xFFFF)*2*(1/250 kHz) = 524.28 ms

26.4 Operation During Sleep

When operating synchronously, Timer0 will halt when the device enters Sleep mode. When operating asynchronously and the selected clock source is active, Timer0 will continue to increment and wake the device from Sleep mode if the Timer0 interrupt is enabled.

26.5 Register Definitions: Timer0 Control

26.5.1 T0CON0

Name: T0CON0
Address: 0x105

Timer0 Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN		OUT	MD16	OUTPS[3:0]			
Access	R/W		R	R/W	R/W	R/W	R/W	R/W
Reset	0		0	0	0	0	0	0

Bit 7 – EN TMR0 Enable

Value	Description
1	The module is enabled and operating
0	The module is disabled

Bit 5 – OUT TMR0 Output

Bit 4 – MD16 16-Bit Timer Operation Select

Value	Description
1	TMR0 is a 16-bit timer
0	TMR0 is an 8-bit timer

Bits 3:0 – OUTPS[3:0] TMR0 Output Postscaler (Divider) Select

Value	Description
1111	1:16 Postscaler
1110	1:15 Postscaler
1101	1:14 Postscaler
1100	1:13 Postscaler
1011	1:12 Postscaler
1010	1:11 Postscaler
1001	1:10 Postscaler
1000	1:9 Postscaler
0111	1:8 Postscaler
0110	1:7 Postscaler
0101	1:6 Postscaler
0100	1:5 Postscaler
0011	1:4 Postscaler
0010	1:3 Postscaler
0001	1:2 Postscaler
0000	1:1 Postscaler

26.5.2 T0CON1

Name: T0CON1
Address: 0x106

Timer0 Control Register 1

Bit	7	6	5	4	3	2	1	0
	CS[2:0]			ASYNC	CKPS[3:0]			
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:5 – CS[2:0] Timer0 Clock Source Select

Value	Description
111	CLC1_OUT
110	SOSC
101	MFINTOSC (500 kHz)
100	LFINTOSC
011	HFINTOSC
010	$F_{OSC}/4$
001	Pin selected by T0CKIPPS (Inverted)
000	Pin selected by T0CKIPPS (Noninverted)

Bit 4 – ASYNC TMR0 Input Asynchronization Enable

Value	Description
1	The input to the TMR0 counter is not synchronized to system clocks
0	The input to the TMR0 counter is synchronized to Fosc/4

Bits 3:0 – CKPS[3:0] Prescaler Rate Select

Value	Description
1111	1:32768
1110	1:16384
1101	1:8192
1100	1:4096
1011	1:2048
1010	1:1024
1001	1:512
1000	1:256
0111	1:128
0110	1:64
0101	1:32
0100	1:16
0011	1:8
0010	1:4
0001	1:2
0000	1:1

26.5.3 TMR0H

Name: TMR0H
Address: 0x104

Timer0 Period/Count High Register

Bit	7	6	5	4	3	2	1	0
	TMR0H[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – TMR0H[7:0] TMR0 Most Significant Counter

Value	Condition	Description
0 to 255	MD16 = 0	8-bit Timer0 Period Value. TMR0L continues counting from 0 when this value is reached.
0 to 255	MD16 = 1	16-bit Timer0 Most Significant Byte

26.5.4 TMR0L

Name: TMR0L
Address: 0x103

Timer0 Period/Count Low Register

Bit	7	6	5	4	3	2	1	0
	TMR0L[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TMR0L[7:0] TMR0 Least Significant Counter

Value	Condition	Description
0 to 255	MD16 = 0	8-bit Timer0 Counter bits
0 to 255	MD16 = 1	16-bit Timer0 Least Significant Byte

26.6 Register Summary - Timer0

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0102	Reserved									
0x0103	TMR0L	7:0	TMR0L[7:0]							
0x0104	TMR0H	7:0	TMR0H[7:0]							
0x0105	T0CON0	7:0	EN		OUT	MD16	OUTPS[3:0]			
0x0106	T0CON1	7:0	CS[2:0]			ASYNC	CKPS[3:0]			

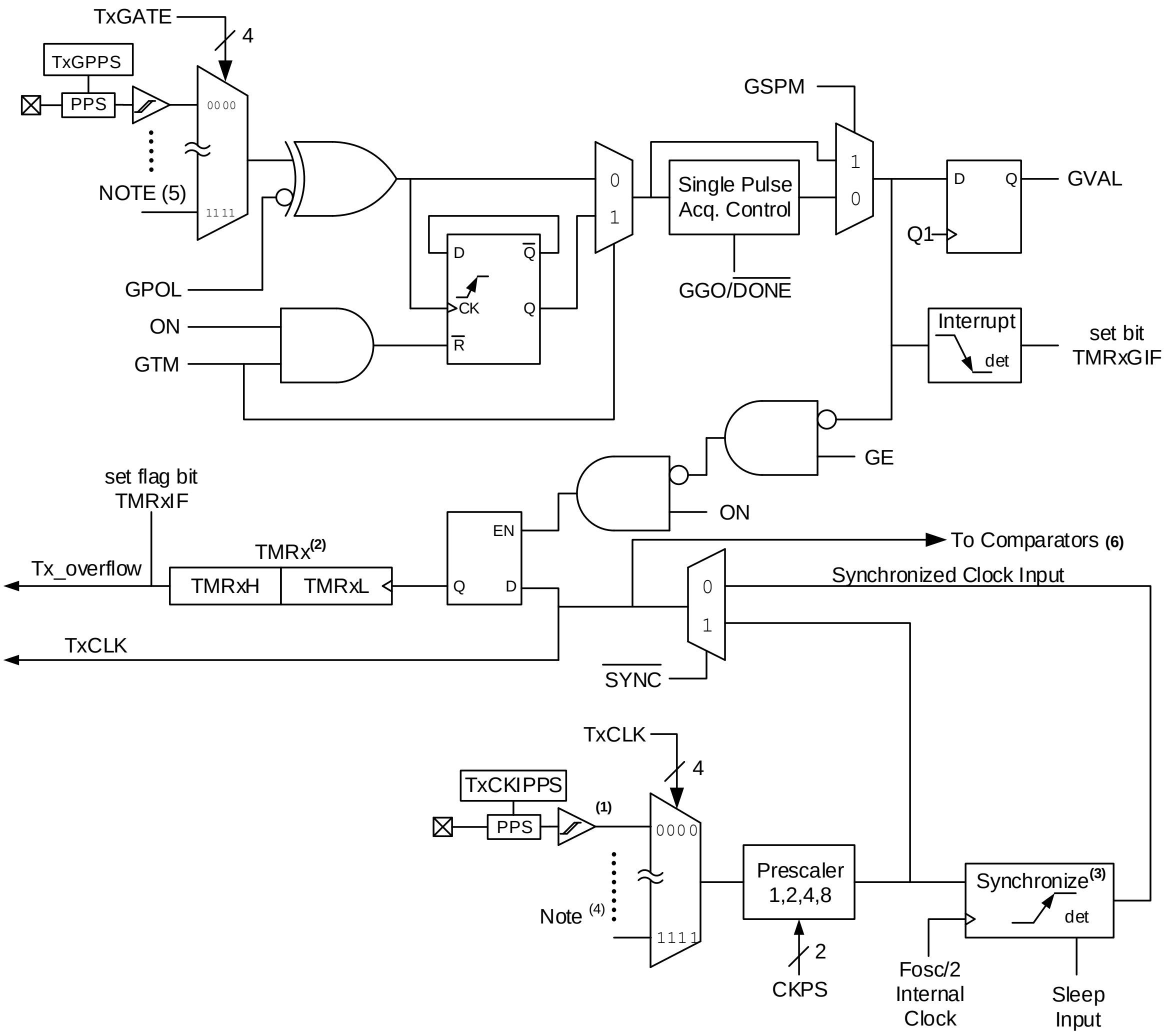
27. TMR1 - Timer1 Module with Gate Control

The Timer1 module is a 16-bit timer/counter with the following features:

- 16-bit timer/counter register pair (TMRxH:TMRxL)
- Programmable internal or external clock source
- 2-bit prescaler
- Clock source for optional comparator synchronization
- Multiple Timer1 gate (count enable) sources
- Interrupt-on-overflow
- Wake-up on overflow (external clock, Asynchronous mode only)
- 16-bit read/write operation
- Time base for the capture/compare function with the CCP modules
- Special event trigger (with CCP)
- Selectable gate source polarity
- Gate Toggle mode
- Gate Single Pulse mode
- Gate value status
- Gate event interrupt

Important: References to the module Timer1 apply to all the odd numbered timers on this device.

Figure 27-1. Timer1 Block Diagram



Notes:
1. This signal comes from the pin selected by Timer1 PPS register.
2. TMRx register increments on rising edge.
3. Synchronize does not operate while in Sleep.
4. See TxCLK for clock source selections.
5. See TxGATE for gate source selections.
6. Synchronized comparator output must not be used in conjunction with synchronized input clock.

27.1 Timer1 Operation

The Timer1 module is a 16-bit incrementing counter accessed through the TMRx register. Writes to TMRx directly update the counter. When used with an internal clock source, the module is a timer that increments on every instruction cycle. When used with an external clock source, the module can be used as either a timer or counter and increments on every selected edge of the external source.

Timer1 is enabled by configuring the ON and GE bits. Table 27-1 shows the possible Timer1 enable selections.

Table 27-1. Timer1 Enable Selections

ON	GE	Timer1 Operation
1	1	Count enabled
1	0	Always on
0	1	Off
0	0	Off

27.2 Clock Source Selection

The CS bits select the clock source for Timer1. These bits allow the selection of several possible synchronous and asynchronous clock sources.

27.2.1 Internal Clock Source

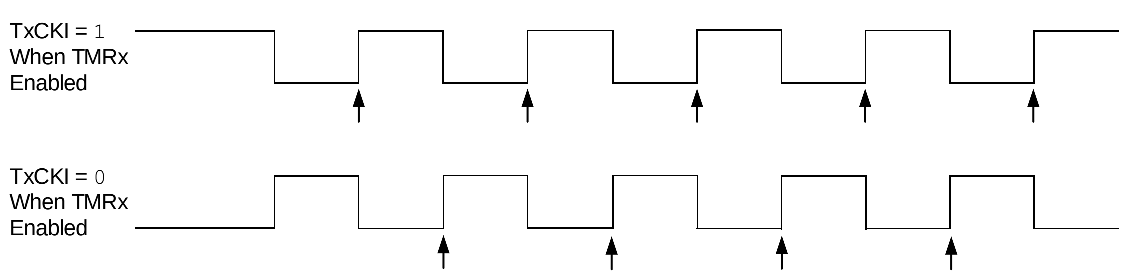
When the internal clock source is selected, the TMRx register will increment on multiples of F_{OSC} as determined by the Timer1 prescaler.

When the F_{OSC} internal clock source is selected, the TMRx register value will increment by four counts every instruction clock cycle. Due to this condition, a two LSB error in resolution will occur when reading the TMRx value. To utilize the full resolution of Timer1, an asynchronous input signal must be used to gate the Timer1 clock input.

Important: In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge after any one or more of the following conditions:

- Timer1 enabled after POR
- Write to TMRxH or TMRxL
- Timer1 is disabled
- Timer1 is disabled (ON = 0) when TxCKI is high, then Timer1 is enabled (ON = 1) when TxCKI is low. Refer to the figure below.

Figure 27-2. Timer1 Incrementing Edge



Notes:

1. Arrows indicate counter increments.
2. In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge of the clock.

27.2.2 External Clock Source

When the external clock source is selected, the TMRx module may work as a timer or a counter. When enabled to count, Timer1 is incremented on the rising edge of the external clock input of the TxCKIPPS pin. This external clock source can be synchronized to the system clock or it can run asynchronously.

27.3 Timer1 Prescaler

Timer1 has four prescaler options allowing 1, 2, 4 or 8 divisions of the clock input. The CKPS bits control the prescale counter. The prescale counter is not directly readable or writable; however, the prescaler counter is cleared upon a write to TMRx.

27.4 Timer1 Operation in Asynchronous Counter Mode

When the SYNC Control bit is set, the external clock input is not synchronized. The timer increments asynchronously to the internal phase clocks. If the external clock source is selected, then the timer will continue to run during Sleep and can generate an interrupt on overflow, which will wake up the processor. However, special precautions in software are needed to read/write the timer.

Important: When switching from synchronous to asynchronous operation, it is possible to skip an increment. When switching from asynchronous to synchronous operation, it is possible to produce an additional increment.

27.4.1 Reading and Writing TMRx in Asynchronous Counter Mode

Reading TMRxH or TMRxL while the timer is running from an external asynchronous clock will ensure a valid read (taken care of in hardware). However, the user must keep in mind that reading the 16-bit timer in two 8-bit values itself poses certain problems, since there may be a carry-out of TMRxL to TMRxH between the reads.

For writes, it is recommended that the user simply stop the timer and write the desired values. A write contention may occur by writing to the timer registers, while the register is incrementing. This may produce an unpredictable value in the TMRxH:TMRxL register pair.

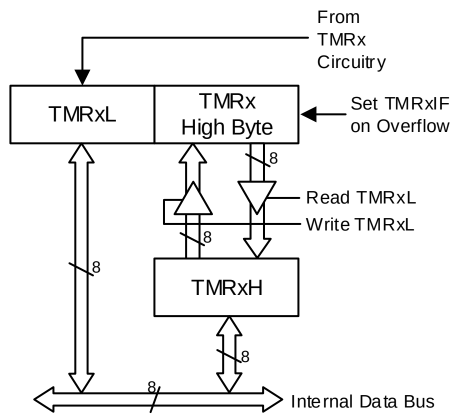
27.5 Timer1 16-Bit Read/Write Mode

Timer1 can be configured to read and write all 16 bits of data to and from the 8-bit TMRxL and TMRxH registers, simultaneously. The 16-bit read and write operations are enabled by setting the RD16 bit. To accomplish this function, the TMRxH register value is mapped to a buffer register called the TMRxH buffer register. While in 16-bit mode, the TMRxH register is not directly readable or writable and all read and write operations take place through the use of this TMRxH buffer register.

When a read from the TMRxL register is requested, the value of the TMRxH register is simultaneously loaded into the TMRxH buffer register. When a read from the TMRxH register is requested, the value is provided from the TMRxH buffer register instead. This provides the user with the ability to accurately read all 16 bits of the Timer1 value from a single instance in time (refer to Figure 27-3 for more details). In contrast, when not in 16-bit mode, the user must read each register separately and determine if the values have become invalid due to a rollover that may have occurred between the read operations.

When a write request of the TMRxL register is requested, the TMRxH buffer register is simultaneously updated with the contents of the TMRxH register. The value of TMRxH must be preloaded into the TMRxH buffer register prior to the write request for the TMRxL register. This provides the user with the ability to write all 16 bits to the TMRx register at the same time. Any requests to write to TMRxH directly does not clear the Timer1 prescaler value. The prescaler value is only cleared through write requests to the TMRxL register.

Figure 27-3. Timer1 16-Bit Read/Write Mode Block Diagram



27.6 Timer1 Gate

Timer1 can be configured to count freely or the count can be enabled and disabled using Timer1 gate circuitry. This is also referred to as Timer1 gate enable. Timer1 gate can also be driven by multiple selectable sources.

27.6.1 Timer1 Gate Enable

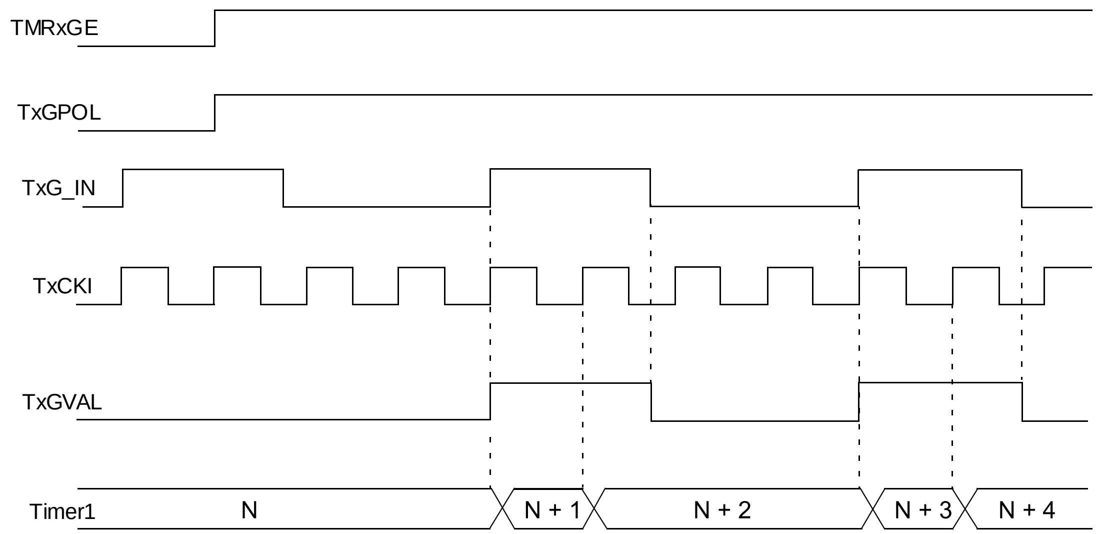
The Timer1 Gate Enable mode is enabled by setting the GE bit. The polarity of the Timer1 Gate Enable mode is configured using the GPOL bit.

When Timer1 Gate Enable mode is enabled, Timer1 will increment on the rising edge of the Timer1 clock source. When Timer1 Gate signal is inactive, the timer will not increment and hold the current count. Enable mode is disabled, no incrementing will occur and Timer1 will hold the current count. See Figure 27-4 for timing details.

Table 27-2. Timer1 Gate Enable Selections

TMRxCLK	GPOL	TxG	Timer1 Operation
↑	1	1	Counts
↑	1	0	Holds Count
↑	0	1	Holds Count
↑	0	0	Counts

Figure 27-4. Timer1 Gate Enable Mode



27.6.2 Timer1 Gate Source Selection

The gate source for Timer1 is selected using the GSS bits. The polarity selection for the gate source is controlled by the GPOL bit.

Any of the above mentioned signals can be used to trigger the gate. The output of the CMPx can be synchronized to the Timer1 clock or left asynchronous. For more information, refer to the **"Comparator Output Synchronization"** section in the **"CMP - Comparator Module"** chapter.

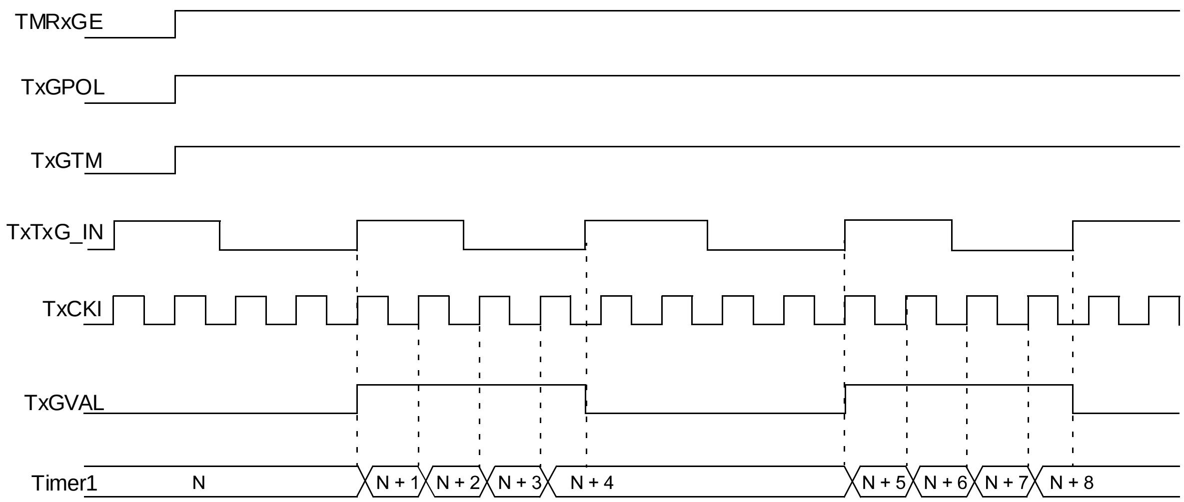
27.6.3 Timer1 Gate Toggle Mode

When Timer1 Gate Toggle mode is enabled, it is possible to measure the full-cycle length of a Timer1 Gate signal, as opposed to the duration of a single-level pulse. The Timer1 gate source is routed through a flip-flop that changes state on every incrementing edge of the signal. See the figure below for timing details.

Timer1 Gate Toggle mode is enabled by setting the GTM bit. When the GTM bit is cleared, the flip-flop is cleared and held clear. This is necessary to control which edge is measured.

Important: Enabling Toggle mode at the same time as changing the gate polarity may result in indeterminate operation.

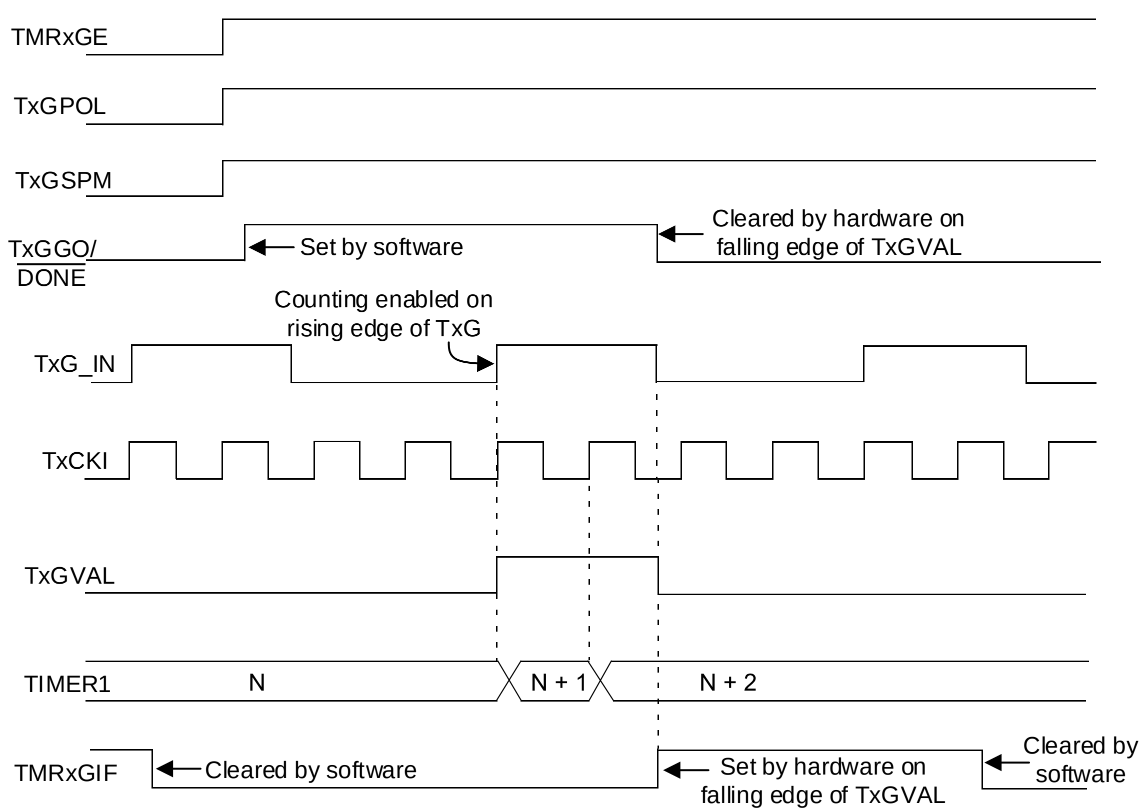
Figure 27-5. Timer1 Gate Toggle Mode



27.6.4 Timer1 Gate Single Pulse Mode

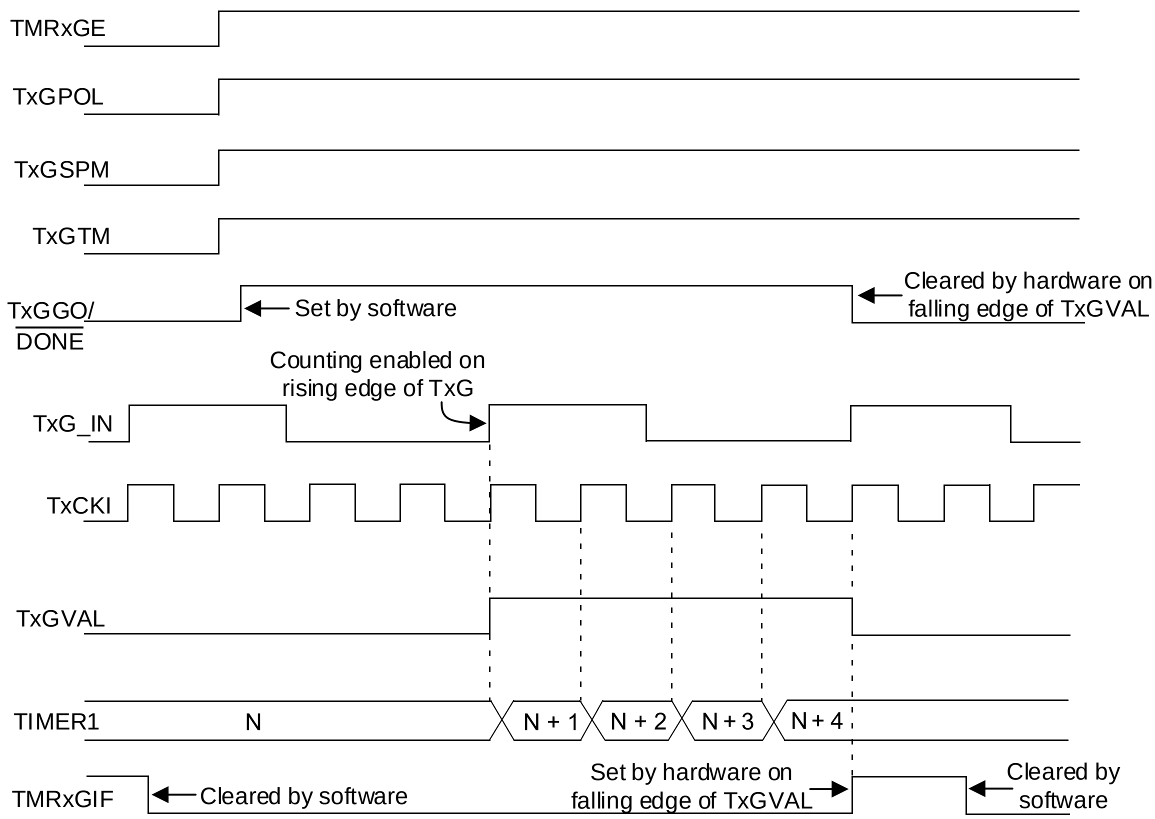
When Timer1 Gate Single Pulse mode is enabled, it is possible to capture a single pulse gate event. Timer1 Gate Single Pulse mode is first enabled by setting the GSPM bit. Next, the GGO/DONE must be set. The Timer1 will be fully enabled on the next incrementing edge. On the next trailing edge of the pulse, the GGO/$\overline{\text{DONE}}$ bit will automatically be cleared. No other gate events will be allowed to increment Timer1 until the GGO/$\overline{\text{DONE}}$ bit is once again set in software.

Figure 27-6. Timer1 Gate Single Pulse Mode



Clearing the GSPM bit will also clear the GGO/$\overline{\text{DONE}}$ bit. See the figure below for timing details. Enabling the Toggle mode and the Single Pulse mode simultaneously will permit both sections to work together. This allows the cycle times on the Timer1 gate source to be measured. See the figure below for timing details.

Figure 27-7. Timer1 Gate Single Pulse and Toggle Combined Mode



27.6.5 Timer1 Gate Value Status

When Timer1 gate value status is utilized, it is possible to read the most current level of the gate control value. The value is stored in the GVAL bit in the TxGCON register. The GVAL bit is valid even when the Timer1 gate is not enabled (GE bit is cleared).

27.6.6 Timer1 Gate Event Interrupt

When Timer1 gate event interrupt is enabled, it is possible to generate an interrupt upon the completion of a gate event. When the falling edge of GVAL occurs, the TMRxGIF flag bit in one of the PIR registers will be set. If the TMRxGIE bit in the corresponding PIE register is set, then an interrupt will be recognized.

The TMRxGIF flag bit operates even when the Timer1 gate is not enabled (the GE bit is cleared).

27.7 Timer1 Interrupt

The TMRx register increments to FFFFh and rolls over to 0000h. When TMRx rolls over, the Timer1 interrupt flag bit of the PIRx register is set. To enable the interrupt-on-rollover, the following bits must be set:

- The ON bit of the TxCON register
- The TMRxIE bits of the PIEx register
- Global interrupts must be enabled

The interrupt is cleared by clearing the TMRxIF bit as a task in the Interrupt Service Routine.

Important: The TMRx register and the TMRxIF bit must be cleared before enabling interrupts.

27.8 Timer1 Operation During Sleep

Timer1 can only operate during Sleep when configured as an asynchronous counter. In this mode, many clock sources can be used to increment the counter. To set up the timer to wake the device:

- The ON bit must be set
- The TMRxIE bit of the PIEx register must be set
- Global interrupts must be enabled
- The SYNC bit must be set
- Configure the TxCLK register for using any clock source other than F_{OSC} and $F_{OSC}/4$

The device will wake up on an overflow and execute the next instruction. If global interrupts are enabled, the device will call the IRS. The secondary oscillator will continue to operate in Sleep regardless of the SYNC bit setting.

27.9 CCP Capture/Compare Time Base

The CCP modules use TMRx as the time base when operating in Capture or Compare mode. In Capture mode, the value in TMRx is copied into the CCPRx register on a capture event. In Compare mode, an event is triggered when the value in the CCPRx register matches the value in TMRx. This event can be a Special Event Trigger.

27.10 CCP Special Event Trigger

When any of the CCPs are configured to trigger a special event, the trigger will clear the TMRx register. This special event does not cause a Timer1 interrupt. The CCP module may still be configured to generate a CCP interrupt. In this mode of operation, the CCPRx register becomes the period register for Timer1. Timer1 must be synchronized and $F_{OSC}/4$ must be selected as the clock source to utilize the Special Event Trigger. Asynchronous operation of Timer1 can cause a Special Event Trigger to be missed. In the event that a write to TMRxH or TMRxL coincides with a Special Event Trigger from the CCP, the write will take precedence.

27.11 Register Definitions: Timer1 Control

Long bit name prefixes for the Timer registers are shown in the table below, where ‘x’ refers to the Timer instance number. Refer to the “**Long Bit Names**” section in the “**Register and Bit Naming Conventions**” chapter for more information.

Table 27-3. Timer1 Register Bit Name Prefixes

Peripheral	Bit Name Prefix
Timer1	T1

27.11.1 TxCON

Name: TxCON
Address: 0x0109

Timer Control Register

Bit	7	6	5	4	3	2	1	0
			CKPS[1:0]			$\overline{\text{SYNC}}$	RD16	ON
Access			R/W	R/W		R/W	R/W	R/W
Reset			0	0		0	0	0

Bits 5:4 – CKPS[1:0] Timer Input Clock Prescaler Select
Reset States: POR/BOR = 00
All Other Resets = uu

Value	Description
11	1:8 Prescaler value
10	1:4 Prescaler value
01	1:2 Prescaler value
00	1:1 Prescaler value

Bit 2 – $\overline{\text{SYNC}}$ Timer External Clock Input Synchronization Control
Reset States: POR/BOR = 0
All Other Resets = u

Value	Condition	Description
x	CS = F_{OSC}/4 or F_{OSC}	This bit is ignored. Timer uses the incoming clock as is.
1	All other clock sources	Do not synchronize external clock input
0	All other clock sources	Synchronize external clock input with system clock

Bit 1 – RD16 16-Bit Read/Write Mode Enable
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Enables register read/write of Timer in one 16-bit operation
0	Enables register read/write of Timer in two 8-bit operations

Bit 0 – ON Timer On
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Enables Timer
0	Disables Timer

27.11.2 TxGCON

Name: TxGCON
Address: 0x010A

Timer Gate Control Register

Bit	7	6	5	4	3	2	1	0
	GE	GPOL	GTM	GSPM	GGO/$\overline{\text{DONE}}$	GVAL		
Access	R/W	R/W	R/W	R/W	R/W	R		
Reset	0	0	0	0	0	x		

Bit 7 – GE Timer Gate Enable
Reset States: POR/BOR = 0
All Other Resets = u

Value	Condition	Description
1	ON = 1	Timer counting is controlled by the Timer gate function
0	ON = 1	Timer is always counting
X	ON = 0	This bit is ignored

Bit 6 – GPOL Timer Gate Polarity
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Timer gate is active-high (Timer counts when gate is high)
0	Timer gate is active-low (Timer counts when gate is low)

Bit 5 – GTM Timer Gate Toggle Mode
Timer Gate flip-flop toggles on every rising edge when Toggle mode is enabled.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Timer Gate Toggle mode is enabled
0	Timer Gate Toggle mode is disabled and Toggle flip-flop is cleared

Bit 4 – GSPM Timer Gate Single Pulse Mode
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Timer Gate Single Pulse mode is enabled and is controlling Timer gate
0	Timer Gate Single Pulse mode is disabled

Bit 3 – GGO/$\overline{\text{DONE}}$ Timer Gate Single Pulse Acquisition Status
This bit is automatically cleared when TxGSPM is cleared.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Timer Gate Single Pulse Acquisition is ready, waiting for an edge
0	Timer Gate Single Pulse Acquisition has completed or has not been started

Bit 2 – GVAL Timer Gate Current State
Indicates the current state of the timer gate that can be provided to TMRxH:TMRxL
Unaffected by the Timer Gate Enable (GE) bit

27.11.3 TxCLK

Name: TxCLK
Address: 0x010C

Timer Clock Source Selection Register

Bit	7	6	5	4	3	2	1	0
					CS[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CS[3:0] Timer Clock Source Selection

Table 27-4. Timer Clock Sources

CS	Clock Source
	Timer1
1111	CLC4_OUT
1110	CLC3_OUT
1101	CLC2_OUT
1100	CLC1_OUT
1011	TMR0_OUT
1010	CLKREF_OUT
1001	EXTOSC
1000	SOSC
0111	MFINTOSC (32 kHz)
0110	MFINTOSC (500 kHz)
0101	SFINTOSC
0100	LFINTOSC
0011	HFINTOSC
0010	F_{OSC}
0001	$F_{OSC}/4$
0000	Pin selected by T1CKIPPS

Reset States: POR/BOR = 0000
All Other Resets = uuuu

27.11.4 TxGATE

Name: TxGATE
Address: 0x010B

Timer Gate Source Selection Register

Bit	7	6	5	4	3	2	1	0
					GSS[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – GSS[3:0] Timer Gate Source Selection

Table 27-5. Timer Gate Sources

GSS	Gate Source
	Timer1
1111 - 1110	Reserved
1101	CLC4_OUT
1100	CLC3_OUT
1011	CLC2_OUT
1010	CLC1_OUT
1001	PWM2S1P2_OUT
1000	PWM2S1P1_OUT
0111	PWM1S1P2_OUT
0110	PWM1S1P1_OUT
0101	CCP2_OUT
0100	CCP1_OUT
0011	TMR4_Postscaler_OUT
0010	TMR2_Postscaler_OUT
0001	TMR0_OUT
0000	Pin selected by T1GPPS

27.11.5 TMRx

Name: TMRx
Address: 0x0107

Timer Register

Bit	15	14	13	12	11	10	9	8
	TMRx[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	TMRx[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – TMRx[15:0] Timer Register Value
Reset States: POR/BOR = 0000000000000000
All Other Resets = uuuuuuuuuuuuuuuu

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- TMRxH: Accesses the high byte TMRx[15:8]
- TMRxL: Accesses the low byte TMRx[7:0]

27.12 Register Summary - Timer1

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0106	Reserved									
0x0107	TMR1	7:0	TMR1[7:0]							
		15:8	TMR1[15:8]							
0x0109	T1CON	7:0			CKPS[1:0]			$\overline{\text{SYNC}}$	RD16	ON
0x010A	T1GCON	7:0	GE	GPOL	GTM	GSPM	GGO/$\overline{\text{DONE}}$	GVAL		
0x010B	T1GATE	7:0					GSS[3:0]			
0x010C	T1CLK	7:0					CS[3:0]			

28. TMR2 - Timer2 Module

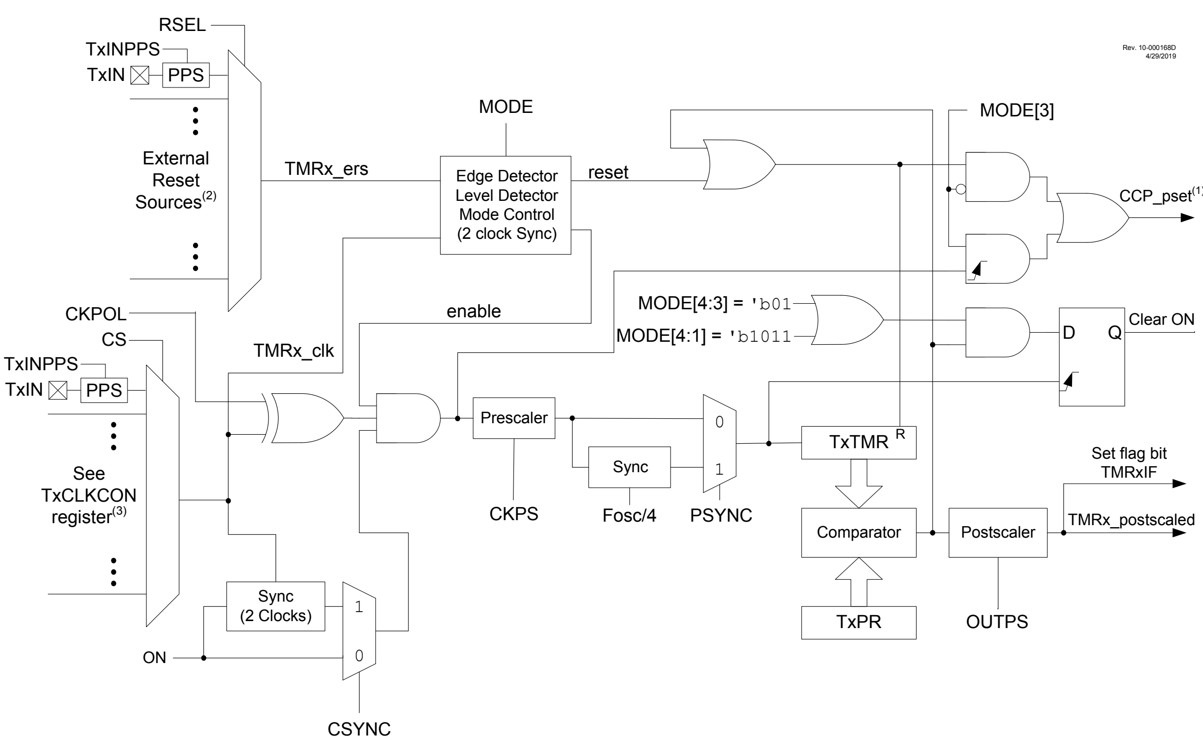
The Timer2 module is an 8-bit timer that incorporates the following features:

- 8-bit timer and period registers
- Readable and writable
- Software programmable prescaler (1:1 to 1:128)
- Software programmable postscaler (1:1 to 1:16)
- Interrupt on T2TMR match with T2PR
- One-shot operation
- Full asynchronous operation
- Includes Hardware Limit Timer (HLT)
- Alternate clock sources
- External timer Reset signal sources
- Configurable timer Reset operation

See the figure below for a block diagram of Timer2.

Important: References to module Timer2 apply to all the even numbered timers on this device (Timer2, Timer4, etc.).

Figure 28-1. Timer2 with Hardware Limit Timer (HLT) Block Diagram



Notes:
1. Signal to the CCP peripheral for PWM pulse trigger in PWM mode.
2. See RSEL for external Reset sources.
3. See CS for clock source selections.

28.1 Timer2 Operation

Timer2 operates in three major modes:

- Free-Running Period
- One Shot
- Monostable

Within each operating mode, there are several options for starting, stopping and Reset. Table 28-1 lists the options.

In all modes, the T2TMR count register increments on the rising edge of the clock signal from the programmable prescaler. When T2TMR equals T2PR, a high-level output to the postscaler counter is generated. T2TMR is cleared on the next clock input.

An external signal from hardware can also be configured to gate the timer operation or force a T2TMR count Reset. In Gate modes, the counter stops when the gate is disabled and resumes when the gate is enabled. In Reset modes, the T2TMR count is reset on either the level or edge from the external source.

The T2TMR and T2PR registers are both directly readable and writable. The T2TMR register is cleared and the T2PR register initializes to `0xFF` on any device Reset. Both the prescaler and postscaler counters are cleared on the following events:

- A write to the T2TMR register
- A write to the T2CON register
- Any device Reset
- External Reset source event that resets the timer

> **Important:** T2TMR is not cleared when T2CON is written.

28.1.1 Free-Running Period Mode

The value of T2TMR is compared to that of the period register, T2PR, on each clock cycle. When the two values match, the comparator resets the value of T2TMR to `0x00` on the next cycle and increments the output postscaler counter. When the postscaler count equals the value in the OUTPS bits of the T2CON register, a one clock period wide pulse occurs on the TMR2_postscaled output, and the postscaler count is cleared.

28.1.2 One Shot Mode

The One Shot mode is identical to the Free-Running Period mode except that the ON bit is cleared and the timer is stopped when T2TMR matches T2PR and will not restart until the ON bit is cycled off and on. Postscaler (OUTPS) values other than zero are ignored in this mode because the timer is stopped at the first period event and the postscaler is reset when the timer is restarted.

28.1.3 Monostable Mode

Monostable modes are similar to One Shot modes except that the ON bit is not cleared and the timer can be restarted by an external Reset event.

28.2 Timer2 Output

The Timer2 module's primary output is TMR2_postscaled, which pulses for a single TMR2_clk period upon each match of the postscaler counter and the OUTPS bits of the T2CON register. The postscaler is incremented each time the T2TMR value matches the T2PR value. This signal can also be selected as an input to other Core Independent Peripherals.

In addition, the Timer2 is also used by the CCP module for pulse generation in PWM mode. See the "**PWM Overview**" and "**PWM Period**" sections in the **"CCP - Capture/Compare/PWM Module"** chapter for more details on setting up Timer2 for use with the CCP and PWM modules.

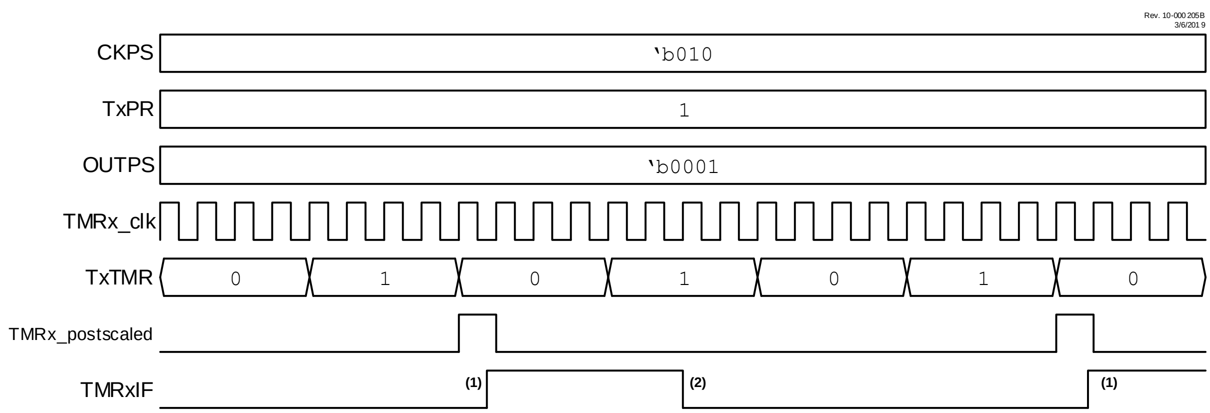
28.3 External Reset Sources

In addition to the clock source, the Timer2 can also be driven by an external Reset source input. This external Reset input is selected for each timer with the corresponding TxRST register. The external Reset input can control starting and stopping of the timer, as well as resetting the timer, depending on the mode used.

28.4 Timer2 Interrupt

Timer2 can also generate a device interrupt. The interrupt is generated when the postscaler counter matches the selected postscaler value (OUTPS bits of T2CON register). The interrupt is enabled by setting the TMR2IE interrupt enable bit. Interrupt timing is illustrated in the figure below.

Figure 28-2. Timer2 Prescaler, Postscaler, and Interrupt Timing Diagram



Notes: 1. Setting the interrupt flag is synchronized with the instruction clock. Synchronization may take as many as two instruction cycles.
2. Cleared by software.

28.5 PSYNC Bit

Setting the PSYNC bit synchronizes the prescaler output to $F_{OSC}/4$. Setting this bit is required for reading the Timer2 counter register while the selected Timer clock is asynchronous to $F_{OSC}/4$.

Note: Setting PSYNC requires that the output of the prescaler is slower than $F_{OSC}/4$. Setting PSYNC when the output of the prescaler is greater than or equal to $F_{OSC}/4$ may cause unexpected results.

28.6 CSYNC Bit

All bits in the Timer2 SFRs are synchronized to $F_{OSC}/4$ by default, not the Timer2 input clock. As such, if the Timer2 input clock is not synchronized to $F_{OSC}/4$, it is possible for the Timer2 input clock to transition at the same time as the ON bit is set in software, which may cause undesirable behavior and glitches in the counter. Setting the CSYNC bit remedies this problem by synchronizing the ON bit to the Timer2 input clock instead of $F_{OSC}/4$. However, as this synchronization uses an edge of the TMR2 input clock, up to one input clock cycle will be consumed and not counted by the Timer2 when

CSYNC is set. Conversely, clearing the CSYNC bit synchronizes the ON bit to $F_{OSC}/4$, which does not consume any clock edges but has the previously stated risk of glitches.

28.7 Operating Modes

The mode of the timer is controlled by the MODE bits. Edge Triggered modes require six Timer clock periods between external triggers. Level Triggered modes require the triggering level to be at least three Timer clock periods long. External triggers are ignored while in Debug mode.

Table 28-1. Operating Modes Table

Mode	MODE		Output Operation	Operation	Timer Control		
	[4:3]	[2:0]			Start	Reset	Stop
Free-Running Period	00	000	Period Pulse	Software gate (Figure 28-3)	ON = 1	—	ON = 0
		001		Hardware gate, active-high (Figure 28-4)	ON = 1 and TMRx_ers = 1	—	ON = 0 or TMRx_ers = 0
		010		Hardware gate, active-low	ON = 1 and TMRx_ers = 0	—	ON = 0 or TMRx_ers = 1
		011	Period Pulse with Hardware Reset	Rising or falling edge Reset	ON = 1	TMRx_ers ↕	ON = 0
		100		Rising edge Reset (Figure 28-5)		TMRx_ers ↑	
		101		Falling edge Reset		TMRx_ers ↓	
		110		Low-level Reset		TMRx_ers = 0	ON = 0 or TMRx_ers = 0
		111		High-level Reset (Figure 28-6)		TMRx_ers = 1	ON = 0 or TMRx_ers = 1
One Shot	01	000	One-shot	Software start (Figure 28-7)	ON = 1	—	ON = 0 or Next clock after TxTMR = TxPR (Note 2)
		001	Edge-Triggered Start (Note 1)	Rising edge start (Figure 28-8)	ON = 1 and TMRx_ers ↑	—	
		010		Falling edge start	ON = 1 and TMRx_ers ↓	—	
		011		Any edge start	ON = 1 and TMRx_ers ↕	—	
		100	Edge-Triggered Start and Hardware Reset (Note 1)	Rising edge start and Rising edge Reset (Figure 28-9)	ON = 1 and TMRx_ers ↑	TMRx_ers ↑	
		101		Falling edge start and Falling edge Reset	ON = 1 and TMRx_ers ↓	TMRx_ers ↓	
		110		Rising edge start and Low-level Reset (Figure 28-10)	ON = 1 and TMRx_ers ↑	TMRx_ers = 0	
		111		Falling edge start and High-level Reset	ON = 1 and TMRx_ers ↓	TMRx_ers = 1	
Monostable	10	000	Reserved				
		001	Edge-Triggered Start (Note 1)	Rising edge start (Figure 28-11)	ON = 1 and TMRx_ers ↑	—	ON = 0 or Next clock after TxTMR = TxPR (Note 3)
		010		Falling edge start	ON = 1 and TMRx_ers ↓	—	
		011		Any edge start	ON = 1 and TMRx_ers ↕	—	
Reserved		100	Reserved				
Reserved		101	Reserved				
One Shot		110	Level-Triggered Start and Hardware Reset	High-level start and Low-level Reset (Figure 28-12)	ON = 1 and TMRx_ers = 1	TMRx_ers = 0	ON = 0 or Held in Reset (Note 2)
		111		Low-level start and High-level Reset	ON = 1 and TMRx_ers = 0	TMRx_ers = 1	
Reserved	11	xxx	Reserved				

Notes:

1. If ON = `0`, then an edge is required to restart the timer after ON = `1`.
2. When T2TMR = T2PR, the next clock clears ON and stops T2TMR at `00h`.
3. When T2TMR = T2PR, the next clock stops T2TMR at `00h` but does not clear ON.

28.8 Operation Examples

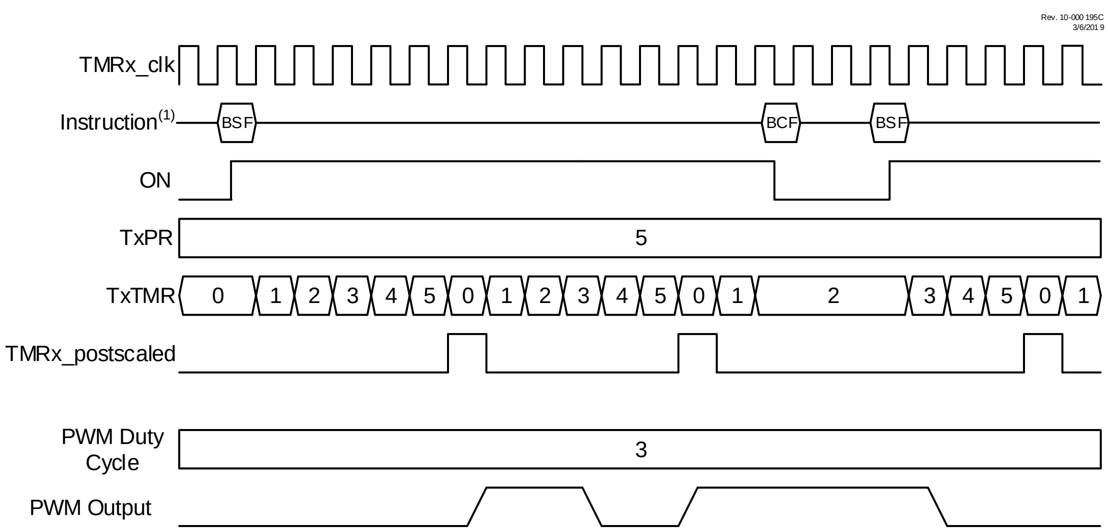
Unless otherwise specified, the following notes apply to the following timing diagrams:

- Both the prescaler and postscaler are set to 1:1 (both the CKPS and OUTPS bits).
- The diagrams illustrate any clock except $F_{OSC}/4$ and show clock-sync delays of at least two full cycles for both ON and TMRx_ers. When using $F_{OSC}/4$, the clock-sync delay is at least one instruction period for TMRx_ers; ON applies in the next instruction period.
- ON and TMRx_ers are somewhat generalized, and clock-sync delays may produce results that are slightly different than illustrated.
- The PWM Duty Cycle and PWM output are illustrated assuming that the timer is used for the PWM function of the CCP module as described in the "**PWM Overview**" section in the "**CCP - Capture/Compare/PWM Module**" chapter. The signals are not a part of the Timer2 module.

28.8.1 Software Gate Mode

This mode corresponds to legacy Timer2 operation. The timer increments with each clock input when ON = `1` and does not increment when ON = `0`. When the TxTMR count equals the TxPR period count, the timer resets on the next clock and continues counting from zero. Operation with the ON bit software controlled is illustrated in Figure 28-3. With TxPR = `5`, the counter advances until TxTMR = `5` and goes to zero with the next clock.

Figure 28-3. Software Gate Mode Timing Diagram (MODE = `'b00000`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

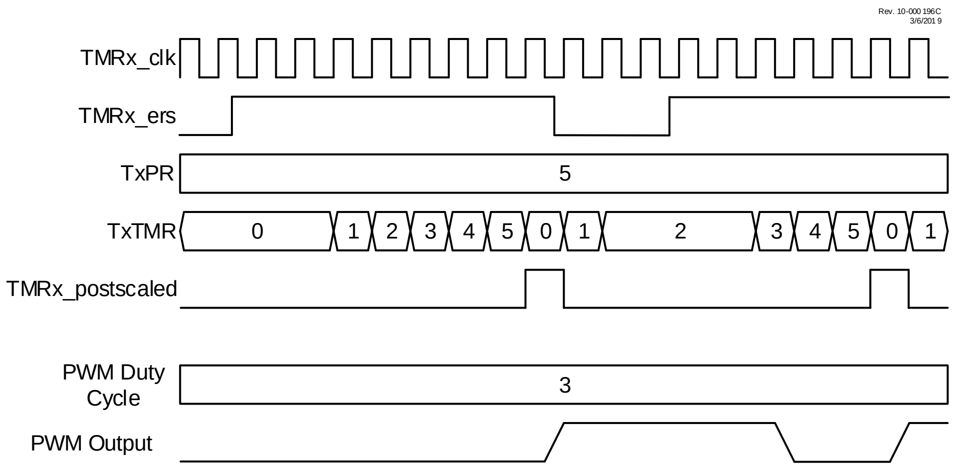
28.8.2 Hardware Gate Mode

The Hardware Gate modes operate the same as the Software Gate mode, except the TMRx_ers external signal can also gate the timer. When used with the CCP, the gating extends the PWM period. If the timer is stopped when the PWM output is high, then the duty cycle is also extended.

When MODE = `'b00001`, then the timer is stopped when the external signal is high. When MODE = `'b00010`, then the timer is stopped when the external signal is low.

Figure 28-4 illustrates the Hardware Gating mode for MODE = `'b00001` in which a high input level starts the counter.

Figure 28-4. Hardware Gate Mode Timing Diagram (MODE = `'b00001`)



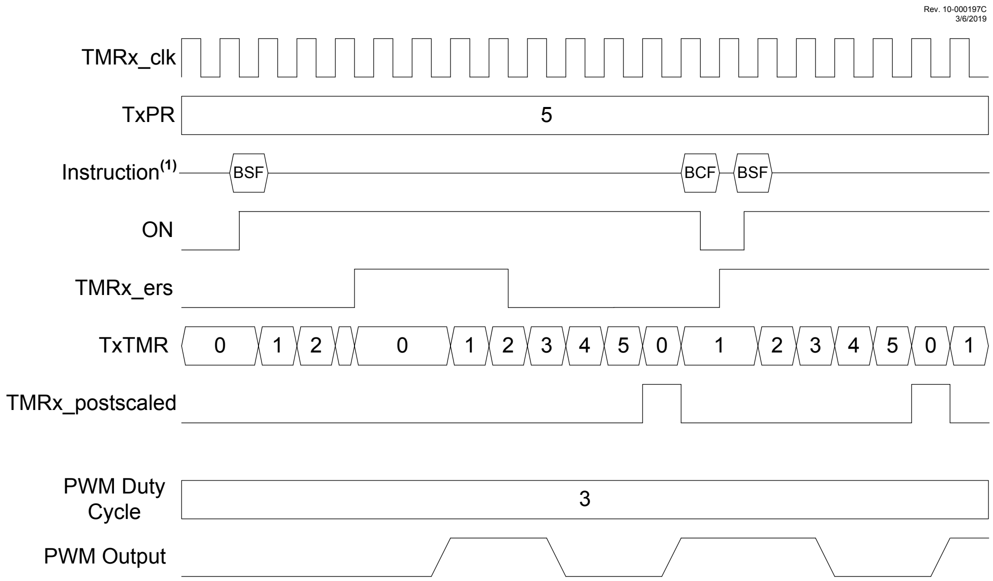
28.8.3 Edge Triggered Hardware Limit Mode

In Hardware Limit mode, the timer can be reset by the TMRx_ers external signal before the timer reaches the period count. Three types of Resets are possible:

- Reset on rising or falling edge (MODE = `'b00011`)
- Reset on rising edge (MODE = `'b00100`)
- Reset on falling edge (MODE = `'b00101`)

When the timer is used in conjunction with the CCP in PWM mode then an early Reset shortens the period and restarts the PWM pulse after a two clock delay. Refer to Figure 28-5.

Figure 28-5. Edge Triggered Hardware Limit Mode Timing Diagram (MODE = `'b00100`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

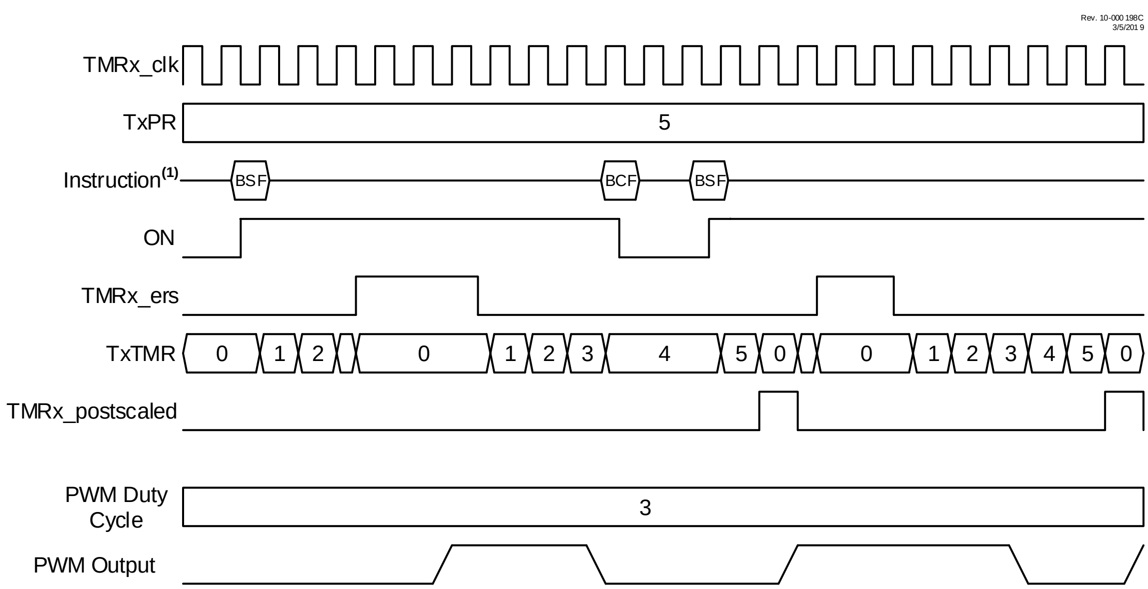
28.8.4 Level Triggered Hardware Limit Mode

In the Level Triggered Hardware Limit Timer modes the counter is reset by high or low levels of the external signal TMRx_ers, as shown in Figure 28-6. Selecting MODE = `'b00110` will cause the timer to reset on a low-level external signal. Selecting MODE = `'b00111` will cause the timer to reset on a high-level external signal. In the example, the counter is reset while TMRx_ers = `1`. ON is controlled by `BSF` and `BCF` instructions. When ON = `0`, the external signal is ignored.

When the CCP uses the timer as the PWM time base, then the PWM output will be set high when the timer starts counting and then set low only when the timer count matches the CCPRx value. The timer is reset when either the timer count matches the TxPR value or two clock periods after the external Reset signal goes true and stays true.

The timer starts counting, and the PWM output is set high on either the clock following the TxPR match or two clocks after the external Reset signal relinquishes the Reset. The PWM output will remain high until the timer counts up to match the CCPRx pulse-width value. If the external Reset signal goes true while the PWM output is high, then the PWM output will remain high until the Reset signal is released allowing the timer to count up to match the CCPRx value.

Figure 28-6. Level Triggered Hardware Limit Mode Timing Diagram (MODE = `'b00111`)



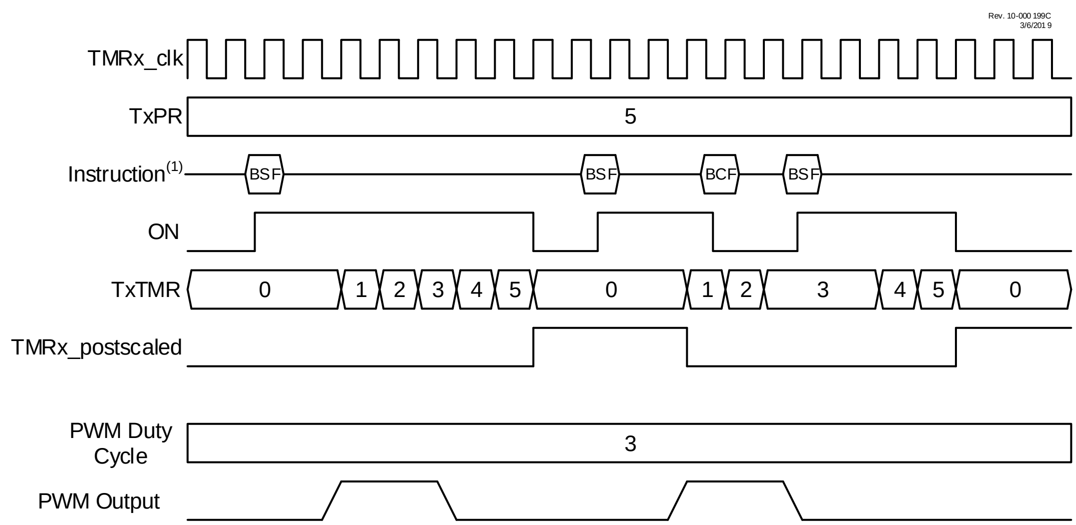
Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

28.8.5 Software Start One Shot Mode

In One Shot mode, the timer resets and the ON bit is cleared when the timer value matches the TxPR period value. The ON bit must be set by software to start another timer cycle. Setting MODE = `'b01000` selects One Shot mode which is illustrated in Figure 28-7. In the example, ON is controlled by `BSF` and `BCF` instructions. In the first case, a `BSF` instruction sets ON and the counter runs to completion and clears ON. In the second case, a `BSF` instruction starts the cycle, the `BCF`/`BSF` instructions turn the counter off and on during the cycle, and then it runs to completion.

When One Shot mode is used in conjunction with the CCP PWM operation, the PWM pulse drive starts concurrent with setting the ON bit. Clearing the ON bit while the PWM drive is active will extend the PWM drive. The PWM drive will terminate when the timer value matches the CCPRx pulse-width value. The PWM drive will remain off until the software sets the ON bit to start another cycle. If the software clears the ON bit after the CCPRx match but before the TxPR match, then the PWM drive will be extended by the length of time the ON bit remains cleared. Another timing cycle can only be initiated by setting the ON bit after it has been cleared by a TxPR period count match.

Figure 28-7. Software Start One Shot Mode Timing Diagram (MODE = `'b01000`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

28.8.6 Edge Triggered One Shot Mode

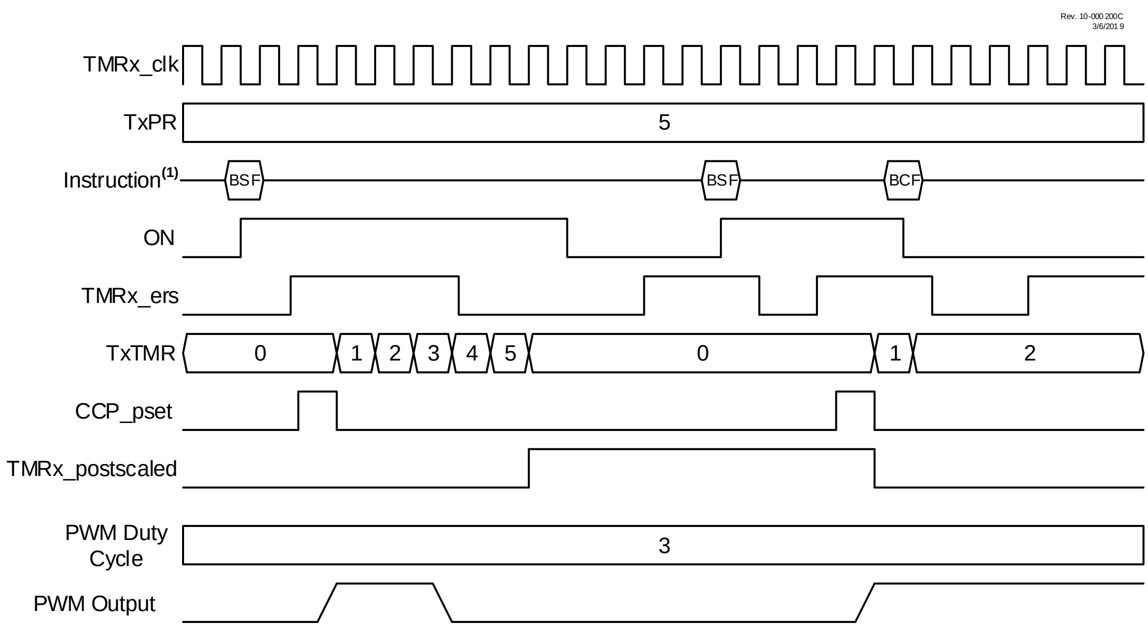
The Edge Triggered One Shot modes start the timer on an edge from the external signal input after the ON bit is set and clear the ON bit when the timer matches the TxPR period value. The following edges will start the timer:

- Rising edge (MODE = `'b01001`)
- Falling edge (MODE = `'b01010`)
- Rising or Falling edge (MODE = `'b01011`)

If the timer is halted by clearing the ON bit, then another TMRx_ers edge is required after the ON bit is set to resume counting. Figure 28-8 illustrates operation in the rising edge One Shot mode.

When Edge Triggered One Shot mode is used in conjunction with the CCP, then the edge-trigger will activate the PWM drive and the PWM drive will deactivate when the timer matches the CCPRx pulse-width value and stay deactivated when the timer halts at the TxPR period count match.

Figure 28-8. Edge Triggered One Shot Mode Timing Diagram (MODE = `'b01001`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

28.8.7 Edge Triggered Hardware Limit One Shot Mode

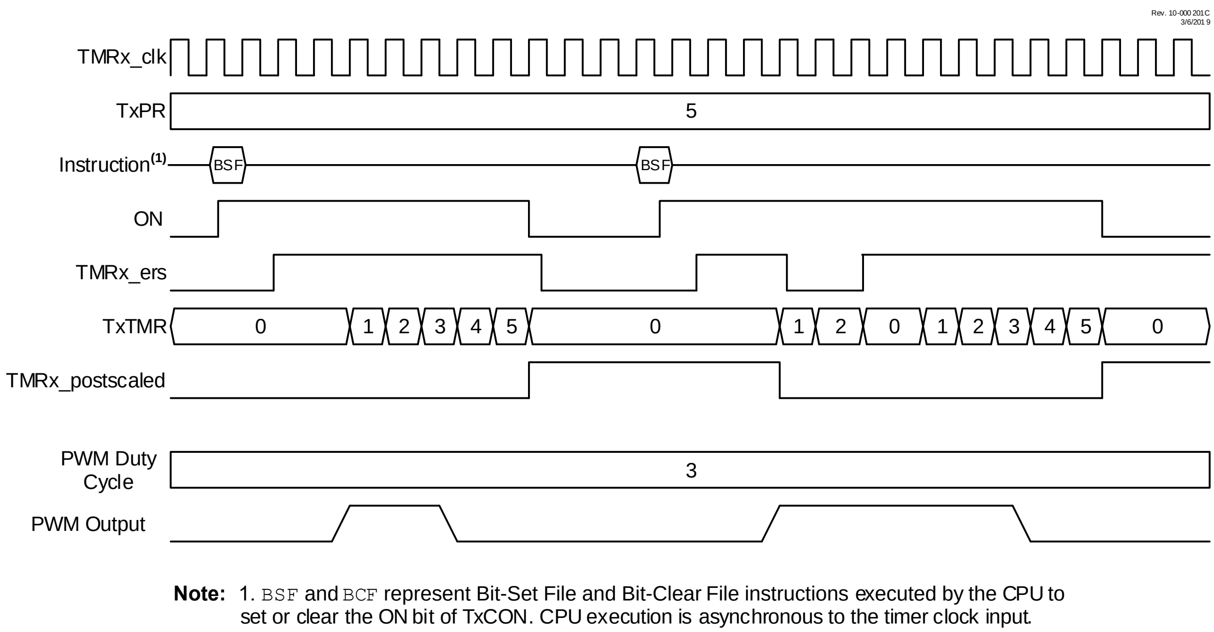
In Edge Triggered Hardware Limit One Shot modes, the timer starts on the first external signal edge after the ON bit is set and resets on all subsequent edges. Only the first edge after the ON bit is set is needed to start the timer. The counter will resume counting automatically two clocks after all subsequent external Reset edges. Edge triggers are as follows:

- Rising edge start and Reset (MODE = `'b01100`)
- Falling edge start and Reset (MODE = `'b01101`)

The timer resets and clears the ON bit when the timer value matches the TxPR period value. External signal edges will have no effect until after software sets the ON bit. Figure 28-9 illustrates the rising edge hardware limit one-shot operation.

When this mode is used in conjunction with the CCP, the first starting edge trigger and all subsequent Reset edges will activate the PWM drive. The PWM drive will deactivate when the timer matches the CCPRx pulse-width value and stay deactivated until the timer halts at the TxPR period match unless an external signal edge resets the timer before the match occurs.

Figure 28-9. Edge Triggered Hardware Limit One Shot Mode Timing Diagram (MODE = `'b01100`)



28.8.8 Level Reset, Edge Triggered Hardware Limit One Shot Modes

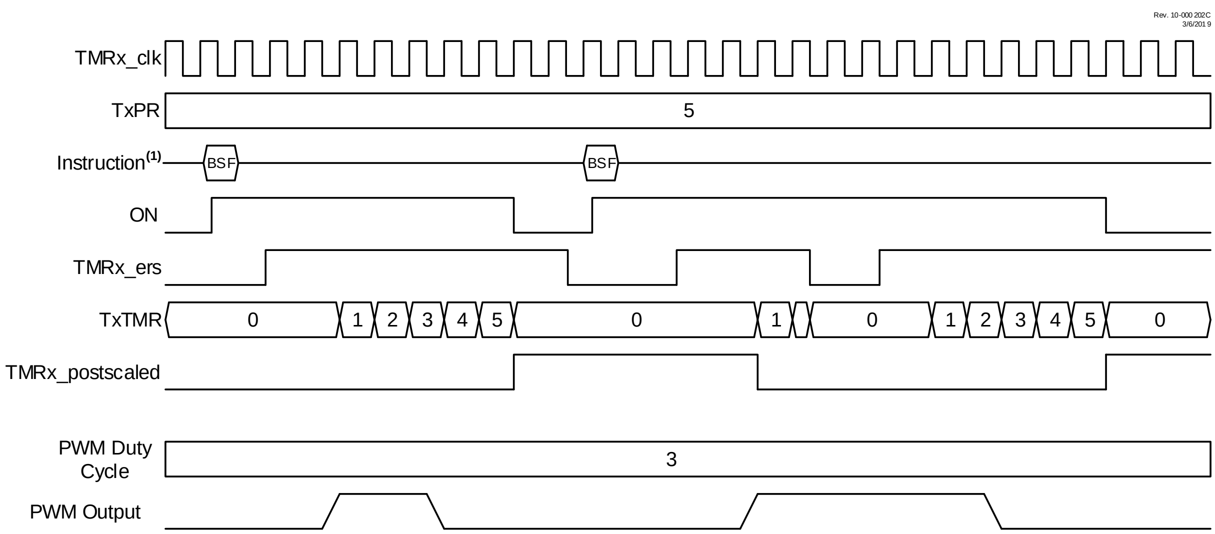
In Level Triggered One Shot mode, the timer count is reset on the external signal level and starts counting on the rising/falling edge of the transition from Reset level to the active level while the ON bit is set. Reset levels are selected as follows:

- Low Reset level (MODE = `'b01110`)
- High Reset level (MODE = `'b01111`)

When the timer count matches the TxPR period count, the timer is reset and the ON bit is cleared. When the ON bit is cleared by either a TxPR match or by software control, a new external signal edge is required after the ON bit is set to start the counter.

When Level-Triggered Reset One Shot mode is used in conjunction with the CCP PWM operation, the PWM drive goes active with the external signal edge that starts the timer. The PWM drive goes inactive when the timer count equals the CCPRx pulse-width count. The PWM drive does not go active when the timer count clears at the TxPR period count match.

Figure 28-10. Low Level Reset, Edge Triggered Hardware Limit One Shot Mode Timing Diagram (MODE = `'b01110`)



Note: 1. BSF and BCF represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

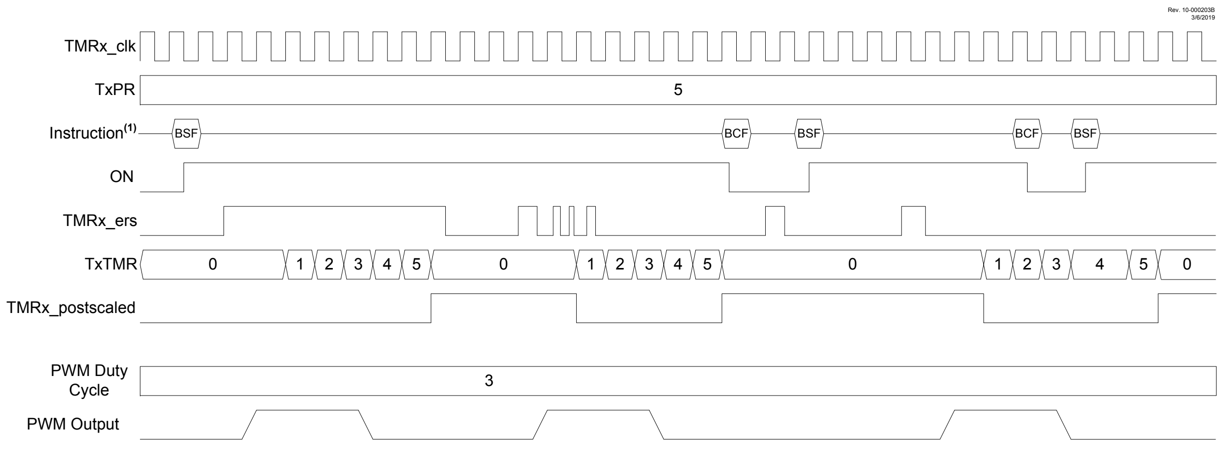
28.8.9 Edge Triggered Monostable Modes

The Edge Triggered Monostable modes start the timer on an edge from the external Reset signal input after the ON bit is set and stop incrementing the timer when the timer matches the TxPR period value. The following edges will start the timer:

- Rising edge (MODE = `'b10001`)
- Falling edge (MODE = `'b10010`)
- Rising or Falling edge (MODE = `'b10011`)

When an Edge Triggered Monostable mode is used in conjunction with the CCP PWM operation, the PWM drive goes active with the external Reset signal edge that starts the timer but will not go active when the timer matches the TxPR value. While the timer is incrementing, additional edges on the external Reset signal will not affect the CCP PWM.

Figure 28-11. Rising Edge Triggered Monostable Mode Timing Diagram (MODE = `'b10001`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

28.8.10 Level Triggered Hardware Limit One Shot Modes

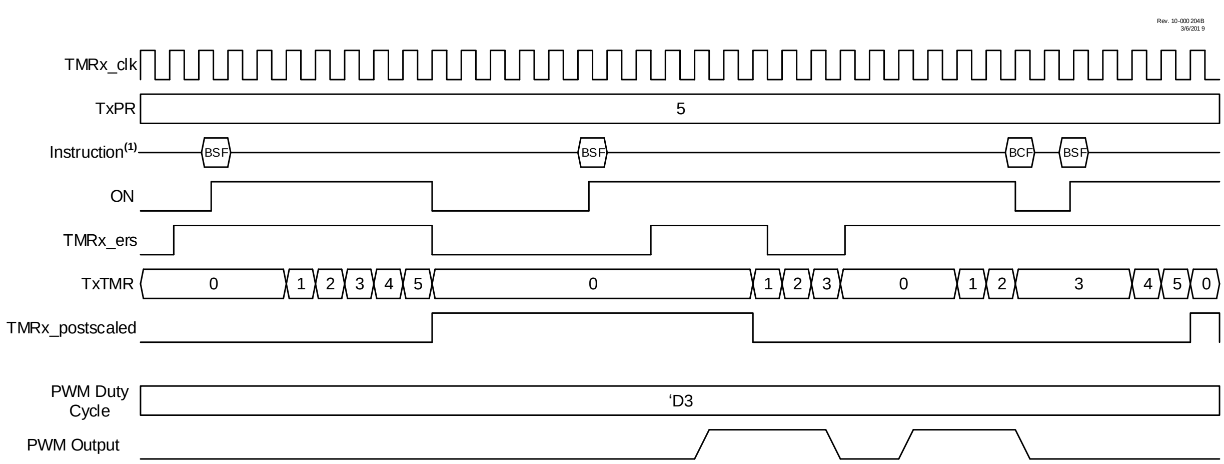
The Level Triggered Hardware Limit One Shot modes hold the timer in Reset on an external Reset level and start counting when both the ON bit is set and the external signal is not at the Reset level. If one of either the external signal is not in Reset or the ON bit is set, then the other signal being set/made active will start the timer. Reset levels are selected as follows:

- Low Reset level (MODE = `'b10110`)
- High Reset level (MODE = `'b10111`)

When the timer count matches the TxPR period count, the timer is reset and the ON bit is cleared. When the ON bit is cleared by either a TxPR match or by software control, the timer will stay in Reset until both the ON bit is set and the external signal is not at the Reset level.

When Level Triggered Hardware Limit One Shot modes are used in conjunction with the CCP PWM operation, the PWM drive goes active with either the external signal edge or the setting of the ON bit, whichever of the two starts the timer.

Figure 28-12. Level Triggered Hardware Limit One Shot Mode Timing Diagram (MODE = `'b10110`)



Note: 1. `BSF` and `BCF` represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

28.9 Timer2 Operation During Sleep

When PSYNC = `1`, Timer2 cannot be operated while the processor is in Sleep mode. The contents of the T2TMR and T2PR registers will remain unchanged while the processor is in Sleep mode.

When PSYNC = `0`, Timer2 will operate in Sleep as long as the clock source selected is also still running. If any internal oscillator is selected as the clock source, it will stay active during Sleep mode.

28.10 Register Definitions: Timer2 Control

Long bit name prefixes for the Timer2 peripherals are shown in the table below. Refer to the **"Long Bit Names"** section of the **"Register and Bit Naming Conventions"** chapter for more information.

Table 28-2. Timer2 Long Bit Name Prefixes

Peripheral	Bit Name Prefix
Timer2	T2
Timer4	T4

Important: References to module Timer2 apply to all the even numbered timers on this device (Timer2, Timer4, etc.).

28.10.1 TxTMR

Name: TxTMR
Address: 0x119,0x11F

Timer Counter Register

Bit	7	6	5	4	3	2	1	0
	TxTMR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TxTMR[7:0] Timerx Counter

28.10.2 TxPR

Name: TxPR
Address: 0x11A,0x120

Timer Period Register

Bit	7	6	5	4	3	2	1	0
	TxPR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – TxPR[7:0] Timer Period Register

Value	Description
`0 to 255`	The timer restarts at '0' when TxTMR reaches the TxPR value

28.10.3 TxCON

Name: TxCON
Address: 0x11B,0x121

Timerx Control Register

Bit	7	6	5	4	3	2	1	0
	ON	CKPS[2:0]			OUTPS[3:0]			
Access	R/W/HC	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – ON Timer On[(1)]

Value	Description
1	Timer is on
0	Timer is off: All counters and state machines are reset

Bits 6:4 – CKPS[2:0] Timer Clock Prescale Select

Value	Description
111	1:128 Prescaler
110	1:64 Prescaler
101	1:32 Prescaler
100	1:16 Prescaler
011	1:8 Prescaler
010	1:4 Prescaler
001	1:2 Prescaler
000	1:1 Prescaler

Bits 3:0 – OUTPS[3:0] Timer Output Postscaler Select

Value	Description
1111	1:16 Postscaler
1110	1:15 Postscaler
1101	1:14 Postscaler
1100	1:13 Postscaler
1011	1:12 Postscaler
1010	1:11 Postscaler
1001	1:10 Postscaler
1000	1:9 Postscaler
0111	1:8 Postscaler
0110	1:7 Postscaler
0101	1:6 Postscaler
0100	1:5 Postscaler
0011	1:4 Postscaler
0010	1:3 Postscaler
0001	1:2 Postscaler
0000	1:1 Postscaler

Note:

1. In certain modes, the ON bit will be auto-cleared by hardware. See Table 28-1.

28.10.4 TxHLT

Name: TxHLT
Address: 0x11C,0x122

Timer Hardware Limit Control Register

Bit	7	6	5	4	3	2	1	0
	PSYNC	CPOL	CSYNC	MODE[4:0]				
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – PSYNC Timer Prescaler Synchronization Enable(1, 2)

Value	Description
1	Timer Prescaler Output is synchronized to $F_{OSC}/4$
0	Timer Prescaler Output is not synchronized to $F_{OSC}/4$

Bit 6 – CPOL Timer Clock Polarity Selection(3)

Value	Description
1	Falling edge of input clock clocks timer/prescaler
0	Rising edge of input clock clocks timer/prescaler

Bit 5 – CSYNC Timer Clock Synchronization Enable(4, 5)

Value	Description
1	ON bit is synchronized to timer clock input
0	ON bit is not synchronized to timer clock input

Bits 4:0 – MODE[4:0] Timer Control Mode Selection(6, 7)

Value	Description
00000 to 11111	See Table 28-1

Notes:

1. Setting this bit ensures that reading TxTMR will return a valid data value.
2. When this bit is '1', the Timer cannot operate in Sleep mode.
3. CKPOL must not be changed while ON = 1.
4. Setting this bit ensures glitch-free operation when the ON is enabled or disabled.
5. When this bit is set, then the timer operation will be delayed by two input clocks after the ON bit is set.
6. Unless otherwise indicated, all modes start upon ON = 1 and stop upon ON = 0 (stops occur without affecting the value of TxTMR).
7. When TxTMR = TxPR, the next clock clears TxTMR, regardless of the operating mode.

28.10.5 TxCLKCON

Name: TxCLKCON
Address: 0x11D,0x123

Timer Clock Source Selection Register

Bit	7	6	5	4	3	2	1	0
					CS[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CS[3:0] Timer Clock Source Selection

Table 28-3. Clock Source Selection

CS	Clock Source	
	Timer2	Timer4
1111 - 1110	Reserved	
1101	CLC4_OUT	
1100	CLC3_OUT	
1011	CLC2_OUT	
1010	CLC1_OUT	
1001	CLKREF_OUT	
1000	EXTOSC	
0111	SOSC	
0110	MFINTOSC (32 kHz)	
0101	MFINTOSC (500 kHz)	
0100	LFINTOSC	
0011	HFINTOSC	
0010	F_{OSC}	
0001	$F_{OSC}/4$	
0000	Pin selected by T2INPPS	Pin selected by T4INPPS

28.10.6 TxRST

Name: TxRST
Address: 0x11E,0x124

Timer External Reset Signal Selection Register

Bit	7	6	5	4	3	2	1	0
				RSEL[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – RSEL[4:0] External Reset Source Selection

Table 28-4. External Reset Sources

RSEL	Reset Source	
	TMR2	TMR4
11111 - 10001	Reserved	
10000	U2TX_Edge (Positive/Negative)	
01111	U2RX_Edge (Positive/Negative)	
01110	U1TX_Edge (Positive/Negative)	
01101	U1RX_Edge (Positive/Negative)	
01100	CLC4_OUT	
01011	CLC3_OUT	
01010	CLC2_OUT	
01001	CLC1_OUT	
01000	PWM2S1P2_OUT	
00111	PWM2S1P1_OUT	
00110	PWM1S1P2_OUT	
00101	PWM1S1P1_OUT	
00100	CCP2_OUT	
00011	CCP1_OUT	
00010	TMR4_Postscaler_OUT	Reserved
00001	Reserved	TMR2_Postscaler_OUT
00000	Pin selected by T2INPPS	Pin selected by T4INPPS

28.11 Register Summary - Timer2

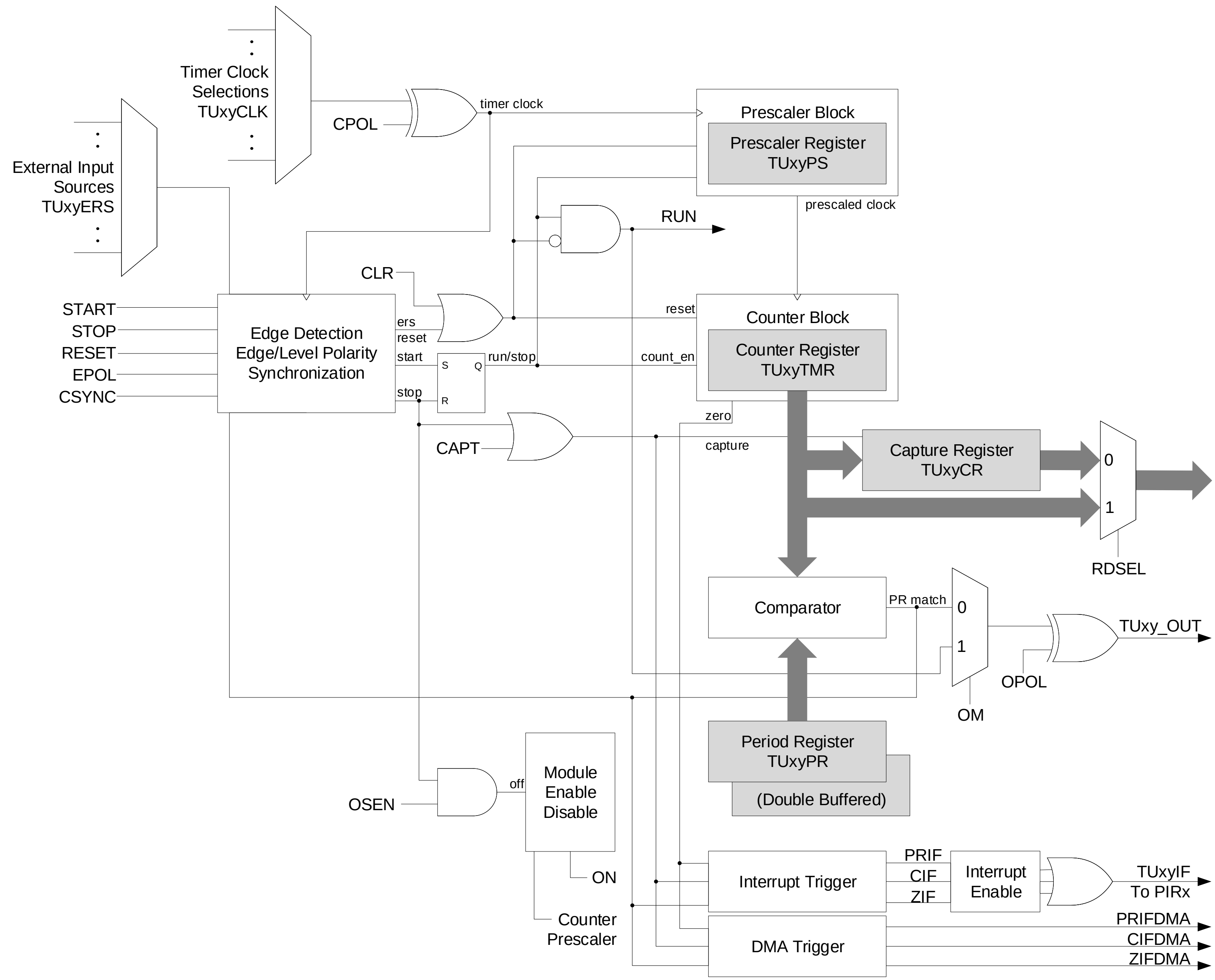
Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0118	Reserved									
0x0119	T2TMR	7:0	T2TMR[7:0]							
0x011A	T2PR	7:0	T2PR[7:0]							
0x011B	T2CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x011C	T2HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x011D	T2CLKCON	7:0					CS[3:0]			
0x011E	T2RST	7:0				RSEL[4:0]				
0x011F	T4TMR	7:0	T4TMR[7:0]							
0x0120	T4PR	7:0	T4PR[7:0]							
0x0121	T4CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x0122	T4HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x0123	T4CLKCON	7:0					CS[3:0]			
0x0124	T4RST	7:0				RSEL[4:0]				

29. UTMR - Universal Timer Module

The UTMR Universal Timer module is a 16-bit timer/counter with a combination of signal measurement and hardware limit timer functions. It is designed to provide all timer/counter related functions in a single peripheral and includes the following list of features:

- Main/Secondary chaining, which allows two timer/counters to be combined into a single larger timer/counter with a single set of control registers
- Software independent operation, including both signal measurement and hardware limit features
  - External Reset (ERS) inputs
  - Individual control of Start, Stop and Reset
  - Hardware Limit mode
  - One Shot mode
- Full asynchronous clocking
  - Multiple clock selections
  - Synchronization circuitry for control bit and ERS inputs
  - Integrated fully programmable prescaler
- Dual Output modes
  - Pulse output
  - Level output
  - Output polarity control
- Double-buffered period register
  - Compatible with DMA control
  - Interrupt, Stop or Reset On Match
- Interrupt on Start, Stop and Reset

Figure 29-1. Universal Timer Block Diagram



29.1 Module Nomenclature

The following nomenclature is used for this module on this device:

Table 29-1. Module Nomenclature

Timer Size (x)	Instance (y)	Module (TUxy)
16 bits	A	TU16A
16 bits	B	TU16B

29.2 Clock Source Selection

The TUxyCLK register bits select the clock source for the UTMR module. These bits allow the selection of several possible synchronous and asynchronous clock sources. Because the selected clock source also controls the optional synchronization of all external signals for the UTMR module, delays between the selection of a function and its action may vary according to the frequency of the selected clock source relative to the microcontroller's clock frequency. See the Synchronous vs. Asynchronous Operation section for more details.

When an internal clock source is selected (clock derived from system oscillator), the choice of clock source will affect the increment rate of the TUxyTMR register, relative to the system instruction rate. When an external clock source is selected (a clock not derived from the system oscillator), the UTMR module will work as either a timer or a counter. When enabled to count and the CPOL bit is set, the TUxyTMR counter register is incremented on the rising edge of the selected external source. For increment on the falling edge of the selected external clock source, the CPOL bit must be cleared. When operating from an external clock source, the CSYNC bit must also be set to synchronize the controls and ERS signals to the clock domain of the selected external clock.

Important: Due to the inherent uncertainty of reading or writing a 16-bit timer with an 8-bit bus and operating from an asynchronous clock source, it is recommended that read/write of the timer registers use the CAPT and the CLR commands. Refer to the Timer Counter and Capture Registers section for more information.

29.3 UTMR Prescaler

The UTMR module has a fully programmable 8-bit prescaler, allowing division of the clock input by 1 to 256. The prescaler register TUxyPS is programmed with the desired prescaler value minus one. For example, for a 10:1 prescaler value, the TUxyPS register is loaded with `0x09`. The internal prescaler counter is not directly readable or writable; however, the prescaler counter is cleared upon a Reset of the TUxyTMR counter register. See Figure 29-4 and Figure 29-5 for examples of how the counter timing works with respect to a prescaler.

29.4 UTMR Operation

The basic UTMR module has a counter/timer, a double-buffered period register, and a hardwired compare function. Together with an External Reset Selector (ERS), Clock Selection MUX, and programmable Start/Stop/Reset logic, the module can be configured for a variety of hardware limit and signal measurement functions. See Figure 29-1 for the UTMR module block diagram.

Available options include:

1. Synchronous or asynchronous operation.
2. Software control via the ON bit.
3. Asynchronous read and Reset of the counter/timer using the CAPT and CLR bits.
4. Selection of a variety of hardware ERS inputs.
5. A variety of both software and hardware triggers for start, stop and Reset events.

6. A Limit mode that stops the counter/timer on a period register match.
7. A One Shot/Monostable mode option.

Together, the various combination of options implements all the functions for both a signal measurement and hardware limit timer.

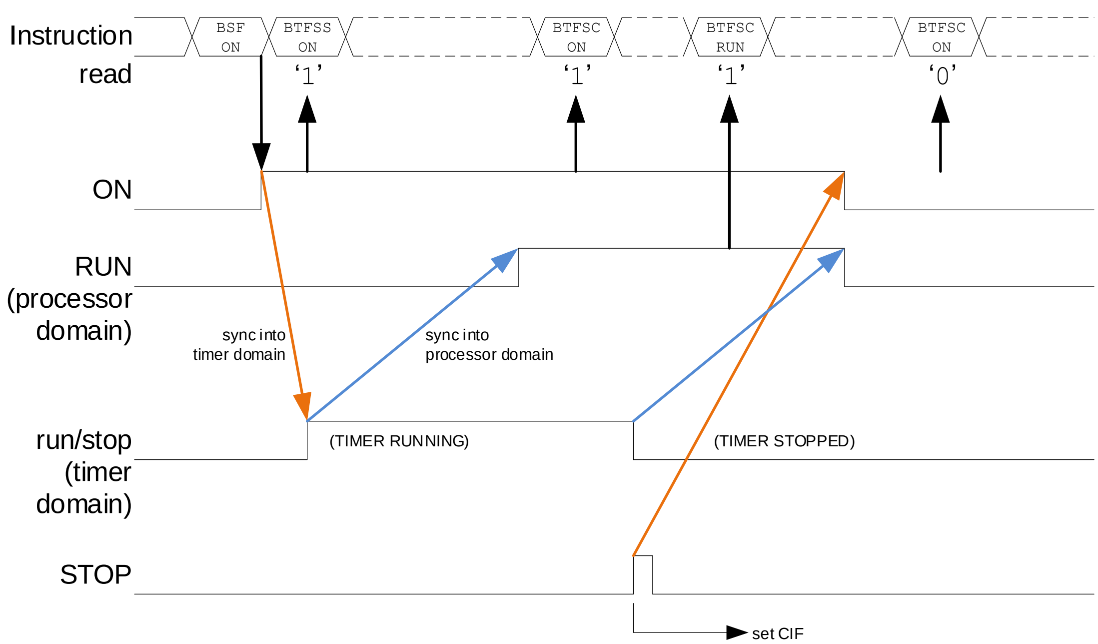
29.4.1 Synchronous vs. Asynchronous Operation

A new feature of the UTMR module is the isolation of the counter/timer and its control logic to a separate timer clock domain. This can simplify and accelerate the operation of the timer when running on an external clock source. Unfortunately, it also makes the control bits in the Timer Control registers asynchronous to the timer clock domain. It is, therefore, necessary to synchronize the Timer Control Register bits to the timer clock domain by setting the CSYNC bit in the TUxyHLT register. This will cause the synchronization of both the ERS inputs and Control Register bits to the selected counter/timer clock and allow the module to operate completely asynchronous from the system clock.

The synchronization logic produces a delay between the assertion of a signal and its effect in operation. Any signal that goes from the processor domain to the timer domain (like assertion/de-assertion of ON or ERS controls) requires three counter/timer clocks to synchronize. Any signal that goes from the timer domain to the processor domain (like assertion/de-assertion of ON bit, RUN bit, ERS controls, output and interrupt signals) requires three system clocks to synchronize. This delay is acceptable in synchronous applications because the start, reset, and stop events are delayed equally, and there is no net change to the counter sequence.

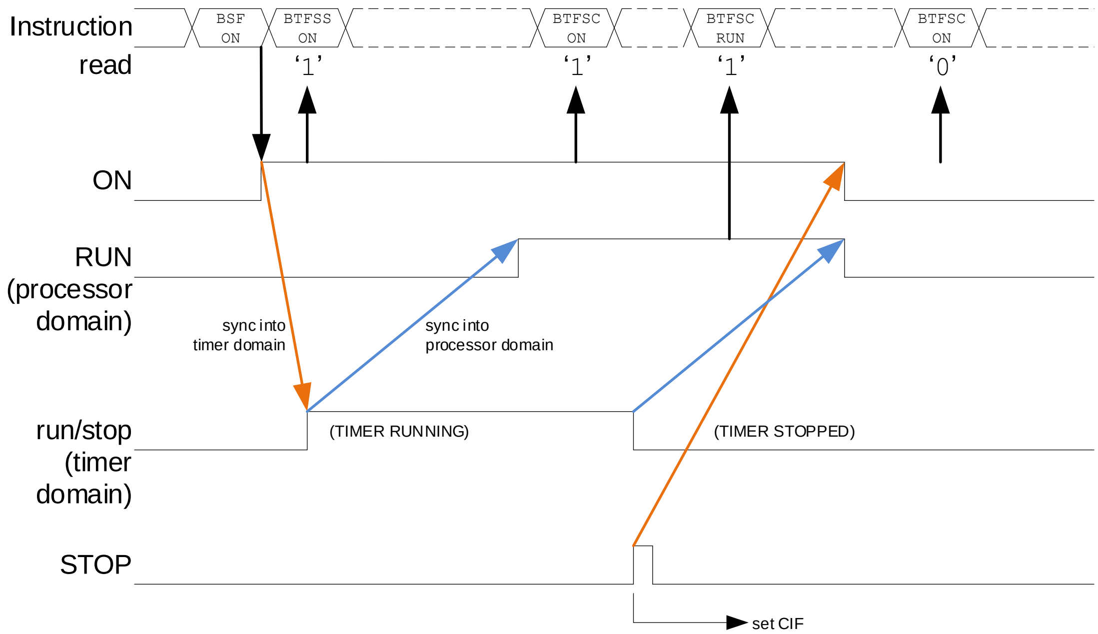
Figure 29-2 shows clock synchronization with the ON bit (Start) and ERS Reset (Stop), whereas Figure 29-3 shows clock synchronization with setting/clearing of the ON bit (Start/Stop). If an external clock source is selected, then the UTMR will also continue to run during Sleep and can generate interrupts on Start, Stop or Reset, which will wake up the processor.

Figure 29-2. Clock Synchronization with ON Bit and Stop Condition



Note:
1. Not to scale; clocks are not shown.

Figure 29-3. Clock Synchronization with ON Bit and Off Condition



Note:
1. Not to scale; clocks are not shown.

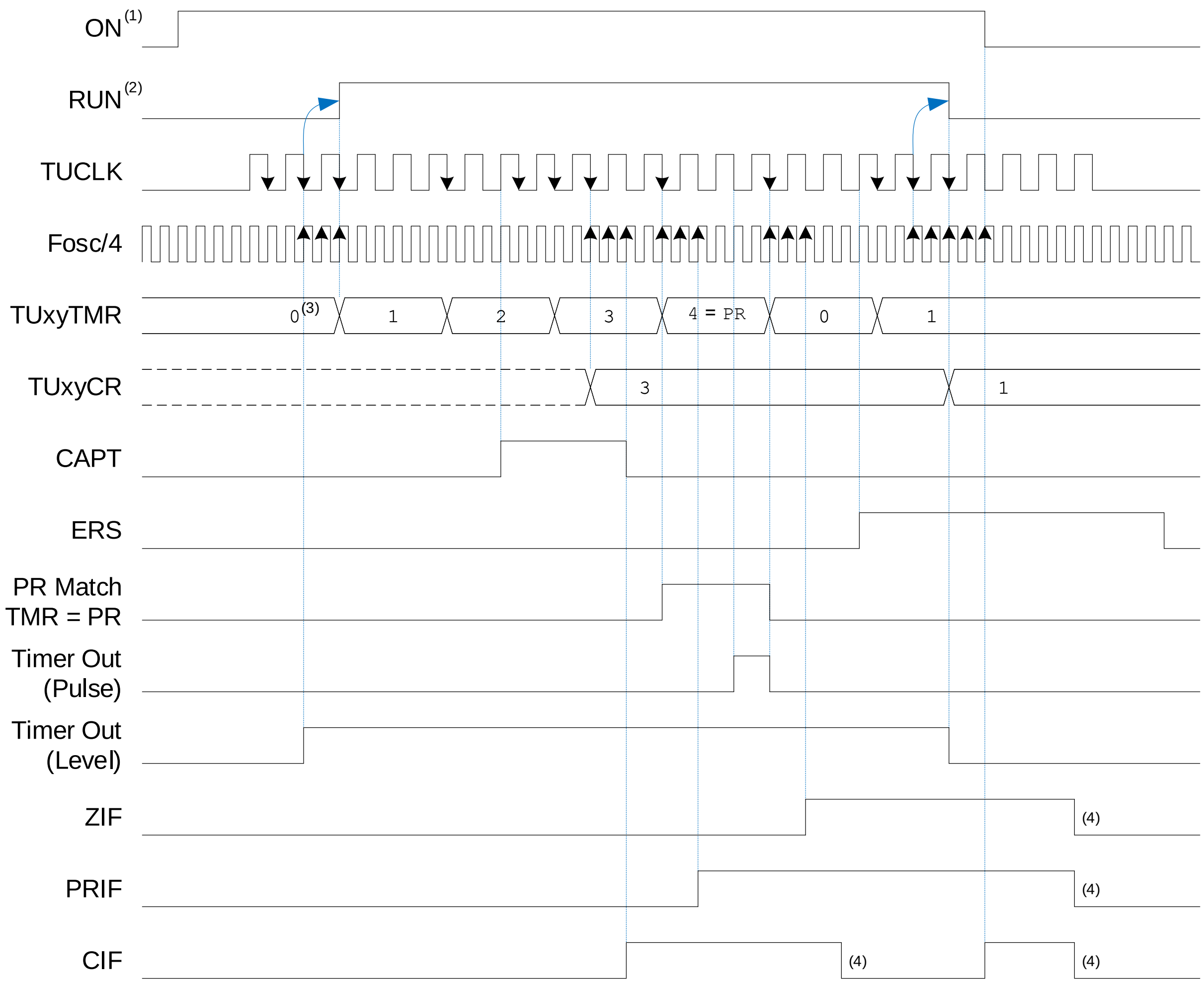
Clearing the CSYNC bit will disable the synchronization logic. When CSYNC = `0`, ERS asynchronously gates the clock and/or resets the timer, according to Start, Reset and Stop options. It is possible that the timer clock may transition at the same time that the ON bit is set by the user or an ERS event occurs or a CLR or CAPT command is passed (a clock collision), which may cause unpredictable results to the counter value. Setting CSYNC = `1` removes this uncertainty.

Important: Using an external clock synchronizer, like the CLC or the comparator sync logic, can allow synchronous applications with CSYNC = `0`, but clock rate limitations may apply at the device level.

The ON bit must be set for all counting operations. With START = `'b00` (no ERS Start), setting ON will start the timer as though a Start condition occurred. With START > `'b00` (ERS edge/level-triggers Start), setting ON prepares the timer for an ERS Start condition and enables the ERS detection logic.

ON will return to '`0`' when a hardware Stop condition occurs or when written by software, except as noted in the One Shot Mode section. Figure 29-4 and Figure 29-5 below show timing examples for One Shot mode with CSYNC = `1` and CSYNC = `0`, respectively.

Figure 29-4. Synchronization and Prescaler Timing (CSYNC = `1`)



Timer Setup:

START = None (ON = `1`)
CSYNC = Sync
PR = 4 (Period of 5)

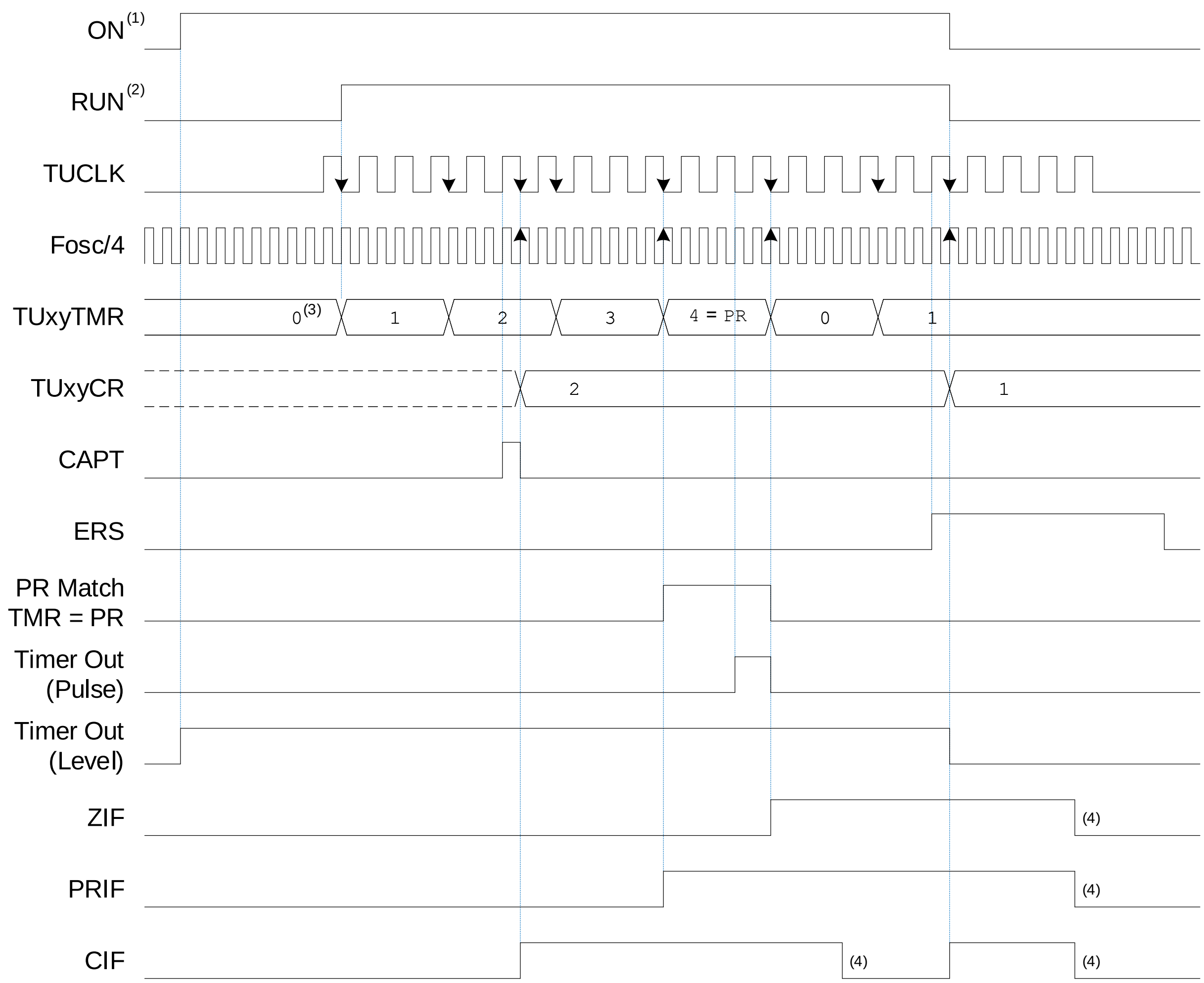
RESET = At PR Match
OSEN = Enabled
PS = 2 (Prescaler of 3)

STOP = Rising ERS Edge

Note:

1. The ON bit is set in the software and cleared by hardware upon Stop (One Shot mode).
2. The RUN trace illustrates the actual RUN SFR bit and not the internal Timer Clock domain run/stop signal.
3. Ensure that TUxyTMR counter is reset to zero by setting CLR command.
4. Cleared by software.

Figure 29-5. Synchronization and Prescaler Timing (CSYNC = 0)



Timer Setup:

START = None (ON = 1)	RESET = At PR Match	STOP = Rising ERS Edge
CSYNC = Async	OSEN = Enabled	
PR = 4 (Period of 5)	PS = 2 (Prescaler of 3)	

Note:
1. The ON bit is set in the software and cleared by hardware upon Stop (One Shot mode).
2. The RUN trace illustrates the actual RUN SFR bit and not the internal Timer Clock domain run/stop signal.
3. Ensure that TUxyTMR counter is reset to zero by setting CLR command.
4. Cleared by software.

29.4.2 Timer Counter and Capture Registers

The UTMR module has two registers to access the timer/counter value – TUxyTMR counter register and TUxyCR capture register. The size of these registers is the same as the size of the timer.
Both registers share the same memory location and are addressed based on the RDSEL bit in the TUxyCON0 register. Setting the RDSEL bit addresses the TUxyTMR counter register, whereas clearing the RDSEL bit addresses the TUxyCR capture register.

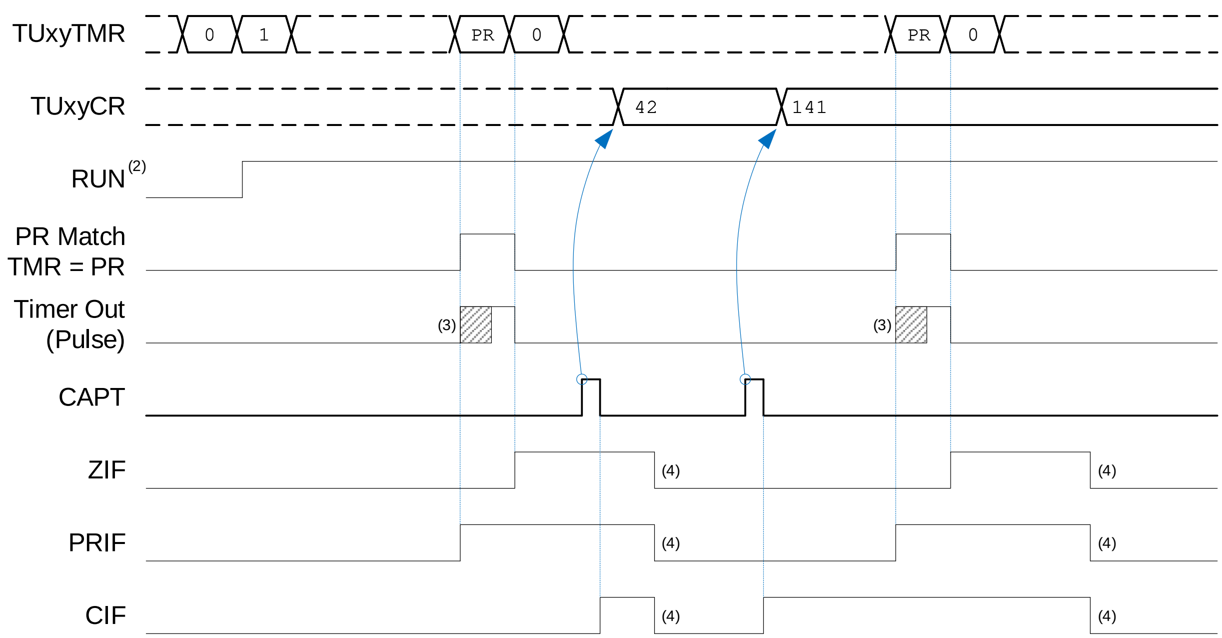
To read the raw counter value using the TUxyTMR counter register, the RDSEL bit must be set. When the timer is running in either Synchronous or Asynchronous mode, directly reading the TUxyTMR counter register can produce erroneous values. This can occur when the counter/timer is operating from an asynchronous clock source or when the read happens coincidentally with the rollover of the bottom 8 bits of the TUxyTMR counter register.

Clearing the RDSEL bit directs all counter/timer reads through the TUxyCR capture register. The TUxyCR capture register is functionally a read-only register and is loaded directly from the counter/timer in response to either of the following three conditions:

1. Setting the CAPT command bit.
2. When a stop event is generated.
3. In the event of an ERS rising edge (or falling edge based on EPOL bit selection) if the Stop condition is set to none. See Stop Event for more details on Stop condition.

It is recommended that any read of the timer, when it is running, utilizes the CAPT command bit with the RDSEL bit clear. Asserting the CAPT bit will cause synchronous transfer of the timer value to the TUxyCR capture register. The CAPT bit remains set until the capture is complete. The TUxyCR capture register can then be read by the processor without any data corruption. See Figure 29-6 for an example of the CAPT bit operation.

Figure 29-6. CAPT Bit Operation



Timer Setup:

START = None (ON = 1) RESET = At PR Match STOP = None
CSYNC = Sync

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
3. The uncertainty of the output is due to the prescaler setting.
4. Cleared by software.

In the event of an ERS rising capture, the TUxyCR capture register must be read before the event of a second ERS rising or the data captured will be overwritten by the second rising event.

The TUxyTMR counter register can be written when the RDSEL bit is set, provided that the ON bit is clear. Attempting to write to the TUxyTMR counter register with the ON bit set can result in corrupted data. If the intention is to clear the counter, the CLR command bit needs to be used instead of writing zeros. Asserting the CLR bit clears the TUxyTMR counter register, even if the ON bit is set. The CLR bit remains set until the counter is reset.

The CAPT and CLR command bits are subject to synchronization delays which is dependent on the settings of CSYNC and ON bits, as shown in Table 29-2.

Table 29-2. Behavior of CAPT and CLR Commands with Respect to ON and CSYNC Bits

ON Bit	CSYNC Bit	Behavior of CAPT and CLR Commands
1 (Timer Running)	1	Synchronization delay of three timer clock cycles applies before the desired action is performed
1 (Timer Running)	0	No synchronization delay applies. Desired action is performed immediately.
0 (Timer Stopped)	1	Synchronization delay of three timer clock cycles applies. The desired action is delayed until timer clock resumes.
0 (Timer Stopped)	0	No synchronization delay applies. Desired action is performed immediately.

Important:
1. Reading and writing the TUxyTMR counter register when the timer is running (ON = 1) is not recommended. The TUxyTMR counter register needs to be read or written to only when the timer is stopped (ON = 0) to prevent data corruption.
2. The TUxyTMR register, like many othe registers in the module, remains unchanged after a non-POR/BOR system Reset. It is recommended to always clear this register at the start of program execution to avoid counting from an unknown value.
3. Setting the CLR bit does not reset the TUxyCR capture register.
4. The TUxyTMR register needs to not be written as a means to change the effective period. If the intention is to change the timer period, the TUxyPR period register needs to be changed instead. See Timer Period Register for more details on how to change the timer period while the timer is running.
5. When software sets a CLR or CAPT command bit, the bit value of '1' is indicated in the SFR immediately, to indicate that the over-and-back clock synchronization is not complete. However, a sufficiently high timer clock frequency might complete the cross-domain synchronization within one instruction cycle and the bit value would always appear to be '0'.
6. Setting CLR or CAPT command bits to '0' has no effect.
7. The timer starts counting by incrementing the TUxyTMR value to the next valid counter value. For instance, if the counter is in Reset state (TUxyTMR = 0), then the timer starts counting from 1. If the TUxyTMR = PR and RESET = at PR Match, then the timer will start counting by resetting the counter to zero first.

29.4.3 Timer Period Register

The TUxyPR period register establishes the period of the periodic timer operation or the duration of hardware limit timing. The register size is the same as the timer size and is initialized to the maximum value.

The TUxyPR period register is double-buffered to simplify software timing and provide atomic updates. Writing to the higher bytes of TUxyPR always stores data into buffer registers, but does not change the effective PR value. If the timer is not counting (ON = `0`), writing to the Least Significant Byte will change the effective PR value immediately to the full buffered value. If the timer is counting (ON = `1`), writing to the LSB of TUxyPR is also buffered and is considered armed for an update. When a second qualifying event occurs, which is a Reset event, the effective PR value is changed to the full buffered value.

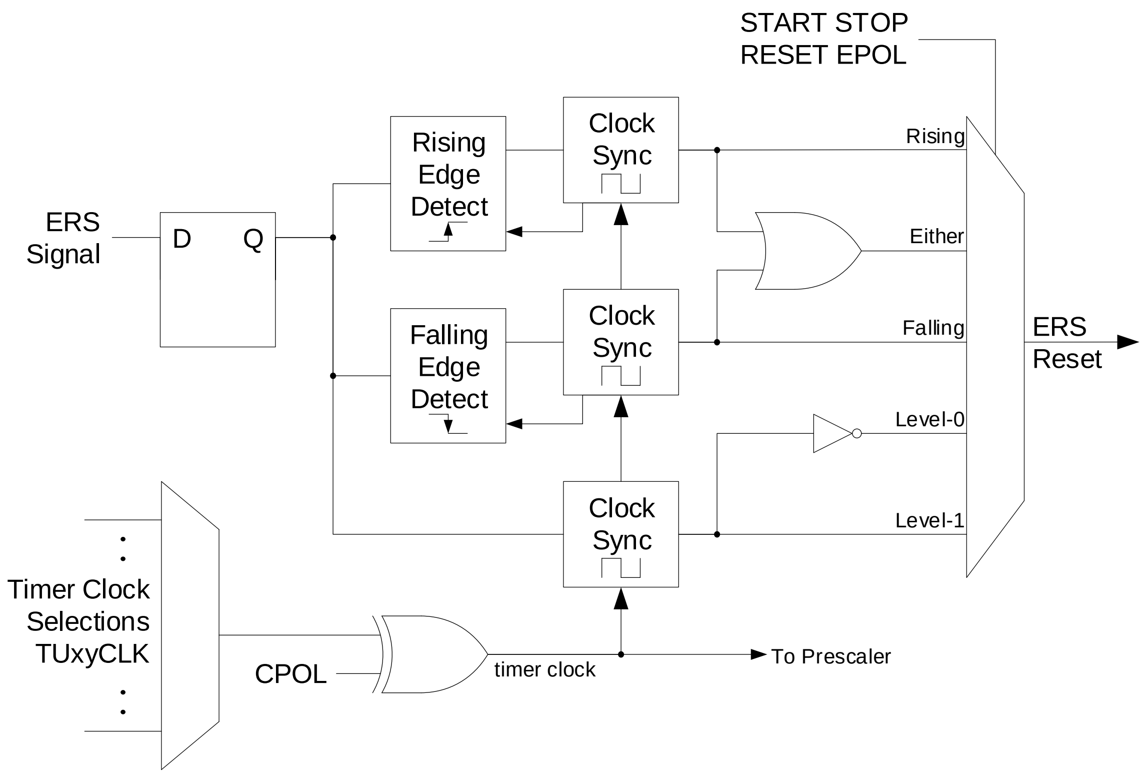
Important:
1. Writing to MSBs after arming the load can lead to corrupted operation.
2. Reading the TUxyPR period register returns the most-recently written value, not necessarily the current effective PR value.

29.4.4 External Reset Source (ERS)

An External Reset Source (ERS) is an external input to the timer module that can be used to trigger Start, Reset and Stop conditions for the timer. It can be selected by configuring the TUxyERS selection register and goes through edge/level detection and synchronization as shown in Figure 29-7. The polarity of the ERS signal is selected using the EPOL bit in the TUxyHLT register. Setting the EPOL bit will invert the state of the selected ERS source. Also included is a Continuous mode selection for Start/Stop conditions to provide an ERS-independent software controlled start/stop option. See the Start, Stop and Reset Events section for start, stop and Reset events.

Important:
1. Actions involving ERS require the ON bit to be set and a running clock.
2. The EPOL bit must not be changed when ON = `1`. Changing EPOL will spontaneously cause an edge event and can cause timer output to flip.

Figure 29-7. ERS Edge/Level Detection, Synchronization and Polarity Control



29.4.5 Start, Stop and Reset Events

To enable the counter/timer, the ON bit of the TUxyCON0 register must be set. When ON = `0`, the module is disabled, and the module output is cleared.

When the module is disabled, the following things apply:

1. RUN SFR bit is cleared.
2. OPOL bit in the TUxyCON0 register will continue to control the output polarity.
3. ERS input logic is reset and disabled.
4. Interrupts will not trigger.
5. Clock requests are not asserted.
6. All SFRs can be written.

Important:

1. The value of the TUxyTMR counter and TUxyCR capture registers are not affected when the ON bit is clear, unless they are changed explicitly by the user.
2. Clock synchronization may apply, in which case, actions performed may or may not have immediate effect.
3. The ON bit, like many other bits in the module, remains unchanged after a non-POR/BOR system Reset. It is recommended to clear the ON bit at the start of program execution to avoid starting the system with a running timer.

29.4.5.1 Start Event

The start event for the counter/timer start is selected using the START bits in the TUxyHLT register. The available options include:

1. No hardware Start: The counter/timer starts when the ON bit is set. This is the software-based start option. Any Stop events are ignored, but will still cause a capture.
2. Either edge of the ERS signal (edge-triggered): The counter/timer starts at the event of either the rising or falling edge of the ERS signal.
3. Rising edge of the ERS signal (edge-triggered): The counter/timer starts at the event of a rising edge of the ERS signal. When the EPOL bit is set, the polarity is inverted and the counter/timer starts at the event of a falling edge of ERS signal. See Figure 29-10 for an example of rising ERS edge Start and either ERS edge Stop condition.
4. ERS = `1` (level-triggered): The counter/timer starts at the presence of a logic one of the ERS signal. When the EPOL bit is set, the polarity is inverted and the counter/timer starts at the presence of a logic zero of the ERS signal. Any Stop events that occur when ERS = `1` (or `0`, based on EPOL) are ignored, but will still cause a capture. See Figure 29-11 for an example of level-triggered Start.

Important:
1. In the event of a level-triggered Start/Reset, the active level must be asserted for at least one timer clock period to ensure proper sampling. If the duration of the asserted level is less than one timer clock, there is a possibility of the level trigger being missed and not sampled by the timer module.

29.4.5.2 Reset Event

The Reset event for the counter/timer Reset is selected using the RESET bits in the TUxyHLT register. The Reset function dominates the operation of the counter.

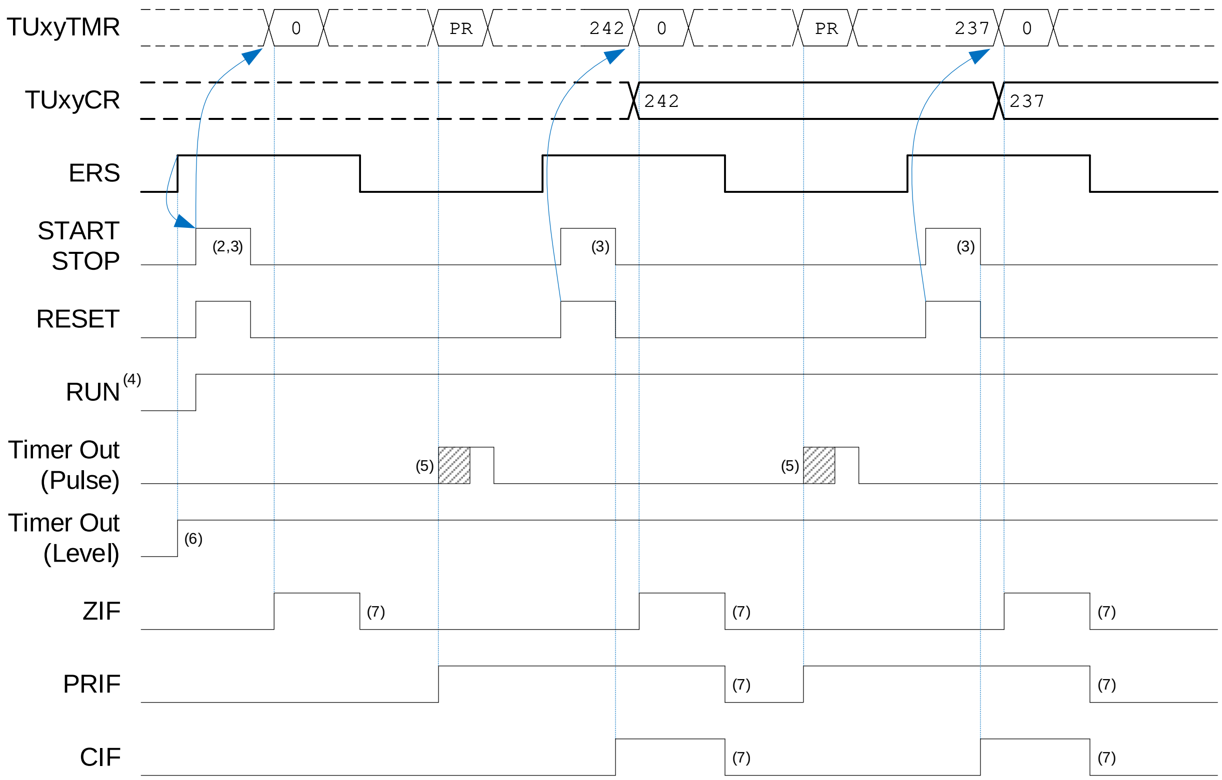
The available options include:

1. No hardware Reset: No hardware Reset of the counter/timer. The counter will continue to the full value and roll over to zero.
2. ERS = `0` (level-triggered): The counter/timer resets at the presence of a logic zero of the ERS signal and/or when the TUxyTMR counter register is equal to the TUxyPR period register. When the EPOL bit is set, the polarity is inverted and the counter/timer resets at the presence of a logic one of the ERS signal. This prevents any start event from advancing the counter and RUN bit is held at zero. See Figure 29-9 for an example of a level-triggered ERS Reset.[(2)]
3. At a start event: The counter/timer resets at the first clock of the counter/timer start and/or when the TUxyTMR counter register is equal to the TUxyPR period register. The number of cycles needed to reach PR match is extended by one. If the Start condition is ERS = `1` (or ERS = `0`, based on EPOL selection), the Reset will only apply to the leading ERS edge. See Figure 29-11 for an example of Reset at a Start event.[(2)]
4. At period match: The counter/timer resets when TUxyTMR counter register is equal to the TUxyPR period register.

Important:

1. If the counter is already zero, a Reset event will not trigger ZIF interrupt.
2. When prescaler > 0, then any ERS or Start-based Reset event that occurs during a PR match period will reset the timer counter and prescaler counter immediately, and the pulse output will not occur. If the Reset event collides with the pulse output (regardless of prescaler setting), then the pulse output will occur naturally and the counter will reset at the next prescaler counter naturally.
3. In the event of a level-triggered Start/Reset, the active level must be asserted for at least one timer clock period to ensure proper sampling. If the duration of the asserted level is less than one timer clock, there is a possibility of the level trigger being missed and not sampled by the timer module.

Figure 29-8. Coincidental Start and Stop



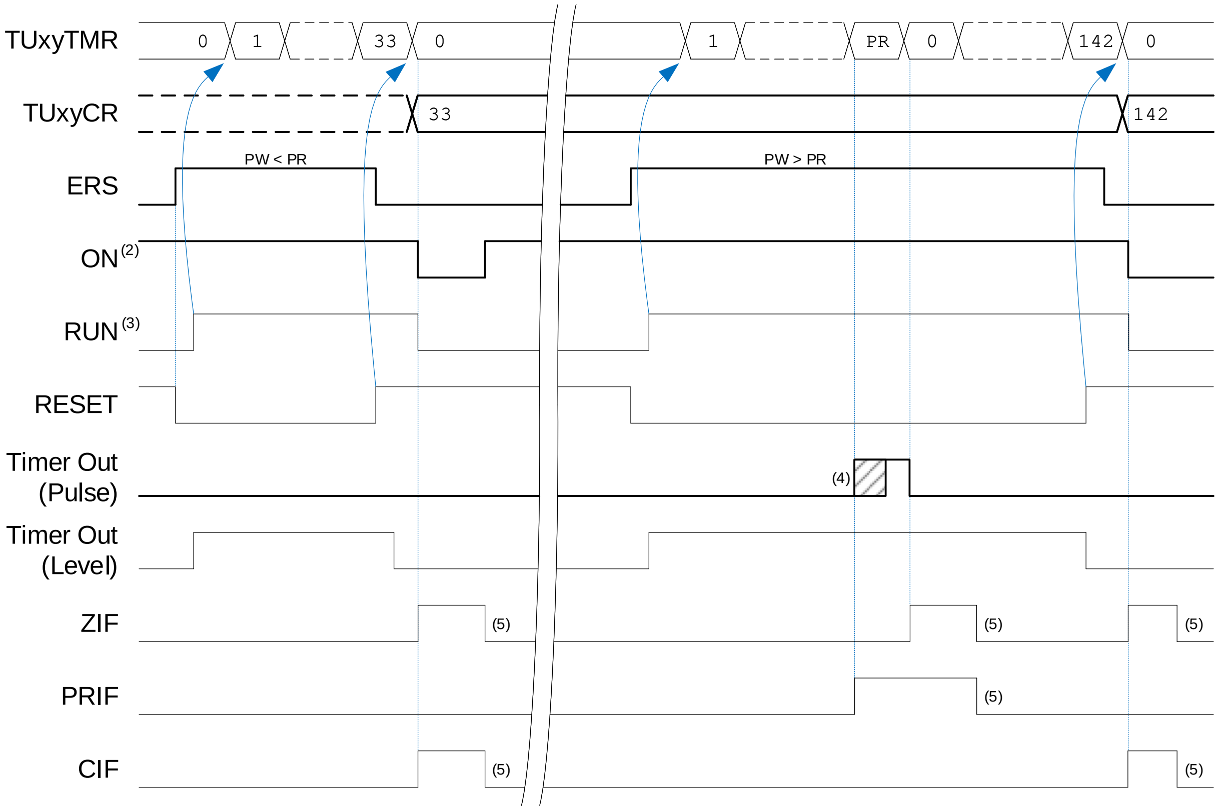
Timer Setup:

START = Rising ERS Edge   RESET = At Start+PR Match   STOP = Rising ERS Edge
CSYNC = Sync

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. A coincident Start/Stop condition that starts the counter does not cause either a capture or CIF to be set.
3. A synchronous edge-triggered Start/Stop condition is one timer clock cycle wide internally.
4. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
5. The uncertainty of the output is due to the prescaler setting.
6. Timer Out (Level) rises along with ERS when START = Rising/Either ERS Edge.
7. Cleared by software.

Figure 29-9. ERS = 0 Level Reset



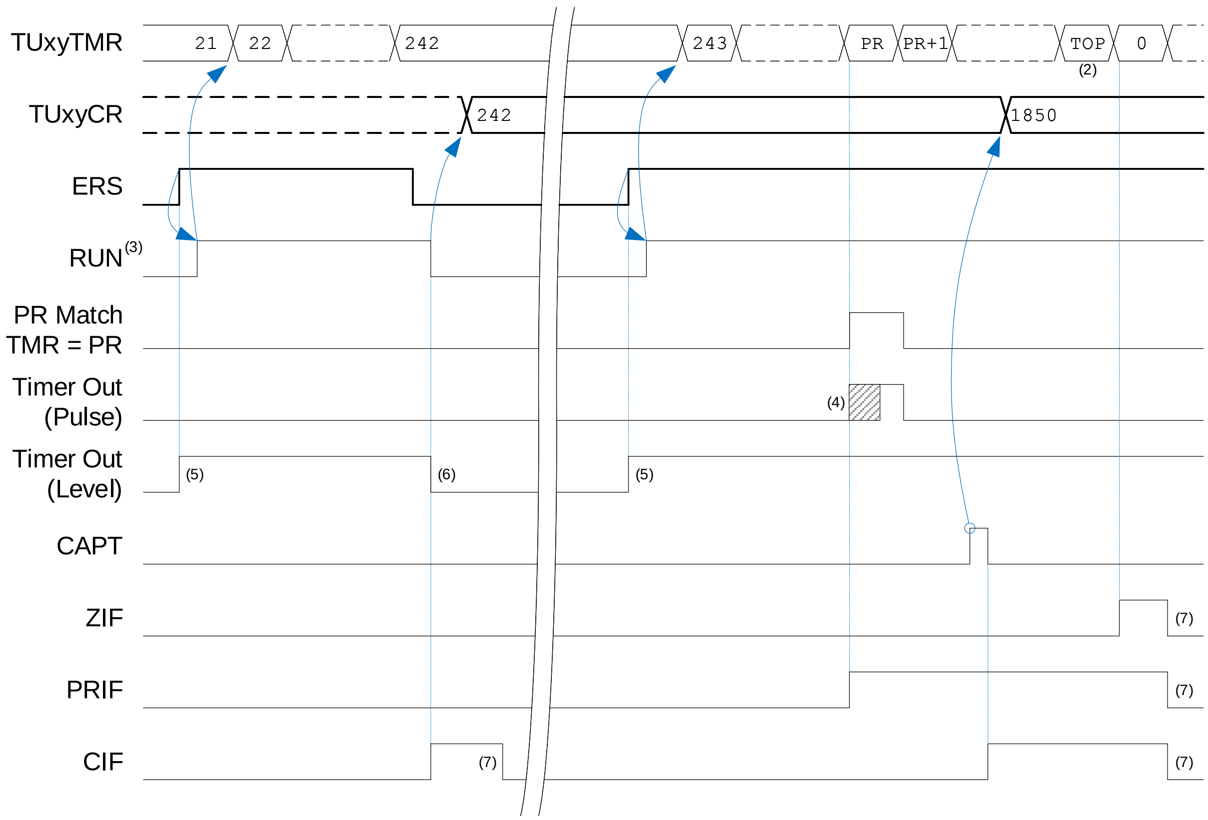
Timer Setup:

START = None (ON = 1)
CSYNC = Sync
RESET = ERS Level-0+PR Match
OSEN = Enabled
STOP = Either ERS Edge

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. The ON bit is set in the software and cleared by hardware upon Stop (One Shot mode).
3. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
4. The uncertainty of the output is due to the prescaler setting.
5. Cleared by software.

Figure 29-10. Rising Edge Start and Either Edge Stop



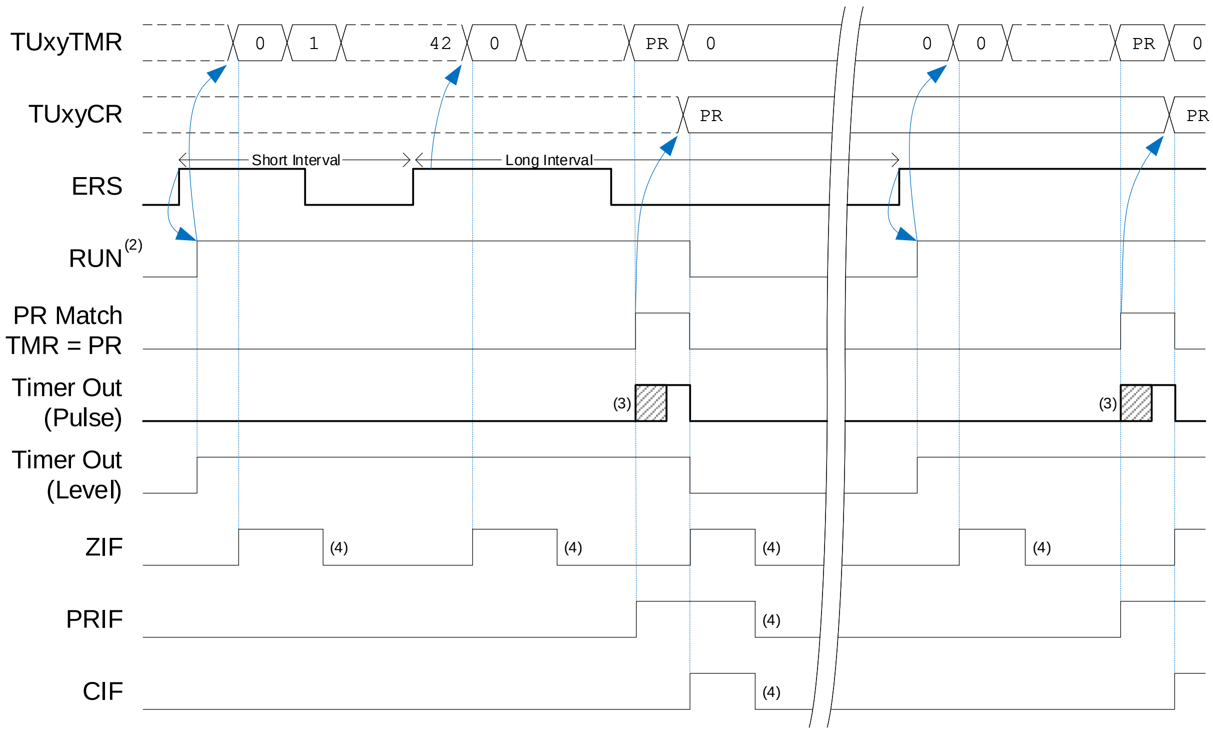
Timer Setup:

START = Rising ERS Edge   RESET = None   STOP = Either ERS Edge
CSYNC = Sync

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. TOP represents the maximum counter value.
3. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
4. The uncertainty of the output is due to the prescaler setting.
5. Timer Out (Level) rises along with ERS when START = Rising/Either ERS Edge.
6. Timer Out (Level) falls synchronous to the timer clock.
7. Cleared by software.

Figure 29-11. Reset at Level Start and Stop at PR Match



Timer Setup:

START = ERS Level-1 RESET = At Start+PR Match STOP = At PR Match
CSYNC = Sync

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
3. The uncertainty of the output is due to the prescaler setting.
4. Cleared by software.

29.4.5.3 Stop Event

The stop event for the counter/timer stop is selected using the STOP bits in the TUxyHLT register. The available options include:

1. No hardware Stop: The counter/timer runs continuously until the ON bit is cleared. Neither the ERS signal nor a PR register match will stop the counter/timer. This is the software-controlled stop option. The current counter value is captured in the TUxyCR capture register at every rising edge of ERS signal, in which case the TUxyCR capture register must be read before the event of a second ERS rising or the captured data will be overwritten by the second rising event. When the EPOL bit is set, the polarity is inverted and the counter value is captured at every falling edge of ERS signal instead.
2. Either edge of the ERS signal (edge-triggered): The counter/timer stops at the event of either the rising or falling edge of the ERS signal and the counter value is captured in the TUxyCR capture register. See Figure 29-10 for an example of rising ERS edge Start and either ERS edge Stop condition.
3. Rising edge of the ERS signal (edge-triggered): The counter/timer stops at the event of a rising edge of the ERS signal and the counter value is captured in the TUxyCR capture register. When the EPOL bit is set, the polarity is inverted and the counter/timer stops at the falling edge of the ERS signal.

4. At period match: The counter/timer stops when the TUxyTMR counter register is equal to the TUxyPR period register and the counter value is captured in the TUxyCR capture register. See Figure 29-11 for an example of Stop at PR match.

Important:
1. In the event of coincidental start and stop events, and RUN = `0`; the start event takes precedence, timer capture and CIF interrupt are blocked, and OSEN is ignored. See Figure 29-8 for a coincidental start and stop event at ERS rising edge. If RUN = `1`, then the stop event is ignored, but will still cause a capture.
2. If Reset and Stop are coincident, the captured value is the value prior to the Reset and the counter will stop at zero.
3. After stopping, the start edge detector needs up to 3 timer clock periods to resume, and any overlapping stop events may be ignored in that interval.
4. If the counter is not running (no start has occurred), a stop event will have no side effects, such as capturing data.

29.4.6 Hardware Limit Mode

The Limit mode of operation is controlled by the LIMIT bit in the TUxyCON1 register. Setting the LIMIT bit will cause the counter/timer value to not advance when the TUxyTMR counter register value equals the value in the TUxyPR period register (even though the timer is still "running"). If the LIMIT bit is cleared, the counter/timer will continue to count through the PR match and roll over at the maximum value of the TUxyTMR counter register. The LIMIT bit is not synchronized to the counter/timer clock and does not need to be changed when the ON bit is set.

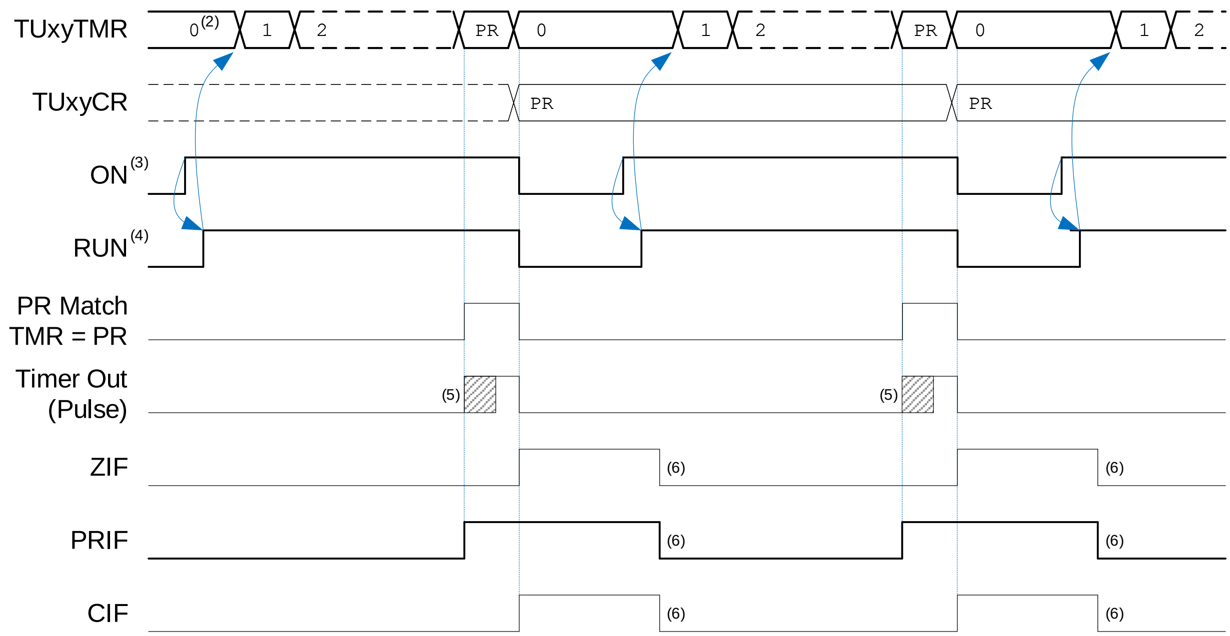
Important:
1. This bit is relevant when RESET = `'b00` (No hardware Reset) and counter equals PR.
2. The effect of Limit mode is to prevent the counter from exceeding PR value. Reset and CLR events are not prevented from clearing the counter.

29.4.7 One Shot Mode

The One Shot mode is enabled by setting the OSEN bit in the TUxyCON1 register. When the OSEN bit is set, the counter/timer will increment until a Stop condition is detected. At that time, the ON bit will be cleared and the counter/timer will stop. See Figure 29-12 for an example of One Shot mode.

Important: In One Shot mode, a Stop condition clears the ON bit, even if it coincides with another Start event. If a Stop event occurs prior to Start, that Stop condition does not clear ON bit.

Figure 29-12. One Shot Mode



Timer Setup:

START = None (ON = `1`) RESET = At PR Match STOP = At PR Match
CSYNC = Sync OSEN = Enabled

Note:

1. Cross-domain clock synchronization applies as required but is not highlighted.
2. Ensure that TUxyTMR counter is reset to zero by setting CLR command.
3. The ON bit is set in the software and cleared by hardware upon Stop (One Shot mode).
4. The RUN trace illustrates the internal Timer Clock domain run/stop signal. Clock sync delays apply before the value appears in the RUN SFR bit.
5. The uncertainty of the output is due to the prescaler setting.
6. Cleared by software.

29.4.8 Run Status Flag

In all modes of operation, the RUN status bit in the TUxyCON1 register is set whenever the counter/timer is Active (after a Start event, but before a Stop condition). The RUN bit will remain set through a Reset condition[(1)]. Note that the RUN status bit is synchronous to the counter/timer clock and updates may be delayed. Refer to the Synchronous vs. Asynchronous Operation section for details about clock synchronization.

Important:

1. The RUN bit is held at zero if a Start has occurred (the counter is “running”), but ERS is holding the counter at the value zero when RESET = `'b01` (level-triggered).
2. The RUN status bit lags the internal Run/Stop state by two to three instruction cycles. If Start and Stop occur rapidly in succession, the RUN bit may not be set at all.

29.5 UTMR Output Modes

The UTMR module can generate either a pulsed or level output. When the OM bit in the TUxyCON0 register is set, the output will follow the Run/Stop state of the counter timer (level output), set to indicate that the timer is running and cleared to indicate the timer has stopped. The output remains set through all Reset conditions, except when ERS is holding the timer/counter in a Reset state (RESET = `'b11`, level ERS Reset).

When the OM bit is cleared, the timer output is pulsed high at every period match (pulse output). The duration of the pulse is one single primary clock period at the end of the counter match period, regardless of the prescaler. This is demonstrated in Figure 29-4 and Figure 29-5 where the pulse output occurs only during the last timer clock period during the PR match.

The polarity of the output (pulsed or level) is controlled by the OPOL bit in the TUxyCON0 register. When OPOL is set, the output will either pulse low or be held low when timer output is active. When OPOL is cleared, the output will be either pulse high or be held high when timer output is active. The OPOL bit will control the output polarity of the module even when the module is disabled (ON = `0`).

Important:

1. When START = `'b01` or `'b10` (edge-triggered), the level output is asserted as soon as the qualified ERS edge is registered without any synchronization delays (even when CSYNC = `1`).
2. When LIMIT = `1`, the pulse output will assert as indicated and will remain asserted until the counter changes from PR.
3. The OPOL bit does not affect the polarity of the RUN SFR bit.

29.6 Interrupt and DMA Triggers

The Universal Timer module provides three interrupt sources – Period Register match, Zero and Capture.

1. A PR match interrupt occurs and the PRIF interrupt flag in the TUxyCON1 register is set when the TUxyTMR counter register increments and becomes equal to the TUxyPR period register. The PRIF interrupt will not occur if the user writes the PR value to the TUxyTMR counter register directly.
2. A zero interrupt occurs and the ZIF interrupt flag in the TUxyCON1 register is set when the TUxyTMR counter register becomes equal to zero. This occurs when:
   - A Reset condition resets the counter to zero, or
   - Software sets the CLR command bit, or
   - Counter naturally overflows to zero, or
   - User writes zero to the TUxyTMR counter register directly
3. A capture interrupt occurs and the CIF interrupt flag in the TUxyCON1 register is set whenever a capture event occurs, and the TUxyCR capture register is updated with the counter value. See Timer Counter and Capture Registers for a list of capture event conditions. The CIF interrupt trigger requires a running timer.

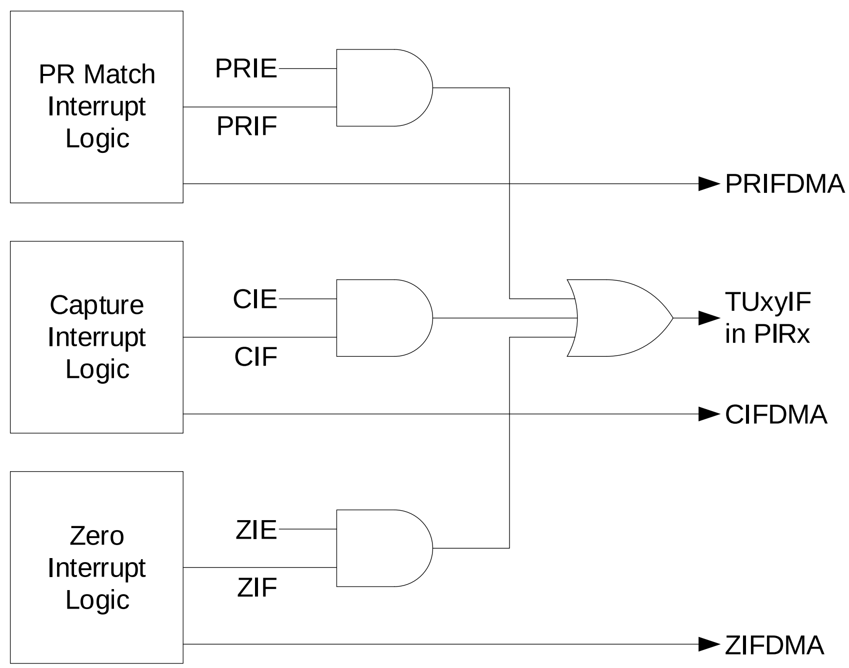
Each interrupt has a corresponding enable bit (PRIE, ZIE and CIE) in the TUxyCON0 register. Setting any of the three interrupt enable bits will allow the module to generate a corresponding interrupt. The interrupt flags (PRIF, ZIF and CIF) will set even if the corresponding interrupt is disabled.

All the three interrupt flags are combined together to form one single, top system level TUxyIF interrupt flag in the PIRx register, as shown in Figure 29-13. The TUxyIF interrupt flag is a read-only bit in the PIRx register, which is automatically cleared when all the three interrupt flags (PRIF, ZIF and CIF) are cleared.

The Universal Timer module also provides the three interrupt sources to trigger DMA transfers (PRIF, ZIF and CIF conditions). The TUxyPR period register is also double-buffered to facilitate DMA loading of the register in response to a CIF interrupt trigger.

Important:
1. The interrupts need not be enabled with their associated enable bits to be used as triggers for DMA transfer.
2. The interrupts must be enabled for the TUxyIF flag to be set in the PIRx register as shown in Figure 29-13.

Figure 29-13. Interrupt and DMA Trigger



29.7 Operation During Sleep

When the processor is asleep, the counter will hold the selected clock source active and continue to operate as configured. Because the counter/timer module can generate interrupts, the module is also capable of waking up the processor.

29.8 Chaining Counter Timers

A feature of the Universal Timer module is the ability to chain two counter/timers into a single module. Setting the CHxyz bit in the TUCHAIN register will combine two instances of Universal Timers into a single bigger Timer module. When two Universal Timer modules are chained, one of them becomes the Main module, whereas the other becomes the Secondary module. The Main module forms the least significant segment of the combined counter/timer, whereas the Secondary module forms the most significant segment. Figure 29-14 shows the Main/Secondary configuration of the Chained Operational Model.

When operating in this configuration, control of the combined counter/timer is via the TUxyCON0, TUxyCON1, TUxyPS, TUxyCLK, TUxyERS and TUxyHLT registers of the Main module. The same registers of the Secondary module become defunct. The timer output, interrupts and DMA triggers for the combined timer/counter are generated by the Main module.

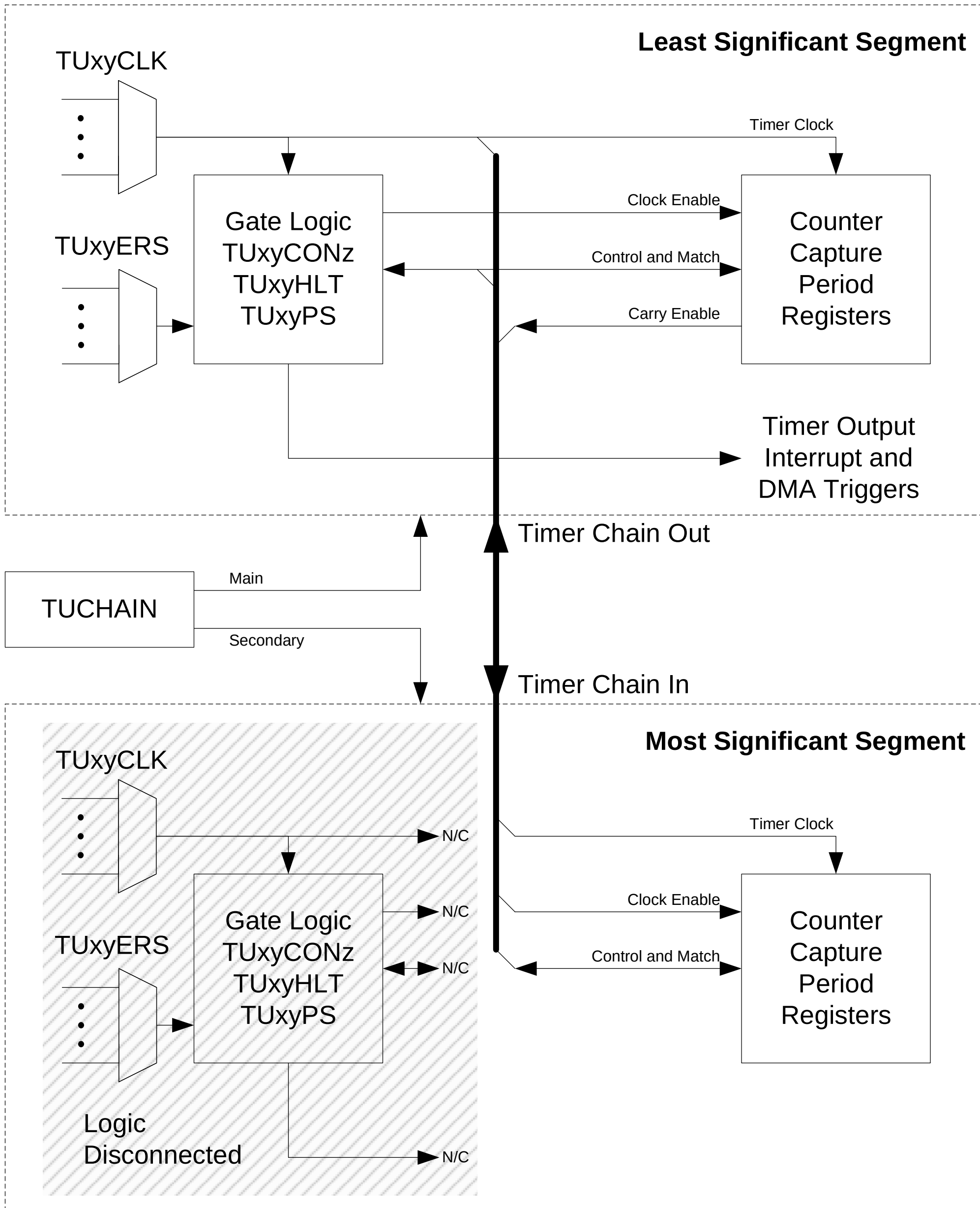
The TUxyTMR counter, TUxyCR capture, and TUxyPR period registers of both the Main and Secondary modules are combined respectively to provide higher-width register control for the combined counter/timer.

The timer chaining in this device is as follows:

Table 29-3. Timer Chaining

TUxy Instance	Main/Secondary	TUCHAIN Control Bit	Chained Timer Size
TU16A (16-bit)	Main (Least Significant Segment)	CH16AB	32-bit
TU16B (16-bit)	Secondary (Most Significant Segment)		

Figure 29-14. Chained Operational Model



Note:
1. This is a conceptual diagram only.
2. Control registers, state machine, prescaler and input ERS and clock for Secondary module is not used. Rather they are derived from the Main module.

29.9 Register Definitions: Universal Timer

Long bit name prefixes for the UTMR peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 29-4. Universal Timer Long Bit Name Prefixes

Peripheral	Bit Name Prefix
TU16A	TU16A
TU16B	TU16B

29.9.1 TUxyCON0

Name: TUxyCON0

Timer Control Register 0

Bit	7	6	5	4	3	2	1	0
	ON	CPOL	OM	OPOL	RDSEL	PRIE	ZIE	CIE
Access	R/W/HC	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – ON Timer Enable[1,2]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The module is enabled
0	The module is disabled and in the lowest power mode

Bit 6 – CPOL Timer Clock Polarity Select[3,4]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The counter advances with the clock rising edge
0	The counter advances with the clock falling edge

Bit 5 – OM Timer Output Mode Select
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Output is in Level mode
0	Output is in Pulse mode

Bit 4 – OPOL Timer Output Polarity Select[5]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Output is high when the timer is Idle
0	Output is low when the timer is Idle

Bit 3 – RDSEL Timer Readout Mode Select[6,7,8]
The RDSEL bit selects the addressing of TUxyTMR and TUxyCR registers. See Timer Counter and Capture Registers for details.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	TUxyTMR reads/write the value of the raw counter
0	TUxyCR reads the value of the capture register

Bit 2 – PRIE Period Match Interrupt Enable[9,10]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	PRIF interrupt will occur when the counter increments from PR-1 to PR
0	PRIF interrupt is disabled

Bit 1 – ZIE Zero Interrupt Enable[9]

Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	ZIF interrupt will occur when the counter becomes zero from a nonzero value
0	ZIF interrupt is disabled

Bit 0 – CIE Capture Interrupt Enable[(9,11)]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	CIF interrupt will occur when a capture event occurs
0	CIF interrupt is disabled

Notes:

1. The selected clock will be enabled when this bit is set and a Start condition has occurred.
2. When this bit is set and CSYNC = `1`, it takes three timer clocks to synchronize. When this bit is cleared and CSYNC = `1`, the selected clock source (especially external clock sources) must supply at least three additional clocks to resolve internal states. During this time, if the timer is already running, any stop/Reset related ERS events that get processed will continue to affect the Run state of the timer. If CSYNC = `0`, the ON bit clears immediately and the timer stops immediately.
3. This bit is not clock synchronized and only needs to be changed while ON = `0`.
4. The purpose of this control is to select the active edge when using externally-clocked Counter mode.
5. This bit controls the output even when ON = `0`.
6. This bit is shadowed when the module is frozen during debugging and restored when the module resumes operation.
7. Capture or stop events load the TUxyCR capture register, regardless of this bit's setting.
8. The effect of writing to TUxyCR with RDSEL = `0` is not defined.
9. The interrupt flags will be set even if the corresponding interrupt is disabled.
10. The PRIF interrupt will not occur if the user writes the PR value to the TUxyTMR counter register directly.
11. The CIF interrupt trigger requires a running timer.
12. This register is not available when the module is chained and operated as a Secondary module.

29.9.2 TUxyCON1

Name: TUxyCON1

Timer Control Register 1

Bit	7	6	5	4	3	2	1	0
	RUN	OSEN	CLR	LIMIT	CAPT	PRIF	ZIF	CIF
Access	R	R/W	R/S/HC	R/W	R/S/HC	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – RUN Timer Run/Stop Status (Read-Only)[1,2]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Timer is running (counting) and not being held in Reset by ERS (per EPOL bit selection)
0	Timer is not counting or is held in Reset by ERS

Bit 6 – OSEN One Shot Mode Enable[3,4]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The counter operates in One Shot mode; ON will be cleared by a Stop condition
0	The counter can be repeatedly started by the ERS signal

Bit 5 – CLR Timer Counter “Clear” Command[5,6]
Writing this bit with ‘0’ has no effect.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Once set, the timer counter and the internal prescaler counter are cleared, then this bit is cleared (the captured value of TUxyCR is unchanged)
0	Clearing action is complete (or not started)

Bit 4 – LIMIT Limit Mode Enable[4]
This bit is relevant when RESET = `'b00` (Continuous mode) and counter equals PR.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Counter value remains equal to PR (unchanged); no additional interrupts occur
0	Counter value goes tor PR+1 when clocked

Bit 3 – CAPT Timer “Capture” Command[5,6,7,8,9]
Writing this bit with ‘0’ has no effect.
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	Once set, the counter value is captured in TUxyCR and this bit is cleared
0	TUxyCR update is complete (or not started)

Bit 2 – PRIF Period Match Interrupt Flag[10,11,12]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The counter has incremented from PR-1 to PR
0	The counter has not incremented from PR-1 to PR since this bit was last cleared

Bit 1 – ZIF Zero Interrupt Flag[10,11]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The counter has reset or rolled over to zero
0	The counter has not reset or rolled over since this bit was last cleared

Bit 0 – CIF Capture Interrupt Flag[10,11,13]
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	A capture event has occurred
0	A capture event has not occurred since this bit was last cleared

Notes:

1. Clock synchronization delays apply.
2. This bit is held at zero if a Start has occurred (the counter is “running”), but ERS is holding the counter at the value zero when RESET = `'b01` (level-triggered).
3. The clearing of the ON bit in One Shot mode is subject to clock synchronization delays. Refer to the Synchronous vs. Asynchronous Operation and One Shot Mode sections for details.
4. This bit is not clock synchronized and only needs to be changed while ON = `0`.
5. This bit is subject to clock synchronization delays. See Timer Counter and Capture Registers for details.
6. If the counter is disabled (ON = `0`) or if the module is frozen during debugging, then the timer clock has been disabled; the effect of setting CLR or CAPT command bits depends on the clock synchronization setting. If CSYNC = `0`, the corresponding action is performed immediately. If CSYNC = `1`, the corresponding action is delayed until the clock resumes (even in Frozen state while debugging). See also Timer Counter and Capture Registers.
7. A capture event can also be triggered by other means. See Timer Counter and Capture Registers for details.
8. If the CAPT command is near-coincident with a Stop event, the captured value may represent the first event that occurs.
9. The captured value is read by setting RDSEL = `0` and reading TUxyCR.
10. This bit may be set by software to invoke an interrupt or DMA operation.
11. The interrupt flags will be set even if the corresponding interrupt is disabled.
12. The PRIF interrupt will not occur if the user writes the PR value to the TUxyTMR counter register directly.
13. The CIF interrupt trigger requires a running timer.
14. This register is not available when the module is chained and operated as a Secondary module.

29.9.3 TUxyHLT

Name: TUxyHLT

Hardware Limit Timer Control Register

Bit	7	6	5	4	3	2	1	0
	EPOL	CSYNC	START[1:0]		RESET[1:0]		STOP[1:0]	
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	1	0	0	0	0	0	0

Bit 7 – EPOL ERS Polarity Selection
Reset States: POR/BOR = 0
All Other Resets = u

Value	Description
1	The edges and levels for Start, Reset and Stop are inverted
0	The edges and levels for Start, Reset and Stop are the true input levels

Bit 6 – CSYNC ERS Clock Synchronization Select(1,2)
Reset States: POR/BOR = 1
All Other Resets = u

Value	Description
1	ERS and ON are synchronized with TUxyCLK
0	The counter starts, stops and resets asynchronously

Bits 5:4 – START[1:0] Counter Start Condition Select(3,4)
Reset States: POR/BOR = 00
All Other Resets = uu

Value	Description
11	Timer counter starts when ERS = 1
10	Timer counter starts at rising edge of ERS
01	Timer counter starts at either edge of ERS
00	No start due to ERS, timer runs when ON = 1

Bits 3:2 – RESET[1:0] Counter Reset Condition Select(4,5,6,7,8)
Reset States: POR/BOR = 00
All Other Resets = uu

Value	Description
11	Timer counter resets at PR match i.e., when counter equals PR; Next clock brings counter to zero
10	Timer counter resets at the first clock when starting and/or also at PR match
01	Timer counter resets when ERS = 0 and/or also at PR match
00	No hardware Reset

Bits 1:0 – STOP[1:0] Counter Stop Condition Select(4,8,9,10,11)
The Stop feature has effect only when the counter is actively running. Once stopped, additional Stop events will not invoke capture or interrupt.
Reset States: POR/BOR = 00
All Other Resets = uu

Value	Description
11	Timer stops counting at PR match i.e., when counter equals PR; current counter value is captured in TUxyCR
10	Timer stops counting at rising edge of ERS; current counter value is captured in TUxyCR
01	Timer stops counting at either edge of ERS; current counter value is captured in TUxyCR
00	ERS or PR match do not stop the timer; software must clear ON to stop the timer; current counter value is captured in TUxyCR at every rising edge of ERS

Notes:

1. This bit is Reset to '1'.
2. If CSYNC = 0, the ERS and ON edges must occur sufficiently further away from the clock edge to be registered into the timer domain. If the ERS and/or ON edges occur too close to the clock edge, it may result in a Race condition and the ERS/ON edges may be missed.
3. The TUxyCLK clock source is enabled when ON = 1 regardless of the Start event.
4. If EPOL = 1, then timer Start/Reset/Stop conditions happen at the alternate level/edge, respectively.
5. When the timer is running, any subsequent Start condition is ignored. If RESET = 'b10 (Reset at first clock after starting), the timer resets at every Start condition, even when the actual start event is being ignored.
6. If START = 'b11 (level triggered at ERS = 1), RESET = 'b10 (Reset at first clock after starting) applies only at the Off-On transition of the timer's Run state.
7. If RESET = 'b10 (level-triggered), the RUN bit is held at '0'.
8. A Reset or Stop event reloads the PR register as described in Timer Period Register.
9. Actions involving ERS require ON = 1 and a running clock.
10. Software can always set ON = 0 to stop the counter.
11. If OSEN = 1, a Stop event will clear ON.
12. This register is not clock synchronized and needs to only be written when ON = 0.
13. This register is not available when the module is chained and operated as a Secondary module.

29.9.4 TUxyPS

Name: TUxyPS

Prescaler Value Register

Bit	7	6	5	4	3	2	1	0
	PS[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PS[7:0] Clock Prescaler Register
Reset States: POR/BOR = 00000000
All Other Resets = uuuuuuuu

Value	Description
`0xFF to 0x01`	Divider ratio is (PS+1):1
`0x00`	The input clock is not divided (1:1 clocking)

Notes:
1. This register needs to only be written when ON = `0`.
2. This register is not available when the module is chained and operated as a Secondary module.
3. The internal prescaler counter (not the TUxyPS register) is reset by any Stop or Reset event and upon any write to the TUxyPS and TUxyTMR registers. This allows the next timer interval to be full-length.

29.9.5 TUxyTMR (16-bit)

Name: TU16yTMR
Address: 0x130,0x13E

Timer Counter Register for 16-bit version of UTMR module. This register can only be addressed when RDSEL = 1.

Bit	15	14	13	12	11	10	9	8
	TMR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	TMR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – TMR[15:0] Timer value
Reset States: POR/BOR = 0000000000000000
All Other Resets = uuuuuuuuuuuuuuuu

Condition	Description
RDSEL = 1	The raw counter register is read or written; must only be accessed while clocking is disabled, i.e., when ON = 0
RDSEL = 0	Reserved. Do not use.

Notes:

1. Writing to this register will change the raw counter value directly. The user must handle the operation correctly to avoid data corruption. There is no safeguard for atomic access. Reading or writing a running counter is not recommended. This register must only be accessed while clocking is disabled.
2. The individual bytes in this multibyte register can be accessed with the following register names:
   - TUxyTMRH: Accesses the high byte TUxyTMR[15:8]
   - TUxyTMRL: Accesses the low byte TUxyTMR[7:0]

29.9.6 TUxyCR (16-bit)

Name: TU16yCR
Address: 0x130,0x13E

Timer Capture Register for 16-bit version of UTMR module. This register can only be addressed when RDSEL = 0.

Bit	15	14	13	12	11	10	9	8
	CR[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	CR[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – CR[15:0] Timer capture value
Reset States: POR/BOR = 0000000000000000
All Other Resets = uuuuuuuuuuuuuuuu

Condition	Description
RDSEL = 1	Reserved. Do not use.
RDSEL = 0	The value captured by the most-recent Stop or Capture event is returned (read-only)

Notes:
1. Writing to this register is not recommended and may result in unexplained behavior.
2. The captured value is updated at Stop or when software sets CAPT = 1, regardless of the RDSEL value. Refer to Timer Counter and Capture Registers for details.
3. The individual bytes in this multibyte register can be accessed with the following register names:
   - TUxyCRH: Accesses the high byte TUxyCR[15:8]
   - TUxyCRL: Accesses the low byte TUxyCR[7:0]

29.9.7 TUxyPR (16-bit)

Name: TU16yPR
Address: 0x134,0x142

Timer Period Register for 16-bit version of UTMR module.

Bit	15	14	13	12	11	10	9	8
	PR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bit	7	6	5	4	3	2	1	0
	PR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 15:0 – PR[15:0] Period value
The period of the timer.
Reset States: POR/BOR = 1111111111111111
All Other Resets = uuuuuuuuuuuuuuuu

Notes:
1. This register is double-buffered; effective PR value is loaded as defined by Timer Period Register.
2. Data written to higher bytes is buffered; data written to LSB is also buffered and arms the effective PR value to be loaded at the next Reset or CLR event.
3. Reading this register returns the data most-recently written, not necessarily the current PR setting.
4. The individual bytes in this multibyte register can be accessed with the following register names:
   – TUxyPRH: Accesses the high byte TUxyPR[15:8]
   – TUxyPRL: Accesses the low byte TUxyPR[7:0]

29.9.8 TUxyCLK

Name: TUxyCLK

Clock Input Selector

Bit	7	6	5	4	3	2	1	0
				CLK[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – CLK[4:0] Clock Input Selector

Table 29-5. TUxyCLK Clock Input Selections

CLK	Clock Input
11111 - 10100	Reserved
10011	CLC4_OUT
10010	CLC3_OUT
10001	CLC2_OUT
10000	CLC1_OUT
01111	PWM2S1P2_OUT
01110	PWM2S1P1_OUT
01101	PWM1S1P2_OUT
01100	PWM1S1P1_OUT
01011	CCP2_OUT
01010	CCP1_OUT
01001	CLKREF_OUT
01000	EXTOSC
00111	SOSC
00110	MFINTOSC (32 kHz)
00101	MFINTOSC (500 kHz)
00100	LFINTOSC
00011	HFINTOSC
00010	F_{OSC}
00001	TUIN1PPS
00000	TUIN0PPS

Reset States: POR/BOR = 00000
All Other Resets = uuuuu

Note:
1. This register is not available when the module is chained and operated as a Secondary module.

29.9.9 TUxyERS

Name: TUxyERS

External Input Selector

Bit	7	6	5	4	3	2	1	0
			ERS[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – ERS[5:0] External Reset Source Selector

Table 29-6. TUxyERS External Reset Sources

ERS	External Reset Source Connection	
	TU16A	TU16B
111111	TU16ATMRL_Read or TU16ACRL_Read(1)	TU16BTMRL_Read or TU16BCRL_Read(1)
111110	TU16PRL_Write(1)	TU16BPRL_Write(1)
111101 - 010100	Reserved	
010011	I3C2_SCL	
010010	I3C1_SCL	
010001	I2C1_SCL	
010000	SPI1_SCK	
001111	U2TX_Edge (Positive/Negative)	
001110	U2RX_Edge (Positive/Negative)	
001101	U1TX_Edge (Positive/Negative)	
001100	U1RX_Edge (Positive/Negative)	
001011	CLC4_OUT	
001010	CLC3_OUT	
001001	CLC2_OUT	
001000	CLC1_OUT	
000111	PWM2S1P2_OUT	
000110	PWM2S1P1_OUT	
000101	PWM1S1P2_OUT	
000100	PWM1S1P1_OUT	
000011	TU16B_OUT	Reserved
000010	Reserved	TU16A_OUT
000001	TUIN1PPS	
000000	TUIN0PPS	

Note:
1. TUxyPRL_Write, TUxyTMRL_Read and TUxyCRL_Read are event triggers occurring when the indicated SFR is accessed.

Reset States: POR/BOR = 000000
All Other Resets = uuuuuu

Note: This register is not available when the module is chained and operated as a Secondary module.

29.9.10 TUCHAIN

Name: TUCHAIN
Address: 0x12B

Timer Chain Control

Bit	7	6	5	4	3	2	1	0
								CH16AB
Access								R/W
Reset								x

Bit 0 – CH16AB Timers TU16A and TU16B Chain Enable
Reset States: POR/BOR = x
All Other Resets = u

Value	Description
1	Timers TU16A (Main) and TU16B (Secondary) operate as a single 32-bit timer. TU16ATMR, TU16ACR and TU16APR form the Least Significant bits of the counter, capture and period values, respectively.
0	Timers TU16A and TU16B operate as independent 16-bit timers

Note: When chained, TUxyCON0, TUxyCON1, TUxyHLT, TUxyPS, TUxyCLK and TUxyERS of the Secondary module are undefined. Refer to the Chaining Counter Timers section for details.

29.10 Register Summary - Universal Timer

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x012A	Reserved									
0x012B	TUCHAIN	7:0								CH16AB
0x012C	TU16ACON0	7:0	ON	CPOL	OM	OPOL	RDSEL	PRIE	ZIE	CIE
0x012D	TU16ACON1	7:0	RUN	OSEN	CLR	LIMIT	CAPT	PRIF	ZIF	CIF
0x012E	TU16AHLT	7:0	EPOL	CSYNC	START[1:0]		RESET[1:0]		STOP[1:0]	
0x012F	TU16APS	7:0	PS[7:0]							
0x0130	TU16ATMR	7:0	TMR[7:0]							
		15:8	TMR[15:8]							
0x0130	TU16ACR	7:0	CR[7:0]							
		15:8	CR[15:8]							
0x0132 ... 0x0133	Reserved									
0x0134	TU16APR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0136 ... 0x0137	Reserved									
0x0138	TU16ACLK	7:0				CLK[4:0]				
0x0139	TU16AERS	7:0			ERS[5:0]					
0x013A	TU16BCON0	7:0	ON	CPOL	OM	OPOL	RDSEL	PRIE	ZIE	CIE
0x013B	TU16BCON1	7:0	RUN	OSEN	CLR	LIMIT	CAPT	PRIF	ZIF	CIF
0x013C	TU16BHLT	7:0	EPOL	CSYNC	START[1:0]		RESET[1:0]		STOP[1:0]	
0x013D	TU16BPS	7:0	PS[7:0]							
0x013E	TU16BTMR	7:0	TMR[7:0]							
		15:8	TMR[15:8]							
0x013E	TU16BCR	7:0	CR[7:0]							
		15:8	CR[15:8]							
0x0140 ... 0x0141	Reserved									
0x0142	TU16BPR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0144 ... 0x0145	Reserved									
0x0146	TU16BCLK	7:0				CLK[4:0]				
0x0147	TU16BERS	7:0			ERS[5:0]					

30. CCP - Capture/Compare/PWM Module

The Capture/Compare/PWM module is a peripheral that allows the user to time and control different events and to generate Pulse-Width Modulation (PWM) signals. In Capture mode, the peripheral allows the timing of the duration of an event. The Compare mode allows the user to trigger an external event when a predetermined amount of time has expired. The PWM mode can generate Pulse-Width Modulated signals of varying frequency and duty cycle.

Each individual CCP module can select the timer source that controls the module. The default timer selection is Timer1 when using Capture/Compare mode and Timer2 when using PWM mode in the CCPx module.

Note that the Capture/Compare mode operation is described with respect to Timer1 and the PWM mode operation is described with respect to Timer2 in the following sections.

The Capture and Compare functions are identical for all CCP modules.

Important: In devices with more than one CCP module, it is very important to pay close attention to the register names used. Throughout this section, the prefix “CCPx” is used as a generic replacement for specific numbering. A number placed where the “x” is in the prefix is used to distinguish between separate modules. For example, CCP1CON and CCP2CON control the same operational aspects of two completely different CCP modules.

30.1 CCP Module Configuration

Each Capture/Compare/PWM module is associated with a control register (CCPxCON), a capture input selection register (CCPxCAP) and a data register (CCPRx). The data register, in turn, is comprised of two 8-bit registers: CCPRxL (low byte) and CCPRxH (high byte).

30.1.1 CCP Modules and Timer Resources

The CCP modules utilize Timers 1 through 4 that vary with the selected mode. Various timers are available to the CCP modules in Capture, Compare or PWM modes, as shown in the table below.

Table 30-1. CCP Mode - Timer Resources

CCP Mode	Timer Resource
Capture	Timer1
Compare	
PWM	Timer2, Timer4

The assignment of a particular timer to a module is selected as shown in the **“Capture, Compare, and PWM Timers Selection”** chapter. All of the modules may be active at once and may share the same timer resource if they are configured to operate in the same mode (Capture/Compare or PWM) at the same time.

30.1.2 Open-Drain Output Option

When operating in Output mode (the Compare or PWM modes), the drivers for the CCPx pins can be optionally configured as open-drain outputs. This feature allows the voltage level on the pin to be pulled to a higher level through an external pull-up resistor and allows the output to communicate with external circuits without the need for additional level shifters.

30.2 Capture Mode

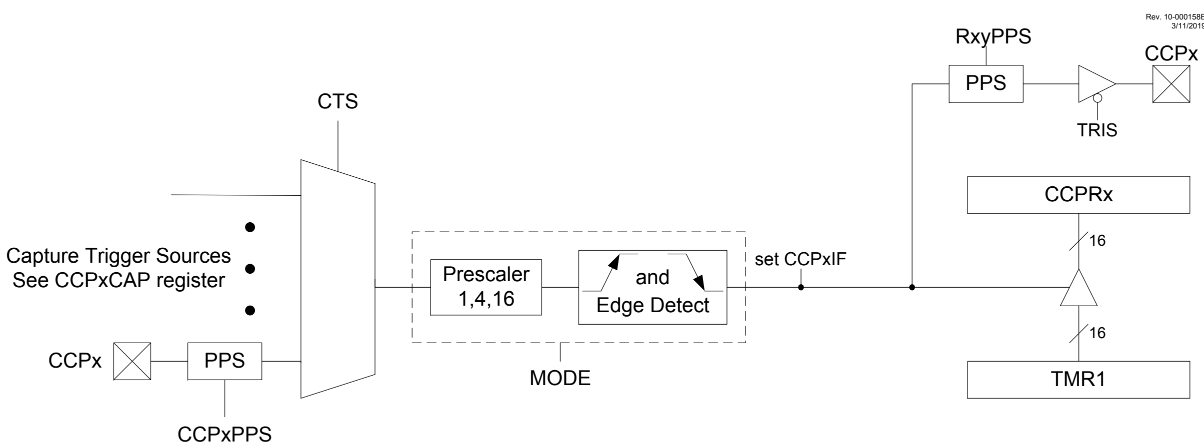
Capture mode makes use of the 16-bit odd numbered timer resources (Timer1, Timer3, etc.). When an event occurs on the capture source, the 16-bit CCPRx register captures and stores the 16-bit value of the TMRx register. An event is defined as one of the following and is configured by the MODE bits:

- Every falling edge of CCPx input
- Every rising edge of CCPx input
- Every 4th rising edge of CCPx input
- Every 16th rising edge of CCPx input
- Every edge of CCPx input (rising or falling)

When a capture is made, the Interrupt Request Flag bit CCPxIF of the PIRx register is set. The interrupt flag must be cleared in software. If another capture occurs before the value in the CCPRx register is read, the old captured value is overwritten by the new captured value. The following figure shows a simplified diagram of the capture operation.

Important: If an event occurs during a 2-byte read, the high and low-byte data will be from different events. It is recommended while reading the CCPRx register pair to either disable the module or read the register pair twice for data integrity.

Figure 30-1. Capture Mode Operation Block Diagram



30.2.1 Capture Sources

The capture source is selected with the CTS bits.

In Capture mode, the CCPx pin must be configured as an input by setting the associated TRIS control bit.

Important: If the CCPx pin is configured as an output, a write to the port can cause a capture event.

30.2.2 Timer1 Mode for Capture

Timer1 must be running in Timer mode or Synchronized Counter mode for the CCP module to use the capture feature. In Asynchronous Counter mode, the capture operation may not work.

See the **"TMR1 - Timer1 Module with Gate Control"** chapter for more information on configuring Timer1.

30.2.3 Software Interrupt Mode

When the Capture mode is changed, a false capture interrupt may be generated. The user will keep the CCPxIE Interrupt Enable bit of the PIEx register clear to avoid false interrupts. Additionally, the user will clear the CCPxIF Interrupt Flag bit of the PIRx register following any change in Operating mode.

Important: Clocking Timer1 from the system clock (F_{OSC}) must not be used in Capture mode. For Capture mode to recognize the trigger event on the CCPx pin, Timer1 must be clocked from the instruction clock ($F_{OSC}/4$) or from an external clock source.

30.2.4 CCP Prescaler

There are four prescaler settings specified by the MODE bits. Whenever the CCP module is turned off or when the CCP module is not in Capture mode, the prescaler counter is cleared. Any Reset will clear the prescaler counter.

Switching from one capture prescaler to another does not clear the prescaler and may generate a false interrupt. To avoid this unexpected operation, turn the module off by clearing the CCPxCON register before changing the prescaler. The example below demonstrates the code to perform this function.

Example 30-1. Changing between Capture Prescalers

```
BANKSEL CCP1CON         ;only needed when CCP1CON is not in ACCESS space
CLRF    CCP1CON         ;Turn CCP module off
MOVLW   NEW_CAPT_PS     ;CCP ON and Prescaler select → W
MOVWF   CCP1CON         ;Load CCP1CON with this value
```

30.2.5 Capture During Sleep

Capture mode depends upon the Timer1 module for proper operation. There are two options for driving the Timer1 module in Capture mode. It can be driven by the instruction clock ($F_{OSC}/4$) or by an external clock source.

When Timer1 is clocked by $F_{OSC}/4$, Timer1 will not increment during Sleep. When the device wakes from Sleep, Timer1 will continue from its previous state.

Capture mode will operate during Sleep when Timer1 is clocked by an external clock source.

30.3 Compare Mode

The Compare mode function described in this section is available and identical for all CCP modules.

Compare mode makes use of the 16-bit odd numbered Timer resources (Timer1, Timer3, etc.). The 16-bit value of the CCPRx register is constantly compared against the 16-bit value of the TMRx register. When a match occurs, one of the following events can occur:

- Toggle the CCPx output and clear TMRx
- Toggle the CCPx output without clearing TMRx
- Set the CCPx output
- Clear the CCPx output
- Generate a Pulse output

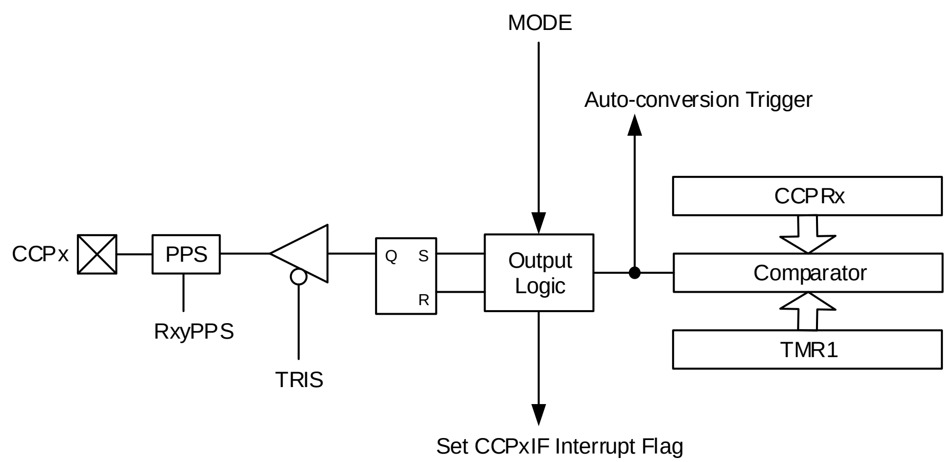
- Generate a Pulse output and clear TMRx

The action on the pin is based on the value of the MODE control bits.

All Compare modes can generate an interrupt. When MODE = `'b0001` or `'b1011`, the CCP resets the TMRx register.

The following figure shows a simplified diagram of the compare operation.

Figure 30-2. Compare Mode Operation Block Diagram



30.3.1 CCPx Pin Configuration

The CCPx pin must be configured as an output in software by clearing the associated TRIS bit and defining the appropriate output pin through the RxyPPS registers. See the **"PPS - Peripheral Pin Select Module"** chapter for more details.

The CCP output can also be used as an input for other peripherals.

Important: Clearing the CCPxCON register will force the CCPx compare output latch to the default low level. This is not the PORT I/O data latch.

30.3.2 Timer1 Mode for Compare

In Compare mode, Timer1 must be running in either Timer mode or Synchronized Counter mode. The compare operation may not work in Asynchronous Counter mode.

See the "**TMR1 - Timer1 Module with Gate Control**" chapter for more information on configuring Timer1.

Important: Clocking Timer1 from the system clock (F_{OSC}) must not be used in Compare mode. For Compare mode to recognize the trigger event on the CCPx pin, Timer1 must be clocked from the instruction clock ($F_{OSC}/4$) or from an external clock source.

30.3.3 Compare During Sleep

Since F_{OSC} is shut down during Sleep mode, the Compare mode will not function properly during Sleep, unless the timer is running. The device will wake on interrupt (if enabled).

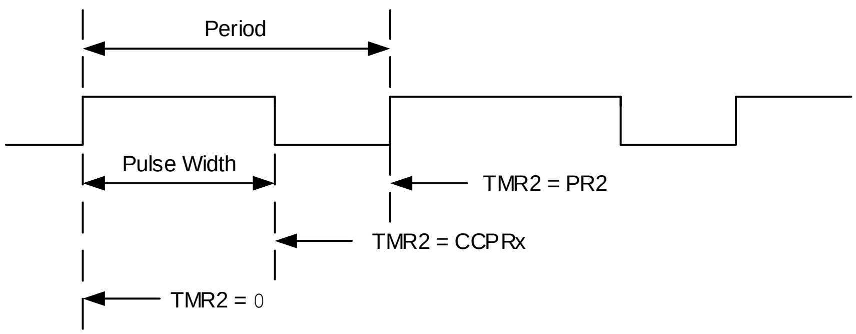
30.4 PWM Overview

Pulse-Width Modulation (PWM) is a scheme that controls power to a load by switching quickly between fully ON and fully OFF states. The PWM signal resembles a square wave where the high portion of the signal is considered the ON state and the low portion of the signal is considered the OFF state. The high portion, also known as the pulse width, can vary in time and is defined in steps. A larger number of steps applied, which lengthens the pulse width, also supplies more power to the load. Lowering the number of steps applied, which shortens the pulse width, supplies less power. The PWM period is defined as the duration of one complete cycle or the total amount of ON and OFF time combined.

PWM resolution defines the maximum number of steps that can be present in a single PWM period. A higher resolution allows for more precise control of the power applied to the load.

The term duty cycle describes the proportion of the ON time to the OFF time and is expressed in percentages, where 0% is fully OFF and 100% is fully ON. A lower duty cycle corresponds to less power applied and a higher duty cycle corresponds to more power applied. The figure below shows a typical waveform of the PWM signal.

Figure 30-3. CCP PWM Output Signal



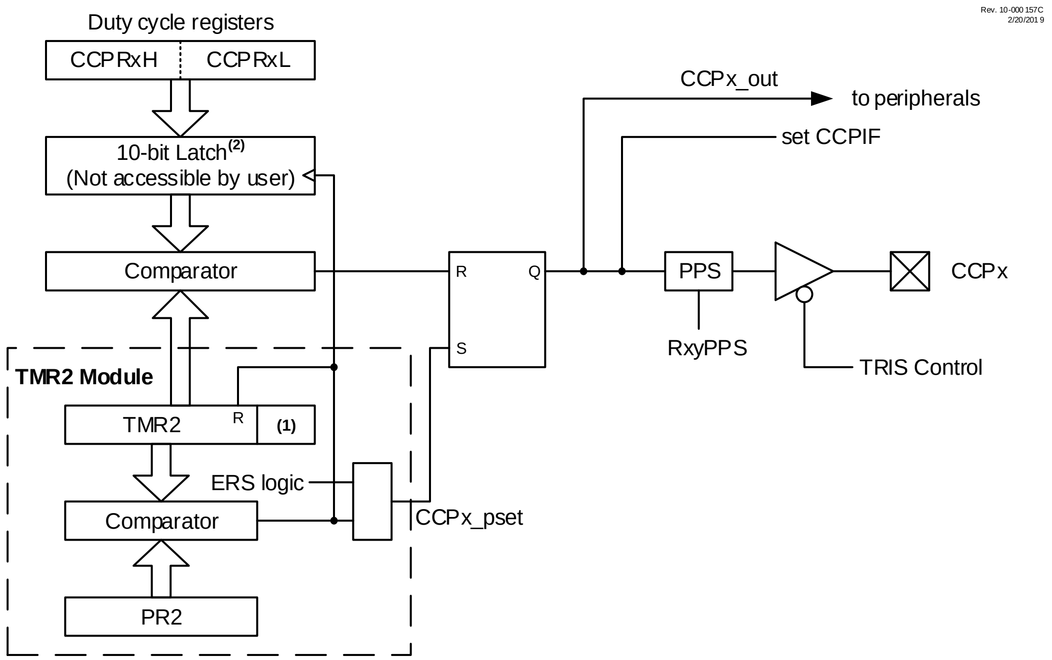
30.4.1 Standard PWM Operation

The standard PWM function described in this section is available and identical for all CCP modules. It generates a Pulse-Width Modulation (PWM) signal on the CCPx pin with up to ten bits of resolution. The period, duty cycle and resolution are controlled by the following registers:

- Even numbered TxPR registers (T2PR, T4PR, etc.)
- Even numbered TxCON registers (T2CON, T4CON, etc.)
- 16-bit CCPRx registers
- CCPxCON registers

It is required to have $F_{OSC}/4$ as the clock input to TxTMR for correct PWM operation. The following figure shows a simplified block diagram of the PWM operation.

Figure 30-4. Simplified PWM Block Diagram



Notes: 1. An 8-bit timer is concatenated with two bits generated by Fosc or two bits of the internal prescaler to create 10-bit time base.
2. The alignment of the 10 bits from the CCPR register is determined by the CCPxFMT bit.

Important: The corresponding TRIS bit must be cleared to enable the PWM output on the CCPx pin.

30.4.2 Setup for PWM Operation

The following steps illustrate how to configure the CCP module for standard PWM operation:

1. Select the desired output pin with the RxyPPS control to select CCPx as the source. Disable the selected pin output driver by setting the associated TRIS bit. The output will be enabled later at the end of the PWM setup.
2. Load the selected timer TxPR period register with the PWM period value.
3. Configure the CCP module for the PWM mode by loading the CCPxCON register with the appropriate values.
4. Load the CCPRx register with the PWM duty cycle value and configure the FMT bit to set the proper register alignment.
5. Configure and start the selected timer:
   - Clear the TMRxIF Interrupt Flag bit of the PIRx register. See the Important Note below.
   - Select the timer clock source to be as $F_{OSC}/4$. This is required for correct operation of the PWM module.
   - Configure the TxCKPS bits of the TxCON register with the desired timer prescale value.
   - Enable the timer by setting the TxON bit.
6. Enable the PWM output:

– Wait until the timer overflows and the TMRxIF bit of the PIRx register is set. See the Important Note below.
– Enable the CCPx pin output driver by clearing the associated TRIS bit.

Important: To send a complete duty cycle and period on the first PWM output, the above steps must be included in the setup sequence. If it is not critical to start with a complete PWM signal on the first output, then step 6 may be ignored.

30.4.3 Timer2 Timer Resource

The PWM Standard mode makes use of the 8-bit Timer2 timer resources to specify the PWM period.

30.4.4 PWM Period

The PWM period is specified by the T2PR register of Timer2. The PWM period can be calculated using the formula in the equation below.

Equation 30-1. PWM Period

$$PWM\ Period = [(T2PR + 1)] \bullet 4 \bullet T_{OSC} \bullet (TMR2\ \mathrm{Pr}escale\ Value)$$

where $T_{OSC} = 1/F_{OSC}$

When T2TMR is equal to T2PR, the following three events occur on the next increment event:

- T2TMR is cleared
- The CCPx pin is set (Exception: If the PWM duty cycle = 0%, the pin will not be set)
- The PWM duty cycle is transferred from the CCPRx register into a 10-bit buffer

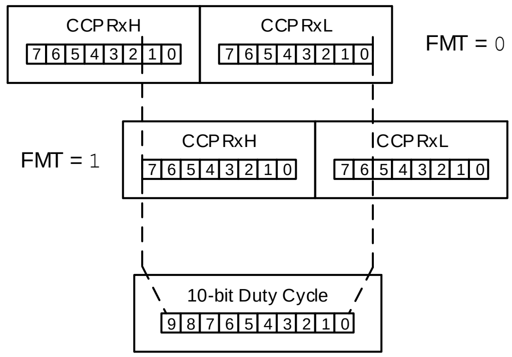
Important: The Timer postscaler (see the "**Timer2 Interrupt**" section in the **"TMR2 - Timer2 Module"** chapter) is not used in the determination of the PWM frequency.

30.4.5 PWM Duty Cycle

The PWM duty cycle is specified by writing a 10-bit value to the CCPRx register. The alignment of the 10-bit value is determined by the FMT bit (see Figure 30-5). The CCPRx register can be written to at any time. However, the duty cycle value is not latched onto the 10-bit buffer until after a match between T2PR and T2TMR.

The equations below are used to calculate the PWM pulse width and the PWM duty cycle ratio.

Figure 30-5. PWM 10-Bit Alignment



Equation 30-2. Pulse Width

$$Pulse\,Width = (CCPRxH{:}CCPRxL\,register\,value) \bullet T_{OSC} \bullet (TMR2\,\mathrm{P}rescale\,Value)$$

Equation 30-3. Duty Cycle

$$DutyCycleRatio = \frac{(CCPRxH{:}CCPRxL\,register\,value)}{4(T2PR+1)}$$

The CCPRx register is used to double buffer the PWM duty cycle. This double buffering is essential for glitchless PWM operation.

The 8-bit timer T2TMR register is concatenated with either the 2-bit internal system clock (F_{OSC}), or two bits of the prescaler, to create the 10-bit time base. The system clock is used if the Timer2 prescaler is set to 1:1.

When the 10-bit time base matches the CCPRx register, then the CCPx pin is cleared (see Figure 30-4).

30.4.6 PWM Resolution

The resolution determines the number of available duty cycles for a given period. For example, a 10-bit resolution will result in 1024 discrete duty cycles, whereas an 8-bit resolution will result in 256 discrete duty cycles.

The maximum PWM resolution is 10 bits when T2PR is `0xFF`. The resolution is a function of the T2PR register value, as shown below.

Equation 30-4. PWM Resolution

$$\mathrm{Resolution} = \frac{\log[4(T2PR+1)]}{\log(2)} bits$$

Important: If the pulse-width value is greater than the period, the assigned PWM pin(s) will remain unchanged.

Table 30-2. Example PWM Frequencies and Resolutions (F_{OSC} = 20 MHz)

PWM Frequency	1.22 kHz	4.88 kHz	19.53 kHz	78.12 kHz	156.3 kHz	208.3 kHz
Timer Prescale	16	4	1	1	1	1
T2PR Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

Table 30-3. Example PWM Frequencies and Resolutions (F_{OSC} = 8 MHz)

PWM Frequency	1.22 kHz	4.90 kHz	19.61 kHz	76.92 kHz	153.85 kHz	200.0 kHz
Timer Prescale	16	4	1	1	1	1
T2PR Value	0x65	0x65	0x65	0x19	0x0C	0x09
Maximum Resolution (bits)	8	8	8	6	5	5

30.4.7 Operation in Sleep Mode

In Sleep mode, the T2TMR register will not increment and the state of the module will not change. If the CCPx pin is driving a value, it will continue to drive that value. When the device wakes up, T2TMR will continue from the previous state.

30.4.8 Changes in System Clock Frequency

The PWM frequency is derived from the system clock frequency. Any changes in the system clock frequency will result in changes to the PWM frequency. See the **"OSC - Oscillator Module (With Fail-Safe Clock Monitor)"** chapter for additional details.

30.4.9 Effects of Reset

Any Reset will force all ports to Input mode and the CCP registers to their Reset states.

30.5 Register Definitions: CCP Control

Long bit name prefixes for the CCP peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 30-4. CCP Long Bit Name Prefixes

Peripheral	Bit Name Prefix
CCP1	CCP1
CCP2	CCP2

30.5.1 CCPxCON

Name: CCPxCON
Address: 0x14B,0x14F

CCP Control Register

Bit	7	6	5	4	3	2	1	0
	EN		OUT	FMT	MODE[3:0]			
Access	R/W		R	R/W	R/W	R/W	R/W	R/W
Reset	0		x	0	0	0	0	0

Bit 7 – EN CCP Module Enable

Value	Description
1	CCP is enabled
0	CCP is disabled

Bit 5 – OUT CCP Output Data (read-only)

Bit 4 – FMT CCPxRH:L Value Alignment (PWM mode)

Value	Condition	Description
x	Capture mode	Not used
x	Compare mode	Not used
1	PWM mode	Left aligned format
0	PWM mode	Right aligned format

Bits 3:0 – MODE[3:0] CCP Mode Select

Table 30-5. CCPx Mode Select

MODE Value	Operating Mode	Operation	Set CCPxIF
11xx	PWM	PWM operation	Yes
1011	Compare	Pulse output; clear TMR1[(2)]	Yes
1010		Pulse output	Yes
1001		Clear output[(1)]	Yes
1000		Set output[(1)]	Yes
0111	Capture	Every 16th rising edge of CCPx input	Yes
0110		Every 4th rising edge of CCPx input	Yes
0101		Every rising edge of CCPx input	Yes
0100		Every falling edge of CCPx input	Yes
0011		Every edge of CCPx input	Yes
0010	Compare	Toggle output	Yes
0001		Toggle output; clear TMR1[(2)]	Yes
0000	Disabled		—

Notes:
1. The set and clear operations of the Compare mode are reset by setting MODE = `'b0000` or EN = `0`.
2. When MODE = `'b0001` or `'b1011`, then the timer associated with the CCP module is cleared. TMR1 is the default selection for the CCP module, so it is used for indication purposes only.

30.5.2 CCPxCAP

Name: CCPxCAP
Address: 0x14C,0x150

Capture Trigger Input Selection Register

Bit	7	6	5	4	3	2	1	0
						CTS[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – CTS[2:0] Capture Trigger Input Selection

Table 30-6. Capture Trigger Sources

CTS Value	Source
111	Reserved
110	CLC4_OUT
101	CLC3_OUT
100	CLC2_OUT
011	CLC1_OUT
010	IOCSR (Signal Routing Ports) Interrupt
001	IOC Interrupt
000	Pin selected by CCPxPPS

30.5.3 CCPRx

Name: CCPRx
Address: 0x149,0x14D

Capture/Compare/Pulse-Width Register

Bit	15	14	13	12	11	10	9	8
	CCPR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bit	7	6	5	4	3	2	1	0
	CCPR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 15:0 – CCPR[15:0] Capture/Compare/Pulse-Width
Reset States: POR/BOR = xxxxxxxxxxxxxxxx
All other Resets = uuuuuuuuuuuuuuuu

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- When MODE = Capture or Compare
  - CCPRxH: Accesses the high byte CCPR[15:8]
  - CCPRxL: Accesses the low byte CCPR[7:0]
- When MODE = PWM and FMT = `0`
  - CCPRx[15:10]: Not used
  - CCPRxH[1:0]: Accesses the two Most Significant bits CCPR[9:8]
  - CCPRxL: Accesses the eight Least Significant bits CCPR[7:0]
- When MODE = PWM and FMT = `1`
  - CCPRxH: Accesses the eight Most Significant bits CCPR[9:2]
  - CCPRxL[7:6]: Accesses the two Least Significant bits CCPR[1:0]
  - CCPRx[5:0]: Not used

30.6 Register Summary - CCP Control

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0148	Reserved									
0x0149	CCPR1	7:0	CCPR[7:0]							
		15:8	CCPR[15:8]							
0x014B	CCP1CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x014C	CCP1CAP	7:0						CTS[2:0]		
0x014D	CCPR2	7:0	CCPR[7:0]							
		15:8	CCPR[15:8]							
0x014F	CCP2CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x0150	CCP2CAP	7:0						CTS[2:0]		

31. Capture, Compare, and PWM Timers Selection

Each of these modules has an independent timer selection which can be accessed using the timer selection register. The default timer selection is Timer1 for capture or compare functions and Timer2 for PWM functions.

31.1 Register Definitions: Capture, Compare, and PWM Timers Selection

31.1.1 CCPTMRS0

Name: CCPTMRS0
Address: 0x148

CCP Timers Selection Register

Bit	7	6	5	4	3	2	1	0
					C2TSEL[1:0]		C1TSEL[1:0]	
Access					R/W	R/W	R/W	R/W
Reset					0	1	0	1

Bits 0:1, 2:3 – CnTSEL CCPn Timer Selection

CnTSEL Value	Capture/Compare	PWM
11	Reserved	
10	Reserved	Timer4
01	Timer1	Timer2
00	Reserved	

31.2 Register Summary - Capture, Compare, and PWM Timers Selection

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0147	Reserved									
0x0148	CCPTMRS0	7:0					C2TSEL[1:0]		C1TSEL[1:0]	

32. PWM - Pulse-Width Modulator with Compare

This module is a 16-bit Pulse-Width Modulator (PWM) with a compare feature and multiple outputs. The outputs are grouped in slices where each slice has two outputs. There can be up to four slices in each PWM module. The EN bit enables the PWM operation for all slices simultaneously. The prescale counter, postscale counter, and all internal logic is held in Reset while the EN bit is low.

Features of this module include the following:

- Five main operating modes:
  - Left Aligned
  - Right Aligned
  - Center-Aligned
  - Variable Aligned
  - Compare
    - Pulsed
    - Toggled
- Push-pull operation (available in Left and Right Aligned modes only)
- Independent 16-bit period timer
- Programmable clock sources
- Programmable trigger sources for synchronous duty cycle and period changes
- Programmable synchronous/asynchronous Reset sources
- Programmable Reset source polarity control
- Programmable PWM output polarity control
- Up to four two-output slices per module

Block diagrams of each PWM mode are shown in their respective sections.

32.1 Output Slices

A PWM module can have up to four output slices. An output slice consists of two PWM outputs, PWMx_SaP1_out and PWMx_SaP2_out. Both share the same operating mode. However, other slices may operate in a different mode. PWMx_SaP1_out and PWMx_SaP2_out have independent duty cycles which are set with the respective P1 and P2 parameter registers.

32.1.1 Output Polarity

The polarity for the PWMx_SaP1_out and PWMx_SaP2_out is controlled with the respective POL1 and POL2 bits. Setting the polarity bit inverts the output Active state to Low True. Toggling the polarity bit toggles the output whether or not the PWM module is enabled.

32.1.2 Operating Modes

Each output slice can operate in one of six modes selected with the MODE bits. The Left and Right Aligned modes can also be operated in Push-Pull mode by setting the PPEN bit. The following sections provide more details on each mode, including block diagrams.

32.1.2.1 Left Aligned Mode

In Left Aligned mode, the active part of the duty cycle is at the beginning of the period. The outputs start active and stay active for the number of prescaled PWM clock periods specified by the P1 and P2 parameter registers, then go inactive for the remainder of the period. Block and timing diagrams follow.

Figure 32-1. Left-Aligned Block Diagram

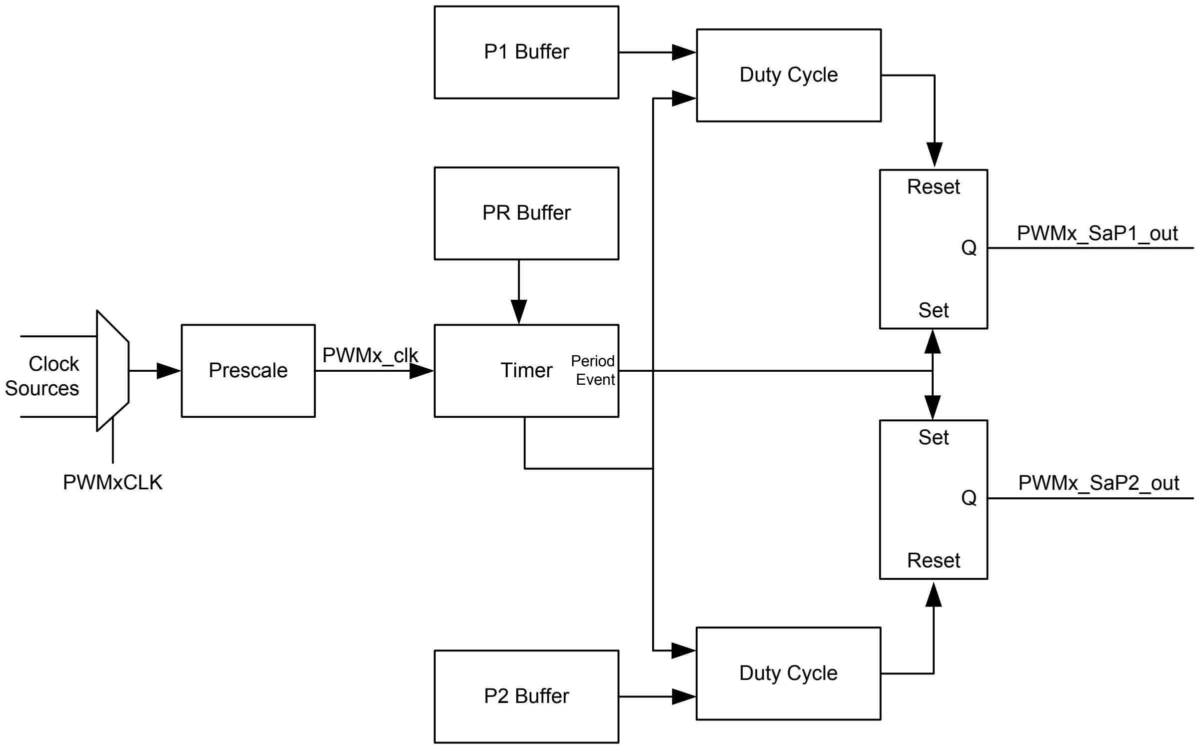
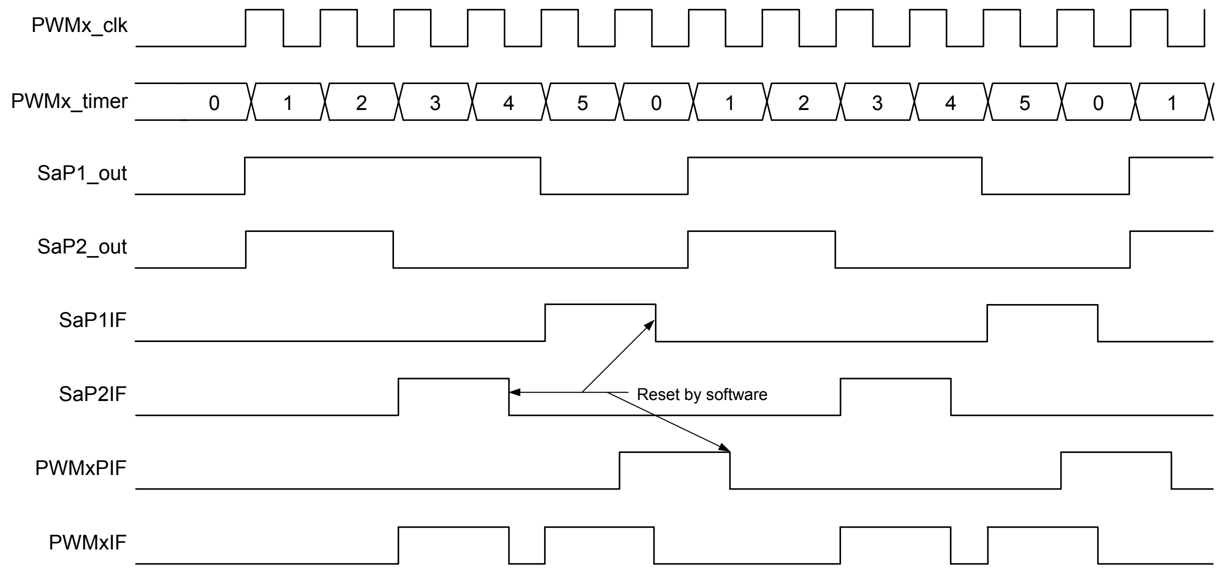


Figure 32-2. Left-Aligned Timing Diagram



Note: MODE = `'b000`, PR = 5, P1 = 4, P2 = 2.

32.1.2.2 Right Aligned Mode

In Right Aligned mode, the active part of the duty cycle is at the end of the period. The outputs start in the Inactive state and then go Active the number of prescaled PWM clock periods specified by the P1 and P2 parameter registers before the end of the period. Block and timing diagrams follow.

Figure 32-3. Right-Aligned Block Diagram

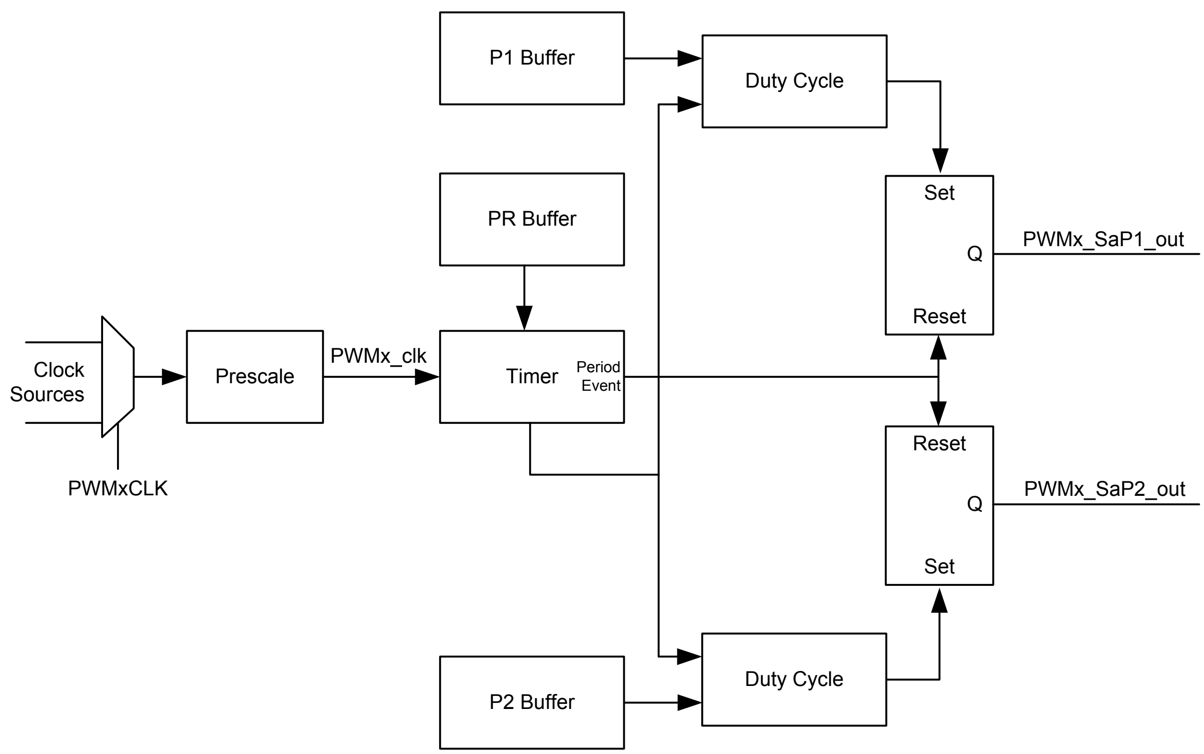
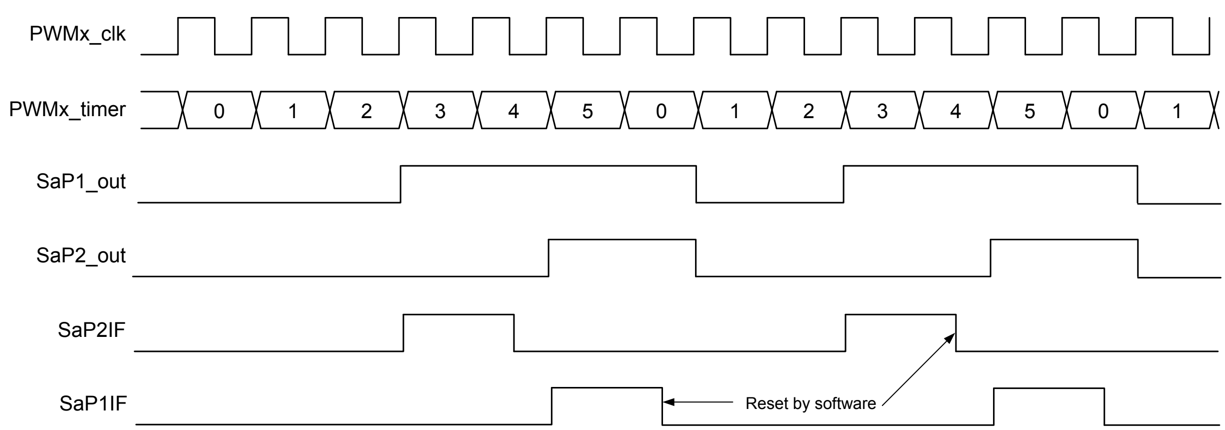


Figure 32-4. Right-Aligned Timing Diagram



Note: MODE = `'b001`, PR = 5, P1 = 4, P2 = 2.

32.1.2.3 Center-Aligned Mode

In Center-Aligned mode, the active duty cycle is centered in the period. The period for this mode is twice that of other modes, as shown in the following equation.

Equation 32-1. Center-Aligned Period

$$Period = \frac{(PR + 1) \times 2}{F_{PWMx\_clk}}$$

The parameter register specifies the number of PWM clock periods that the output goes Active before the period center. The output goes inactive the same number of prescaled PWM clock periods after the period center. Block and timing diagrams follow.

Figure 32-5. Center-Aligned Block Diagram

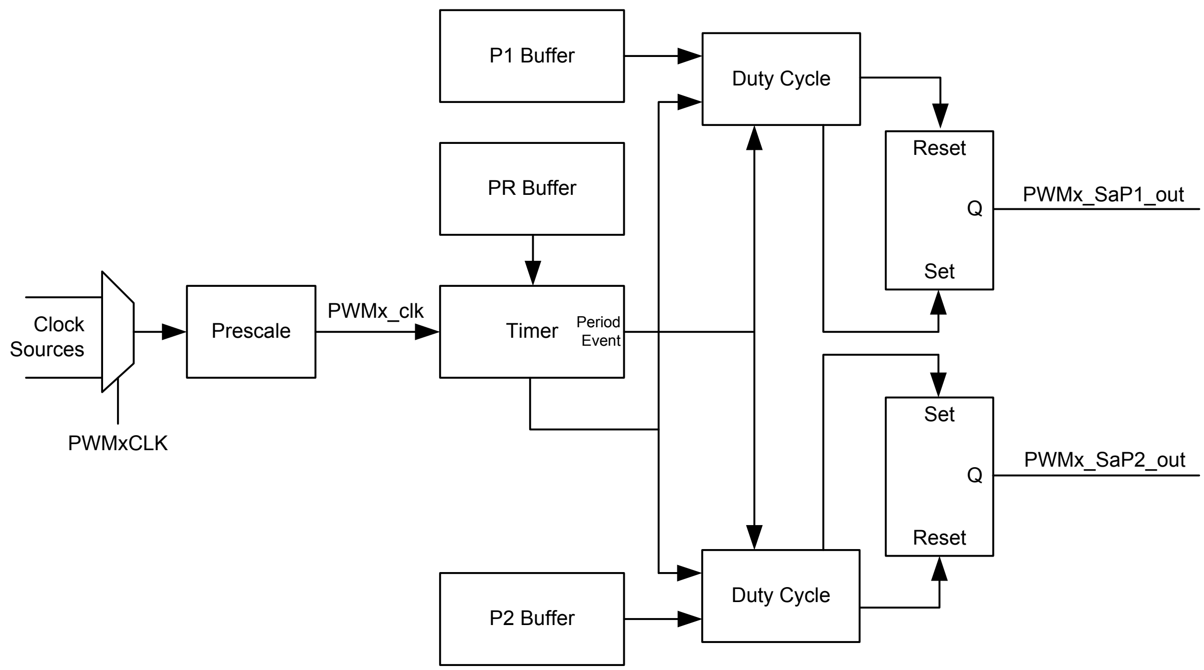
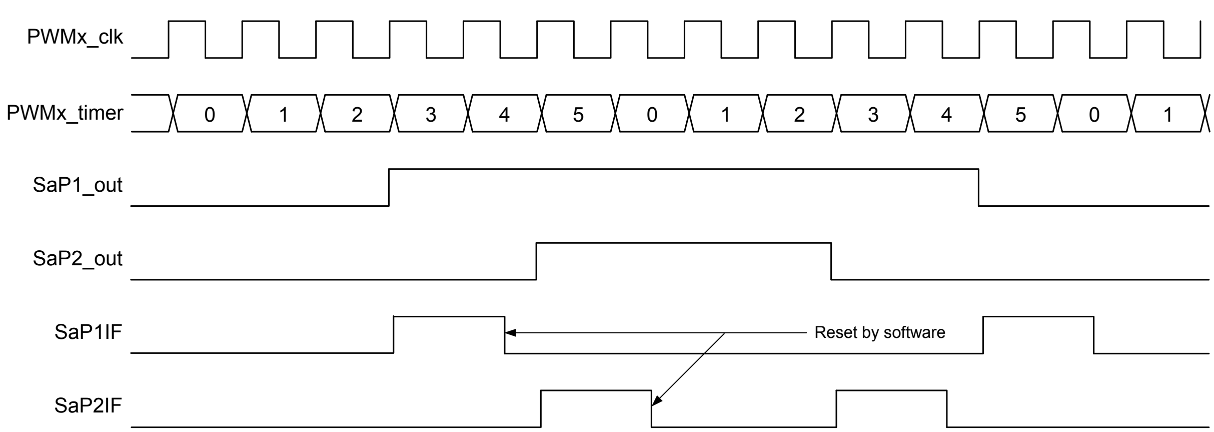


Figure 32-6. Center-Aligned Timing Diagram



Note: MODE = `b010, PR = 5, P1 = 4, P2 = 2.

32.1.2.4 Variable Alignment Mode

In Variable Alignment mode, the active part of the duty cycle starts when the parameter 1 value (P1) matches the timer and ends when the parameter 2 value (P2) matches the timer. Both outputs are identical because both parameter values are used for the same duty cycle. Block and timing diagrams follow.

Figure 32-7. Variable Alignment Block Diagram

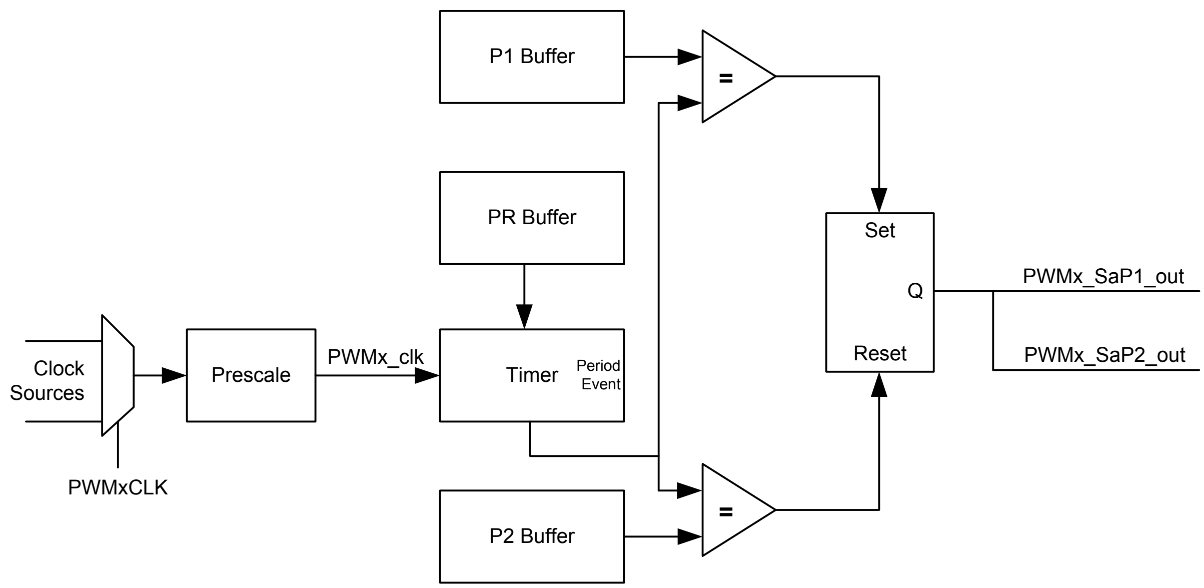
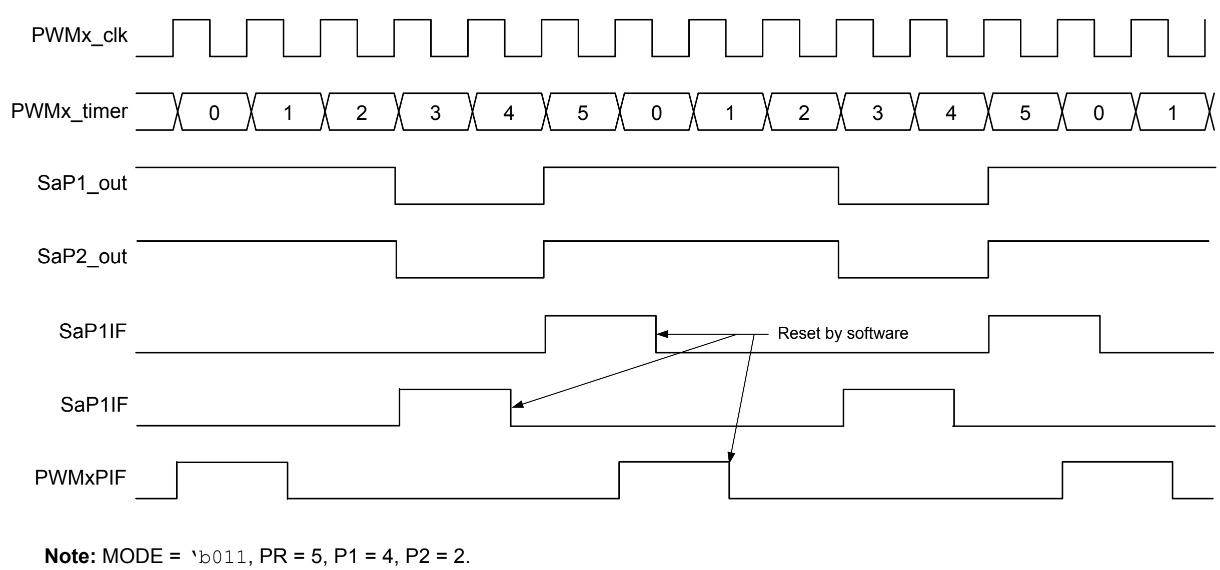


Figure 32-8. Variable Alignment Timing Diagram



32.1.2.5 Compare Modes

In the Compare modes, the PWM timer is compared to the P1 and P2 parameter values. When a match occurs, the output is either pulsed or toggled. In Pulsed Compare mode, the duty cycle is always one prescaled PWM clock period. In Toggle Compare mode, the duty cycle is always one full PWM period. Refer to the following sections for more details.

32.1.2.5.1 Pulsed Compare Mode

In Pulsed Compare mode, the duty cycle is one prescaled PWM clock period that starts when the timer matches the parameter value and ends one prescaled PWM clock period later. The outputs start in the Inactive state and then go Active during the duty cycle. Block and timing diagrams follow.

Figure 32-9. Pulsed Compare Block Diagram

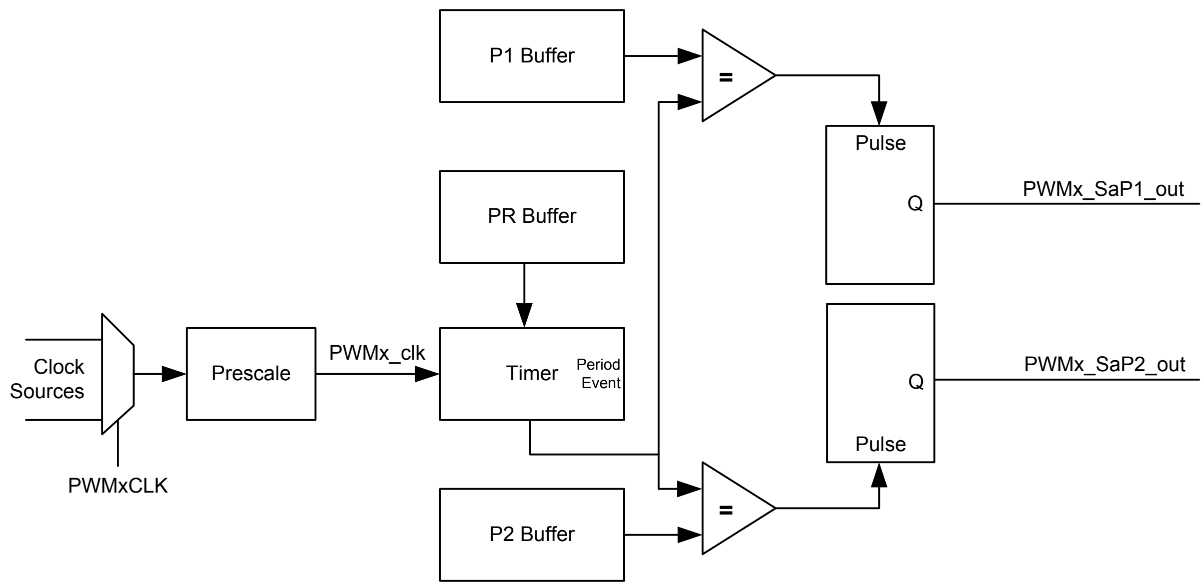
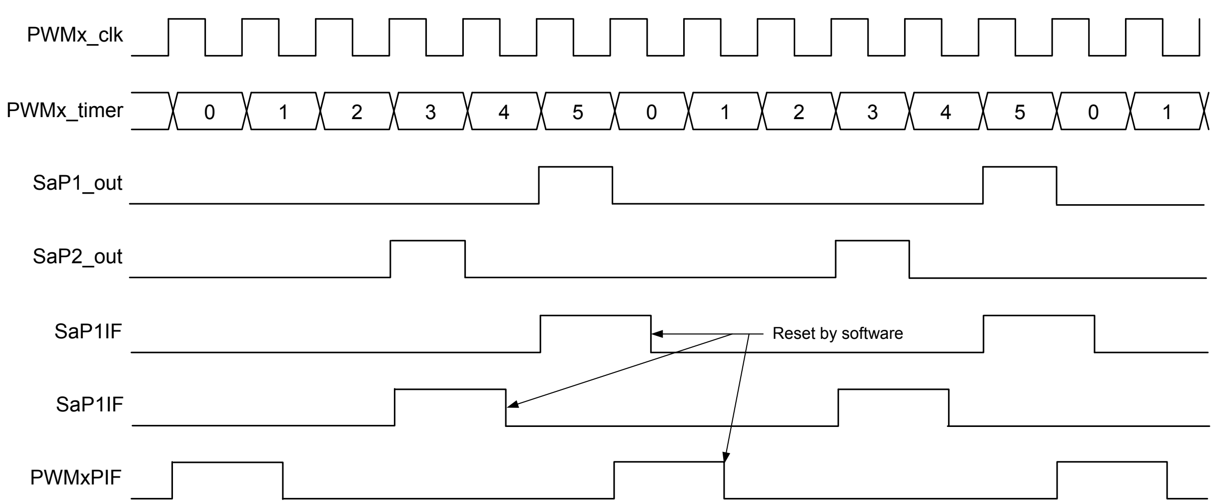


Figure 32-10. Pulsed Compare Timing Diagram



Note: MODE = `'b100`, PR = 5, P1 = 4, P2 = 2.

32.1.2.5.2 Toggled Compare

In Toggled Compare mode, the duty cycle is alternating full PWM periods. The output goes Active when the PWM timer matches the P1 or P2 parameter value and goes Inactive in the next period at the same match point. Block and timing diagrams follow.

Figure 32-11. Toggled Compare Block Diagram

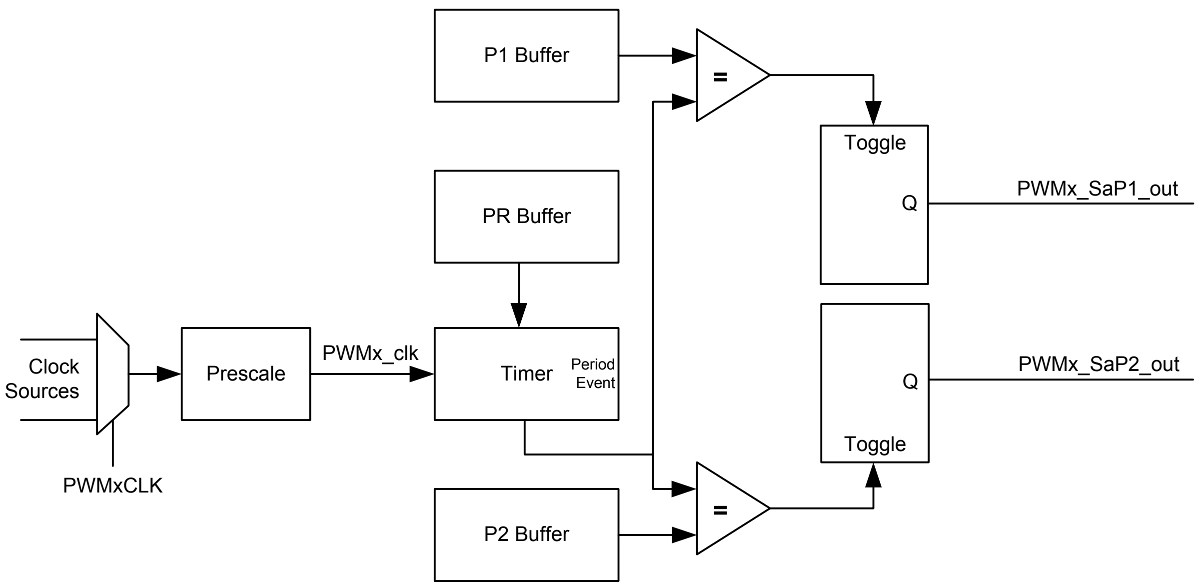
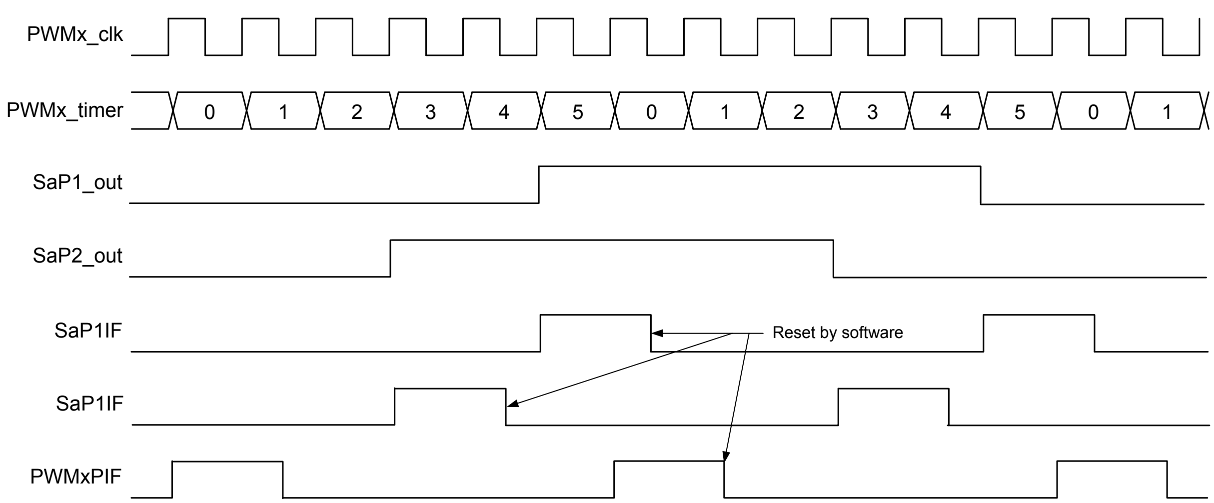


Figure 32-12. Toggled Compare Timing Diagram

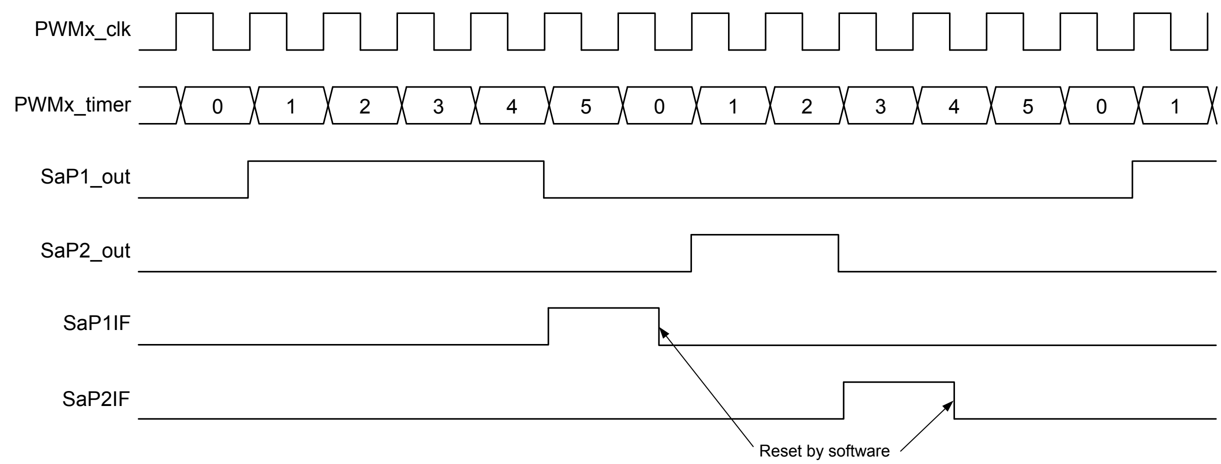


Note: MODE = `'b101`, PR = 5, P1 = 4, P2 = 2.

32.1.3 Push-Pull Mode

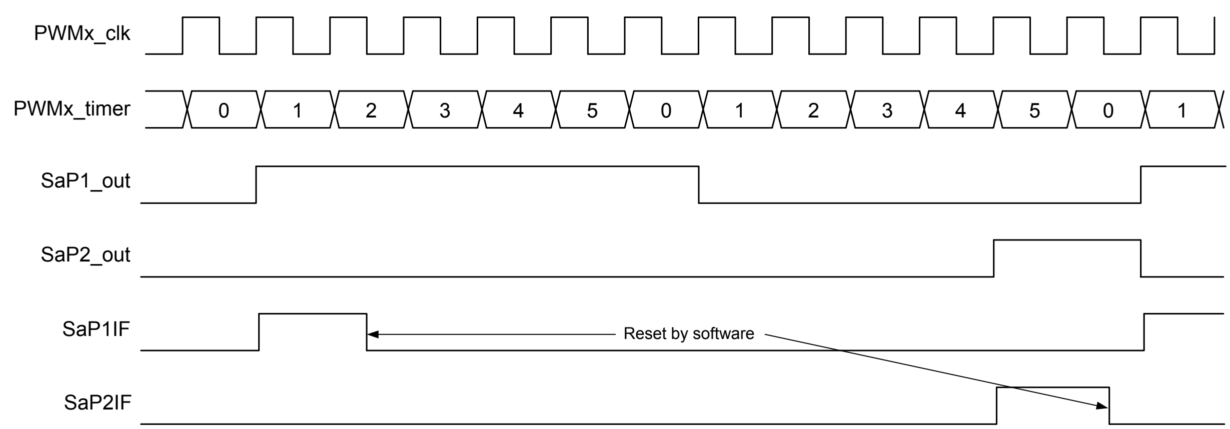
The Push-Pull mode is enabled by setting the PPEN bit. Push-Pull operates only in the Left Aligned and Right Aligned modes. In the Push-Pull mode, the outputs are Active every other PWM period. PWMx_SaP1_out is Active when the PWMx_SaP2_out is not and the PWMx_SaP2_out is Active when the PWMx_SaP1_out is not. When the parameter value (P1 or P2) is greater than the period value (PR), then the corresponding output is Active for one full PWM period. The following figures illustrate timing examples of Left and Right Aligned Push-Pull modes.

Figure 32-13. Left Aligned Push-Pull Mode Timing Diagram



Note: MODE = 'b000, PR = 5, P1 = 4, P2 = 2, PPEN = 1.

Figure 32-14. Right Aligned Push-Pull Mode Timing Diagram



Note: MODE = 'b001, PR = 5, P1 = 6, P2 = 2, PPEN = 1.

32.2 Period Timer

All slices in a PWM instance operate with the same period. The value written to the PWMxPR register is one less than the number of prescaled PWM clock periods (PWM_clk) in the PWM period.

The PWMxPR register is double-buffered. When the PWM is operating, writes to the PWMxPR register are transferred to the period buffer only after the LD bit is set or an external load event occurs. The transfer occurs at the next period Reset event. If the LD bit is set less than three PWM clock periods before the end of the period, then the transfer may be one full period later.

Loading the buffers of multiple PWM instances can be coordinated using the PWMLOAD register. See the Buffered Period and Parameter Registers section for more details.

32.3 Clock Sources

The time base for the PWM period prescaler is selected with the CLK bits. Changes take effect immediately when written. Clearing the EN bit before making clock source changes is recommended to avoid unexpected behavior.

32.3.1 Clock Prescaler

The PWM clock frequency can be reduced with the clock prescaler. There are 256 prescale selections from 1:1 to 1:256.

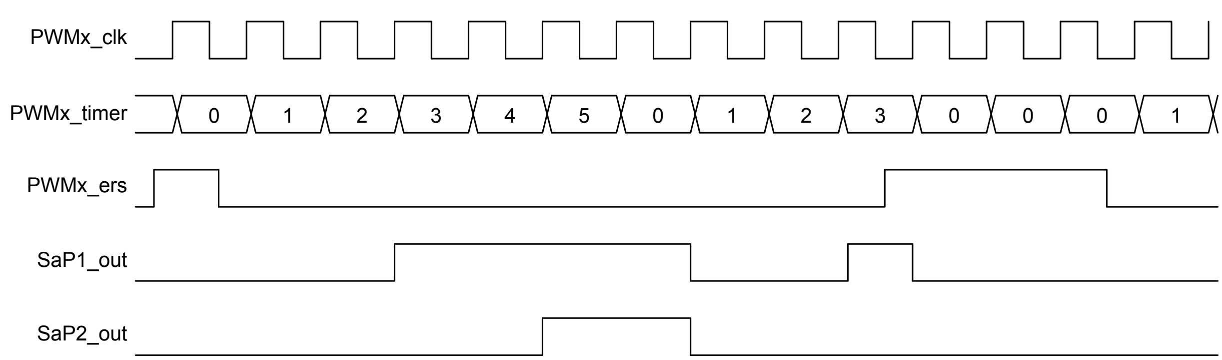
The CPRE bits select the prescale value. Changes to the prescale value take effect immediately. Clearing the EN bit before making prescaler changes is recommended to avoid unexpected behavior. The prescale counter is reset when the EN bit is cleared.

32.4 External Period Resets

The period timer can be reset and held at zero by a logic level from one of various sources. The Reset event also resets the postscaler counter. The resetting source is selected with the ERS bits.

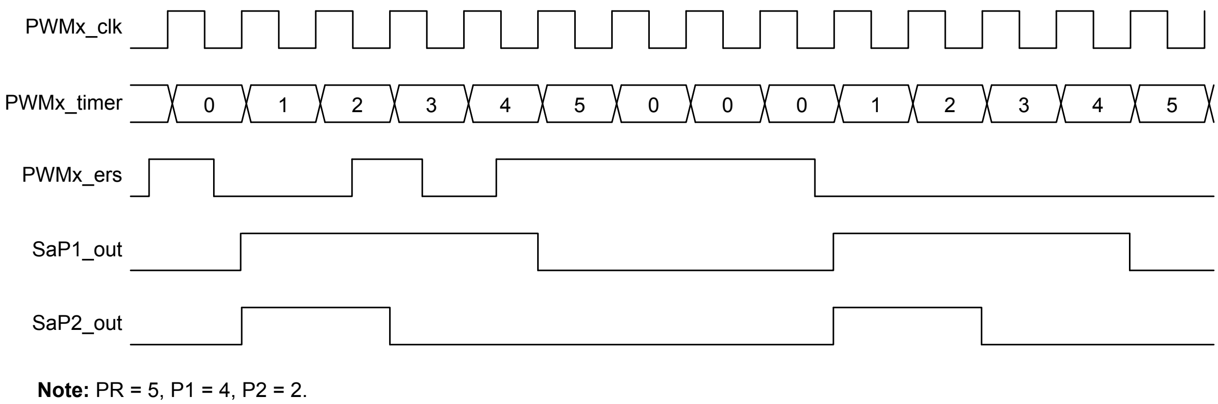
The Reset can be configured with the ERSNOW bit to occur on either the next PWM clock or the next PWM period Reset event. When the ERSNOW bit is set, then the Reset will occur on the next PWM clock. When the ERSNOW bit is cleared, then the Reset will be held off until the timer resets at the end of the period. The difference between a normal period Reset and an ERS Reset is that once the timer is reset, it is held at zero until the ERS signal goes false. The following timing diagrams illustrate the two types of external Reset.

Figure 32-15. Right Aligned Mode with ERSNOW = 1



Note: PR = 5, P1 = 4, P2 = 2.

Figure 32-16. Left Aligned Mode with ERSNOW = 0



32.5 Buffered Period and Parameter Registers

The PWMxPR, PWMxSaP1 and PWMxSaP2 registers are double-buffered. The PWM module operates on the buffered copies. The values in all these registers are copied to the buffer registers when the PWM module is enabled.

Changes to the PWMxPR, PWMxSaP1 and PWMxSaP2 registers do not affect the buffer registers while the PWM is operating until either software sets the LD bit or an external load event occurs. For all operating modes except Center-Aligned, the values are copied to the buffer registers when the PWM timer is reloaded at the end of the period in which the load request occurred. In the Center-Aligned mode, the buffer update occurs on every other period Reset event because one full center-aligned period uses two period cycles. Load requests occurring three or less clocks before the end of the period may not be serviced until the following period.

A list of external load trigger sources is shown in the PWMxLDS register. Software can set the LD bits of multiple PWM instances simultaneously with the PWMLOAD register.

Important: No changes are allowed after the LD bit is set until after the LD bit is cleared by hardware. Unexpected behavior may result if the LD bit is cleared by software.

32.6 Synchronizing Multiple PWMs

To synchronize multiple PWMs, the PWMEN register is used to enable selected PWMs simultaneously. The bits in the PWMEN register are mirror copies of the EN bit of every PWM in the device. Setting or clearing the EN bits in the PWMEN register enables or disables all the corresponding PWMs simultaneously.

32.7 Interrupts

Each PWM instance has a period interrupt and interrupts associated with the mode and parameter settings.

32.7.1 Period Interrupt

The period interrupt occurs when the PWMx timer value matches the PR value, thereby also resetting the PWMx timer. Refer to Figure 32-2 for a timing example. The period interrupt is indicated with the PWMxPIF flag bit in one of the PIR registers and is set whether or not the interrupt is enabled. This flag must be reset by software. The PWMxPIF interrupt is enabled with the PWMxPIE bit in the corresponding PIE register.

32.7.1.1 Period Interrupt Postscaler

The frequency of the period interrupt events can be reduced with the period interrupt postscaler. A postscaler counter suppresses period interrupts until the postscale count is reached. Only one PWM period interrupt is generated for every postscale counts. There are 256 postscale selections from 1:1 to 1:256.

The PIPOS bits select the postscale value. Changes to the postscale value take effect immediately. Clearing the EN bit before making postscaler changes is recommended to avoid unexpected behavior. The postscale counter is reset when the EN bit is cleared.

32.7.2 Parameter Interrupts

The P1 and P2 parameters in each slice have interrupts that occur depending on the selected mode. The individual parameter interrupts are indicated in the PWMxGIR register and enabled by the corresponding bits in the PWMxGIE register.

A timing example is shown in Figure 32-2. Refer to the timing diagrams of each of the other modes for more details.

All the enabled PWMxGIR interrupts of one PMW instance are OR'd together into the PWMxIF bit in one of the PIR registers. The PWMxIF bit is read-only. When any of the PWMxGIR bits are set then the PWMxIF bit is true. All PWMxGIF flags must be reset to clear the PWMxIF bit. The PWMxIF interrupt is enabled with the PWMxIE bit in the corresponding PIE register.

32.8 Operation During Sleep

The PWM module operates in Sleep only if the PWM clock is Active. Some internal clock sources are automatically enabled to operate in Sleep when a peripheral using them is enabled. Those clock sources are identified in the clock source table shown in the PWMxCLK clock source selection register.

32.9 Register Definitions: PWM Control

Long bit name prefixes for the PWM peripherals are shown in the table below. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 32-1. PWM Bit Name Prefixes

Peripheral	Bit Name Prefix
PWM1	PWM1
PWM2	PWM2

32.9.1 PWMxERS

Name: PWMxERS
Address: 0x153,0x162

PWMx External Reset Source

Bit	7	6	5	4	3	2	1	0
					ERS[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – ERS[3:0] External Reset Source Select

ERS	Reset Source	
	PWM1	PWM2
1111 - 1010	Reserved	
1001	CLC4_OUT	
1000	CLC3_OUT	
0111	CLC2_OUT	
0110	CLC1_OUT	
0101	PWM2S1P2_OUT	Reserved
0100	PWM2S1P1_OUT	Reserved
0011	Reserved	PWM1S1P2_OUT
0010	Reserved	PWM1S1P1_OUT
0001	PWM1ERSPPS	PWM2ERSPPS
0000	ERS Disabled	

32.9.2 PWMxCLK

Name: PWMxCLK
Address: 0x154,0x163

PWMx Clock Source

Bit	7	6	5	4	3	2	1	0
					CLK[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CLK[3:0] PWM Clock Source Select

CLK	Source	Operates in Sleep
`1111 - 1110`	Reserved	N/A
`1101`	CLC4_OUT	Yes(1)
`1100`	CLC3_OUT	Yes(1)
`1011`	CLC2_OUT	Yes(1)
`1010`	CLC1_OUT	Yes(1)
`1001`	CLKREF	Yes(1)
`1000`	EXTOSC	Yes
`0111`	SOSC	Yes
`0110`	MFINTOSC (32 kHz)	Yes
`0101`	MFINTOSC (500 kHz)	Yes
`0100`	LFINTOSC	Yes
`0011`	HFINTOSC	Yes
`0010`	F_{OSC}	No
`0001`	PWMIN1PPS	Yes(1)
`0000`	PWMIN0PPS	Yes(1)

Note:
1. Operation during Sleep is possible if the clock supplying the source peripheral operates in Sleep.

32.9.3 PWMxLDS

Name: PWMxLDS
Address: 0x155,0x164

PWMx Auto-load Trigger Source Select Register

Bit	7	6	5	4	3	2	1	0
					LDS[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – LDS[3:0] Auto-load Trigger Source Select

LDS	Source
1111 - 1011	Auto-load Disabled
1010	DMA4_Destination_Count_Done
1001	DMA3_Destination_Count_Done
1000	DMA2_Destination_Count_Done
0111	DMA1_Destination_Count_Done
0110	CLC4_OUT
0101	CLC3_OUT
0100	CLC2_OUT
0011	CLC1_OUT
0010	PWMIN1PPS
0001	PWMIN0PPS
0000	Auto-load Disabled

32.9.4 PWMxPR

Name: PWMxPR
Address: 0x156,0x165

PWMx Period Register

Determines the PWMx period

Bit	15	14	13	12	11	10	9	8
	PR[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	PR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – PR[15:0] PWM Period
Number of PWM clocks periods in the PWM period

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- PWMxPRH: Accesses the high byte PR[15:8]
- PWMxPRL: Accesses the low byte PR[7:0]

32.9.5 PWMxCPRE

Name: PWMxCPRE
Address: 0x158,0x167

PWMx Clock Prescaler Register

Bit	7	6	5	4	3	2	1	0
	CPRE[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – CPRE[7:0] PWM Clock Prescale Value

Value	Description
n	PWM clock is prescaled by n+1

32.9.6 PWMxPIPOS

Name: PWMxPIPOS
Address: 0x159,0x168

PWMx Period Interrupt Postscaler Register

Bit	7	6	5	4	3	2	1	0
	PIPOS[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PIPOS[7:0] Period Interrupt Postscale Value

Value	Description
n	Period interrupt occurs after n+1 period events

32.9.7 PWMxGIR

Name: PWMxGIR
Address: 0x15A,0x169

PWMx Interrupt Register

Bit	7	6	5	4	3	2	1	0
							S1P2	S1P1
Access							R/W/HS	R/W/HS
Reset							0	0

Bit 1 – SaP2 Slice "a" Parameter 2 Interrupt Flag

Value	Mode	Description
1	Variable Aligned or Compare	Compare match between P2 and PWM counter has occurred
1	Center-Aligned	PWMx_SaP2_out has changed
1	Right Aligned	Left edge of PWMx_SaP2_out pulse has occurred
1	Left Aligned	Right edge of PWMx_SaP2_out pulse has occurred
0	All	Interrupt event has not occurred

Bit 0 – SaP1 Slice "a" Parameter 1 Interrupt Flag

Value	Mode	Description
1	Variable Aligned or Compare	Compare match between P1 and PWM counter has occurred
1	Center-Aligned	PWMx_SaP1_out has changed
1	Right Aligned	Left edge of PWMx_SaP1_out pulse has occurred
1	Left Aligned	Right edge of PWMx_SaP1_out pulse has occurred
0	All	Interrupt event has not occurred

32.9.8 PWMxGIE

Name: PWMxGIE
Address: 0x15B,0x16A

PWMx Interrupt Enable Register

Bit	7	6	5	4	3	2	1	0
							S1P2	S1P1
Access							R/W	R/W
Reset							0	0

Bit 1 – SaP2 Slice "a" Parameter 2 Interrupt Enable

Value	Description
1	Slice "a" Parameter 2 match interrupt is enabled
0	Slice "a" Parameter 2 match interrupt is not enabled

Bit 0 – SaP1 Slice "a" Parameter 1 Interrupt Enable

Value	Description
1	Slice "a" Parameter 1 match interrupt is enabled
0	Slice "a" Parameter 1 match interrupt is not enabled

32.9.9 PWMxCON

Name: PWMxCON
Address: 0x15C,0x16B

PWM Control Register

Bit	7	6	5	4	3	2	1	0
	EN					LD	ERSPOL	ERSNOW
Access	R/W					R/W/HC	R/W	R/W
Reset	0					0	0	0

Bit 7 – EN PWM Module Enable

Value	Description
1	PWM module is enabled
0	PWM module is disabled. The prescaler, postscaler, and all internal logic are reset. Outputs go to their default states. Register values remain unchanged.

Bit 2 – LD Reload Registers

Reload the period and duty cycle registers on the next period event

Value	Description
1	Reload PR/P1/P2 registers
0	Reload not enabled or reload complete

Bit 1 – ERSPOL External Reset Polarity Select

Value	Description
1	External Reset input is active-low
0	External Reset input is active-high

Bit 0 – ERSNOW External Reset Mode Select

Determines when an external Reset event takes effect.

Value	Description
1	Stop counter on the next PWM clock. Output goes to the Inactive state.
0	Stop counter at the end of the period. Output goes to the Inactive state.

32.9.10 PWMxSaCFG

Name: PWMxSaCFG

PWM Slice "a" Configuration Register[(1)]

Bit	7	6	5	4	3	2	1	0
	POL2	POL1			PPEN	MODE[2:0]		
Access	R/W	R/W			R/W	R/W	R/W	R/W
Reset	0	0			0	0	0	0

Bit 7 – POL2 PWM Slice "a" Parameter 2 Output Polarity

Value	Description
1	PWMx_SaP2_out is low true
0	PWMx_SaP2_out is high true

Bit 6 – POL1 PWM Slice "a" Parameter 1 Output Polarity

Value	Description
1	PWMx_SaP1_out is low true
0	PWMx_SaP1_out is high true

Bit 3 – PPEN Push-Pull Mode Enable

Each period the output alternates between PWMx_SaP1_out and PWMx_SaP2_out. Only Left and Right Aligned modes are supported. Other modes may exhibit unexpected results.

Value	Description
1	PWMx Slice "a" Push-Pull mode is enabled
0	PWMx Slice "a" Push-Pull mode is not enabled

Bits 2:0 – MODE[2:0] PWM Module Slice "a" Operating Mode Select

Selects operating mode for both PWMx_SaP1_out and PWMx_SaP2_out

Value	Description
11x	Reserved. Outputs go to Reset state.
101	Compare mode: Toggle PWMx_SaP1_out and PWMx_SaP2_out on PWM timer match with corresponding parameter register
100	Compare mode: Set PWMx_SaP1_out and PWMx_SaP2_out high on PWM timer match with corresponding parameter register
011	Variable Aligned mode
010	Center-Aligned mode
001	Right Aligned mode
000	Left Aligned mode

Note:

1. Changes to this register must be done only when the EN bit is cleared.

32.9.11 PWMxSaP1

Name: PWMxSaP1

PWM Slice "a" Parameter 1 Register

Determines the active period of slice "a", parameter 1 output

Bit	15	14	13	12	11	10	9	8
	P1[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	P1[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – P1[15:0] Parameter 1 Value

Value	Mode	Description
n	Compare	Compare match event occurs when PWMx timer = n (refer to MODE selections)
n	Variable Aligned	PWMx_SaP1_out and PWMx_SaP2 both go high when PWMx timer = n
n	Center-Aligned	PWMx_SaP1_out is high 2*n PWMx clock periods centered around PWMx period event
n	Right Aligned	PWMx_SaP1_out is high n PWMx clock periods at end of PWMx period
n	Left Aligned	PWMx_SaP1_out is high n PWMx clock periods at beginning of PWMx period

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- PWMxSaP1H: Accesses the high byte P1[15:8]
- PWMxSaP1L: Accesses the low byte P1[7:0]

32.9.12 PWMxSaP2

Name: PWMxSaP2

PWM Slice "a" Parameter 2 Register

Determines the active period of slice "a", parameter 2 output

Bit	15	14	13	12	11	10	9	8
	P2[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	P2[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – P2[15:0] Parameter 2 Value

Value	Mode	Description
n	Compare	Compare match event occurs when PWMx timer = n (refer to MODE selections)
n	Variable Aligned	PWMx_SaP1_out and PWMx_SaP2 both go low when PWMx timer = n
n	Center-Aligned	PWMx_SaP2_out is high 2*n PWMx clock periods centered around PWMx period event
n	Right Aligned	PWMx_SaP2_out is high n PWMx clock periods at end of PWMx period
n	Left Aligned	PWMx_SaP2_out is high n PWMx clock periods at beginning of PWMx period

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- PWMxSaP2H: Accesses the high byte P2[15:8]
- PWMxSaP2L: Accesses the low byte P2[7:0]

32.9.13 PWMLOAD

Name: PWMLOAD
Address: 0x151

Mirror copies of all PWMxLD bits

Bit	7	6	5	4	3	2	1	0
							MPWM2LD	MPWM1LD
Access							R/W	R/W
Reset							0	0

Bits 0, 1 – MPWMxLD Mirror copy of PWMxLD bit
Mirror copies of all PWMxLD bits can be set simultaneously to synchronize the load event across all PWMs

Value	Description
1	PWMx parameter and period values will be transferred to their buffer registers at the next period Reset event
0	There are no PWMx period and parameter value transfers pending

32.9.14 PWMEN

Name: PWMEN
Address: 0x152

Mirror copies of all PWMxEN bits

Bit	7	6	5	4	3	2	1	0
							MPWM2EN	MPWM1EN
Access							R/W	R/W
Reset							0	0

Bits 0, 1 – MPWMxEN Mirror copy of PWMxEN bit
Mirror copies of all PWMxEN bits can be set simultaneously to synchronize the enable event across all PWMs

Value	Description
1	PWMx is enabled
0	PWMx is not enabled

32.10 Register Summary - PWM

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0150	Reserved									
0x0151	PWMLOAD	7:0							MPWM2LD	MPWM1LD
0x0152	PWMEN	7:0							MPWM2EN	MPWM1EN
0x0153	PWM1ERS	7:0					ERS[3:0]			
0x0154	PWM1CLK	7:0					CLK[3:0]			
0x0155	PWM1LDS	7:0					LDS[3:0]			
0x0156	PWM1PR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0158	PWM1CPRE	7:0	CPRE[7:0]							
0x0159	PWM1PIPOS	7:0	PIPOS[7:0]							
0x015A	PWM1GIR	7:0							S1P2	S1P1
0x015B	PWM1GIE	7:0							S1P2	S1P1
0x015C	PWM1CON	7:0	EN					LD	ERSPOL	ERSNOW
0x015D	PWM1S1CFG	7:0	POL2	POL1			PPEN	MODE[2:0]		
0x015E	PWM1S1P1	7:0	P1[7:0]							
		15:8	P1[15:8]							
0x0160	PWM1S1P2	7:0	P2[7:0]							
		15:8	P2[15:8]							
0x0162	PWM2ERS	7:0					ERS[3:0]			
0x0163	PWM2CLK	7:0					CLK[3:0]			
0x0164	PWM2LDS	7:0					LDS[3:0]			
0x0165	PWM2PR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0167	PWM2CPRE	7:0	CPRE[7:0]							
0x0168	PWM2PIPOS	7:0	PIPOS[7:0]							
0x0169	PWM2GIR	7:0							S1P2	S1P1
0x016A	PWM2GIE	7:0							S1P2	S1P1
0x016B	PWM2CON	7:0	EN					LD	ERSPOL	ERSNOW
0x016C	PWM2S1CFG	7:0	POL2	POL1			PPEN	MODE[2:0]		
0x016D	PWM2S1P1	7:0	P1[7:0]							
		15:8	P1[15:8]							
0x016F	PWM2S1P2	7:0	P2[7:0]							
		15:8	P2[15:8]							

33. CWG - Complementary Waveform Generator Module

The Complementary Waveform Generator (CWG) produces half-bridge, full-bridge, and steering of PWM waveforms. It is backward compatible with previous CCP functions.

The CWG has the following features:

- Six Operating modes:
  - Synchronous Steering mode
  - Asynchronous Steering mode
  - Full Bridge mode, Forward
  - Full Bridge mode, Reverse
  - Half Bridge mode
  - Push-Pull mode
- Output Polarity Control
- Output Steering
- Independent 6-bit Rising and Falling Event Dead-Band Timers:
  - Clocked dead band
  - Independent rising and falling dead-band enables
- Auto-Shutdown Control with:
  - Selectable shutdown sources
  - Auto-restart option
  - Auto-shutdown pin override control

33.1 Fundamental Operation

The CWG generates two output waveforms from the selected input source.

The off-to-on transition of each output can be delayed from the on-to-off transition of the other output, thereby creating a time delay immediately where neither output is driven. This is referred to as dead time and is covered in the Dead-Band Control section.

It may be necessary to guard against the possibility of circuit faults or a feedback event arriving too late or not at all. In this case, the active drive must be terminated before the Fault condition causes damage. This is referred to as auto-shutdown and is covered in the Auto-Shutdown section.

33.2 Operating Modes

The CWG module can operate in six different modes, as specified by the MODE bits:

- Half Bridge mode
- Push-Pull mode
- Asynchronous Steering mode
- Synchronous Steering mode
- Full Bridge mode, Forward
- Full Bridge mode, Reverse

All modes accept a single pulse input and provide up to four outputs as described in the following sections.

All modes include auto-shutdown control as described in the Auto-Shutdown section.

Important: Except as noted for Full Bridge mode, mode changes must only be performed while EN = 0.

33.2.1 Half Bridge Mode

In Half Bridge mode, two output signals are generated as true and inverted versions of the input as illustrated in Figure 33-1. A nonoverlap (dead band) time is inserted between the two outputs to prevent shoot-through current in various power supply applications. Dead-band control is described in the Dead-Band Control section. The output steering feature cannot be used in this mode. A basic block diagram of this mode is shown in Figure 33-2.

The unused outputs CWGxC and CWGxD drive similar signals as CWGxA and CWGxB, with polarity independently controlled by the POLC and POLD bits, respectively.

Figure 33-1. CWG Half Bridge Mode Operation

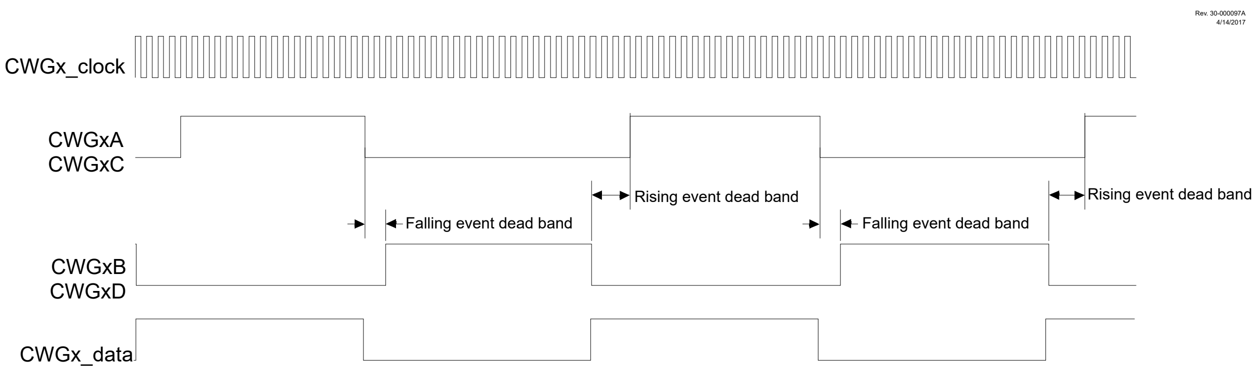
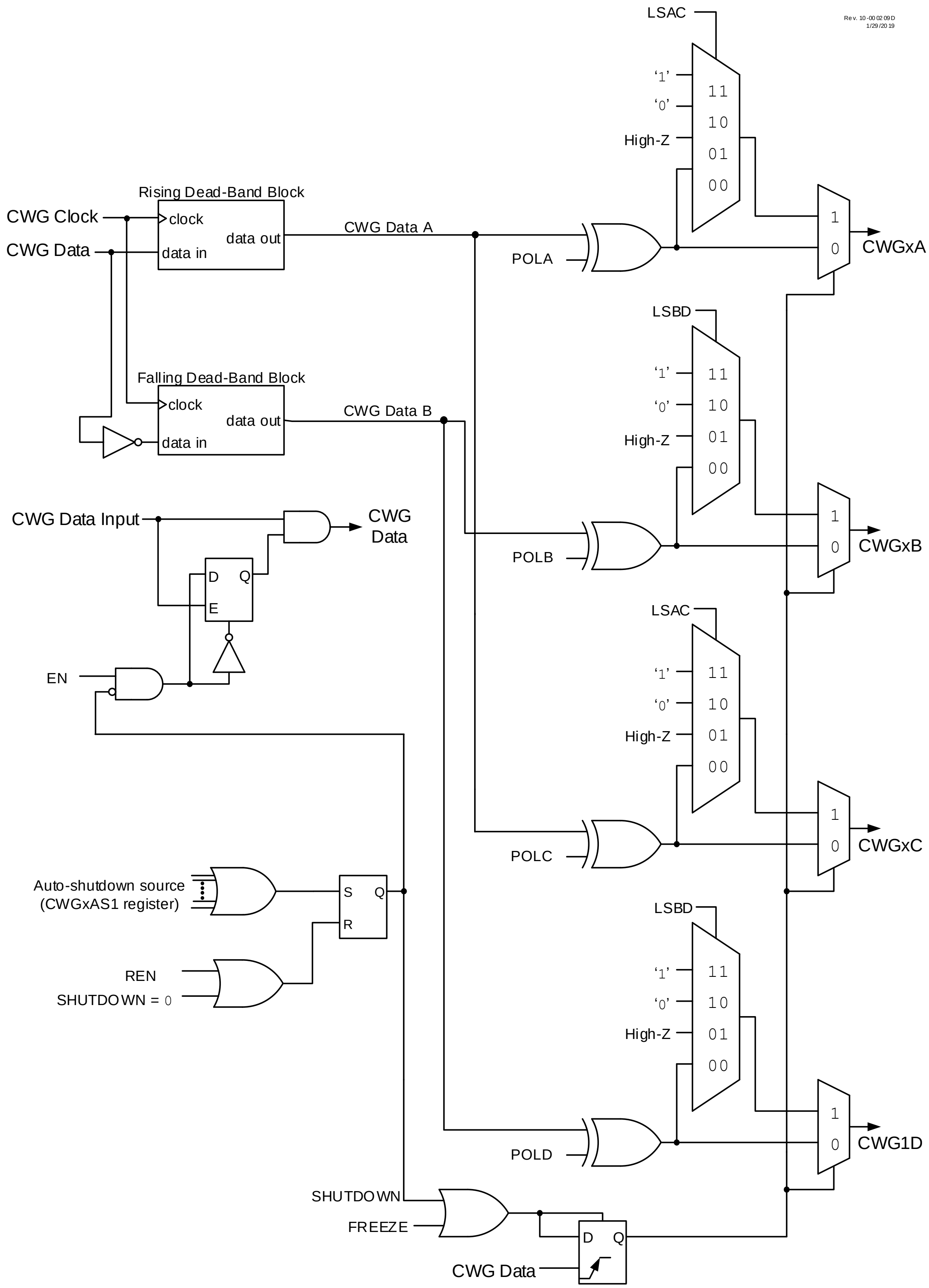


Figure 33-2. Simplified CWG Block Diagram (Half Bridge Mode, MODE = `'b100`)



33.2.2 Push-Pull Mode

In Push-Pull mode, two output signals are generated, alternating copies of the input as illustrated in Figure 33-3. This alternation creates the Push-Pull effect required for driving some transformer-based power supply designs. Steering modes are not used in Push-Pull mode. A basic block diagram for the Push-Pull mode is shown in Figure 33-4.

The Push-Pull sequencer is reset whenever EN = `0` or if an auto-shutdown event occurs. The sequencer is clocked by the first input pulse, and the first output appears on CWGxA.

The unused outputs CWGxC and CWGxD drive copies of CWGxA and CWGxB, respectively, but with polarity controlled by the POLC and POLD bits.

Figure 33-3. CWG Push-Pull Mode Operation

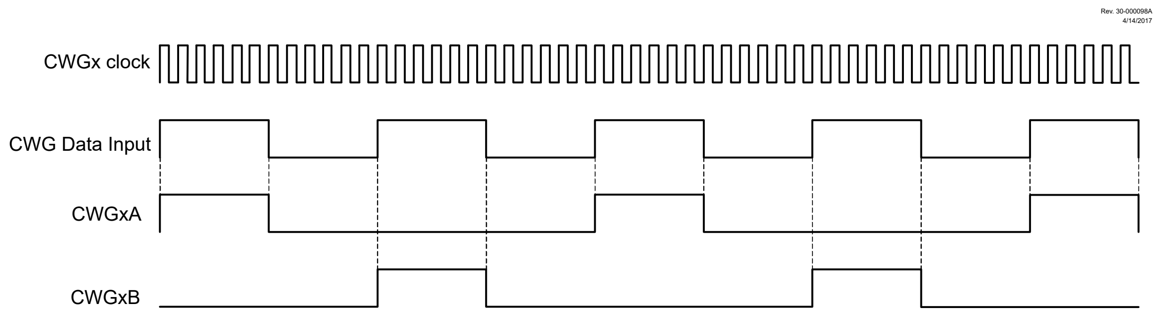
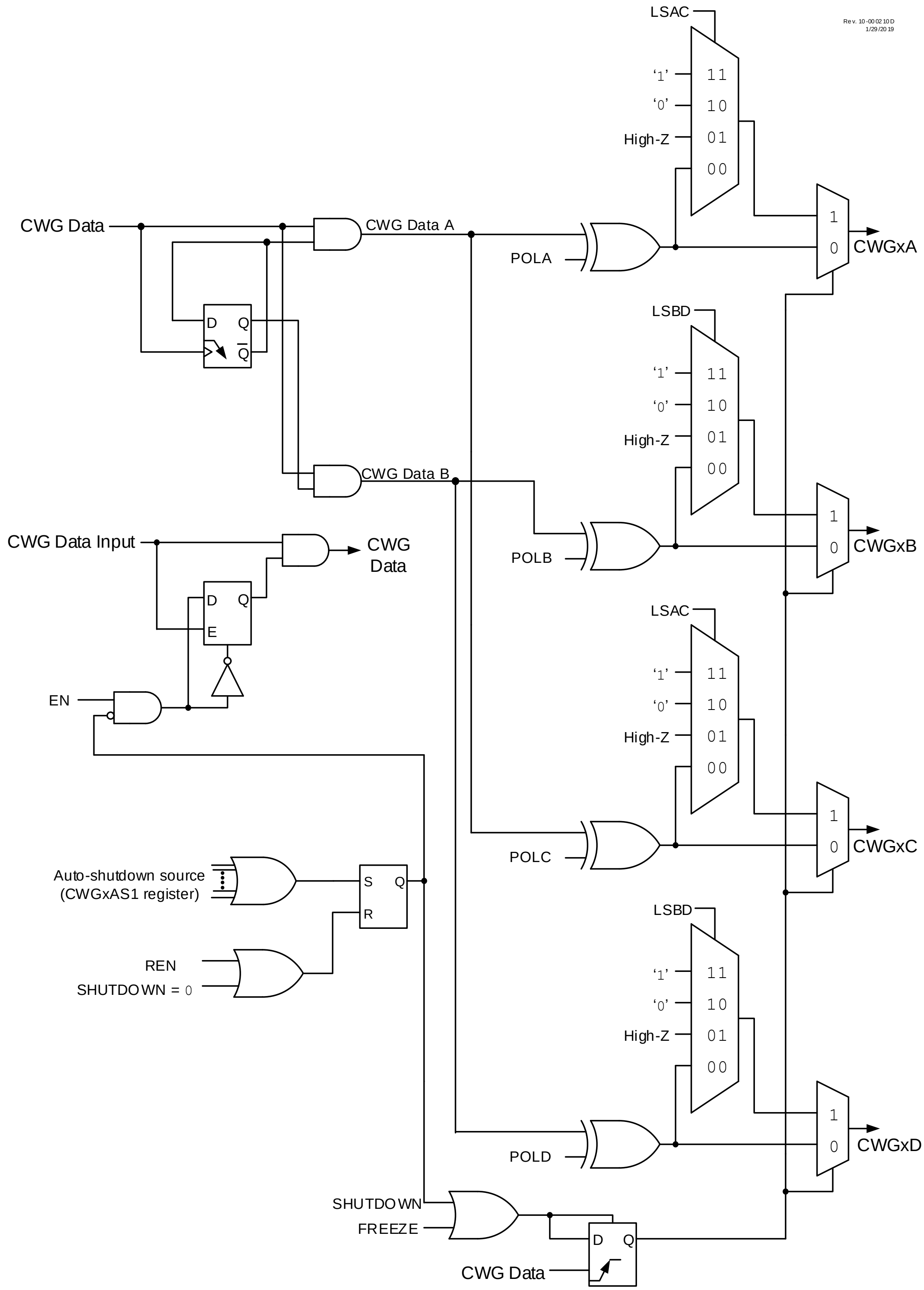


Figure 33-4. Simplified CWG Block Diagram (Push-Pull Mode, MODE = `'b101`)



33.2.3 Full Bridge Mode

In Forward and Reverse Full Bridge modes, three outputs drive static values while the fourth is modulated by the input data signal. The mode selection may be toggled between forward and reverse by toggling the MODE[0] bit of the CWGxCON0 register while keeping the MODE[2:1] bits static, without disabling the CWG module. When connected, as shown in Figure 33-5, the outputs are appropriate for a full-bridge motor driver. Each CWG output signal has independent polarity control, so the circuit can be adapted to high-active and low-active drivers. A simplified block diagram for the Full Bridge modes is shown in Figure 33-6.

Figure 33-5. Example of Full-Bridge Application

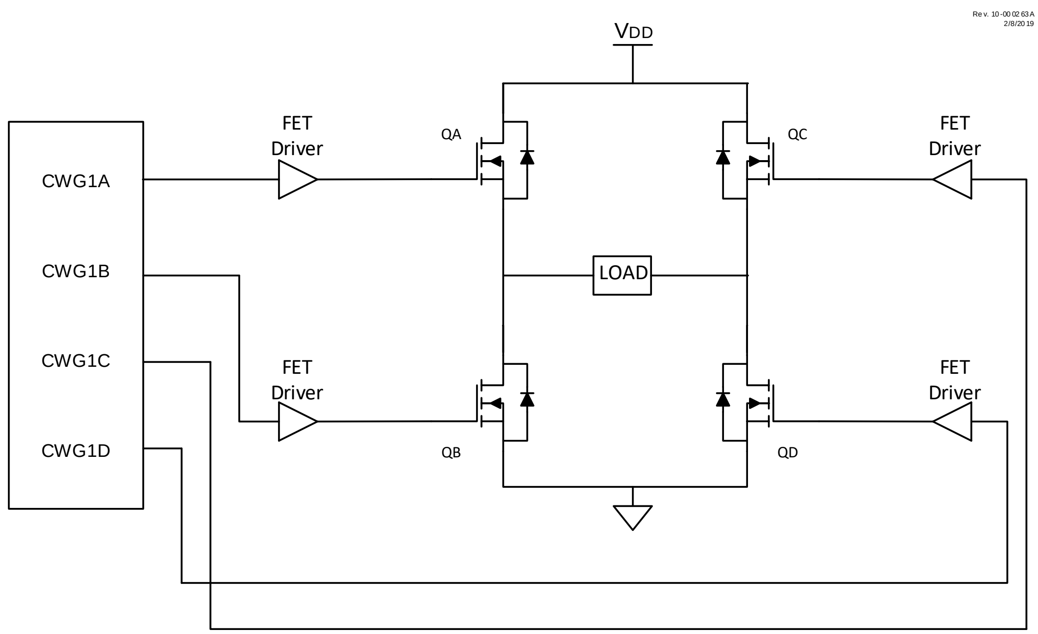
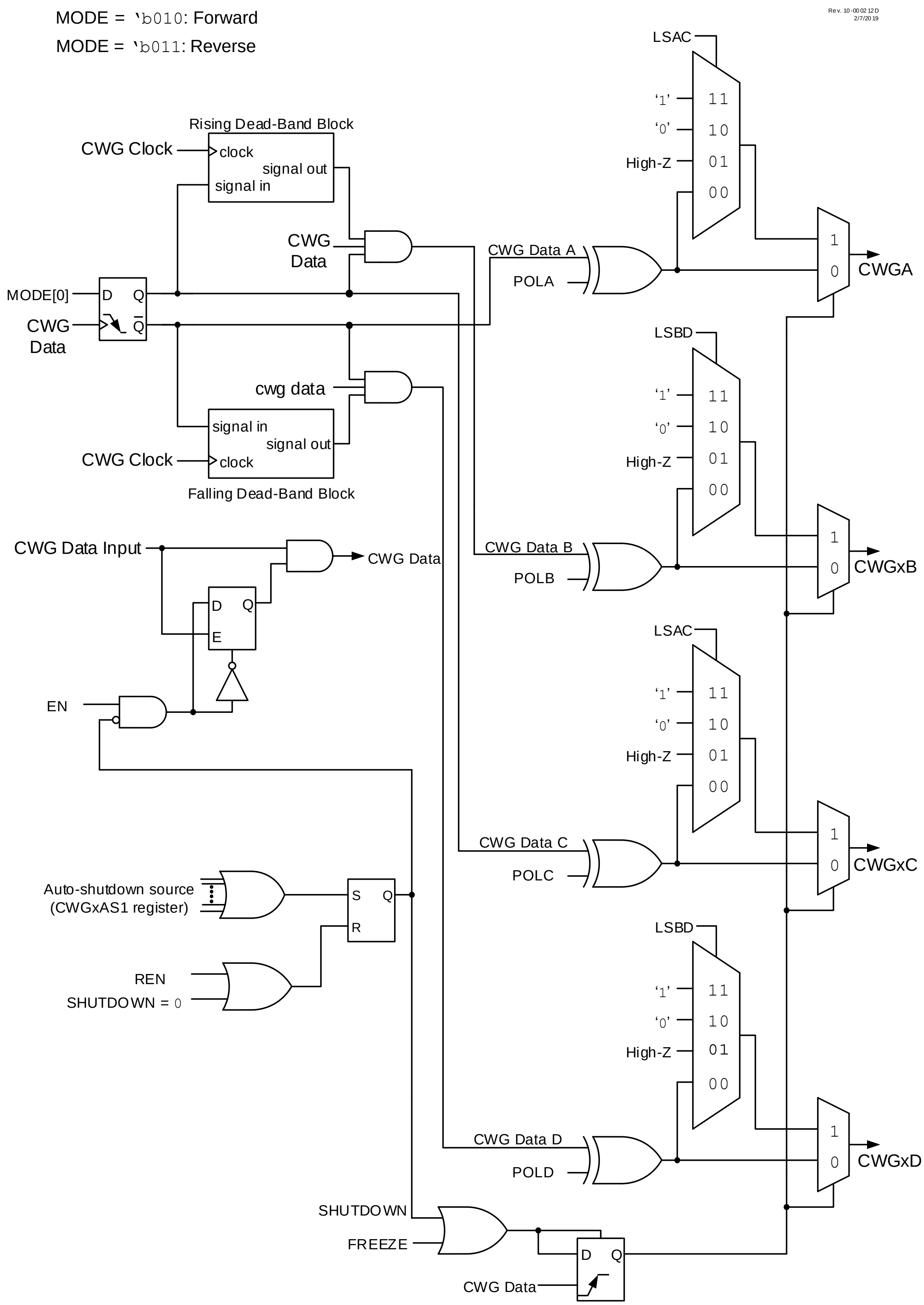


Figure 33-6. Simplified CWG Block Diagram (Forward and Reverse Full Bridge Modes)

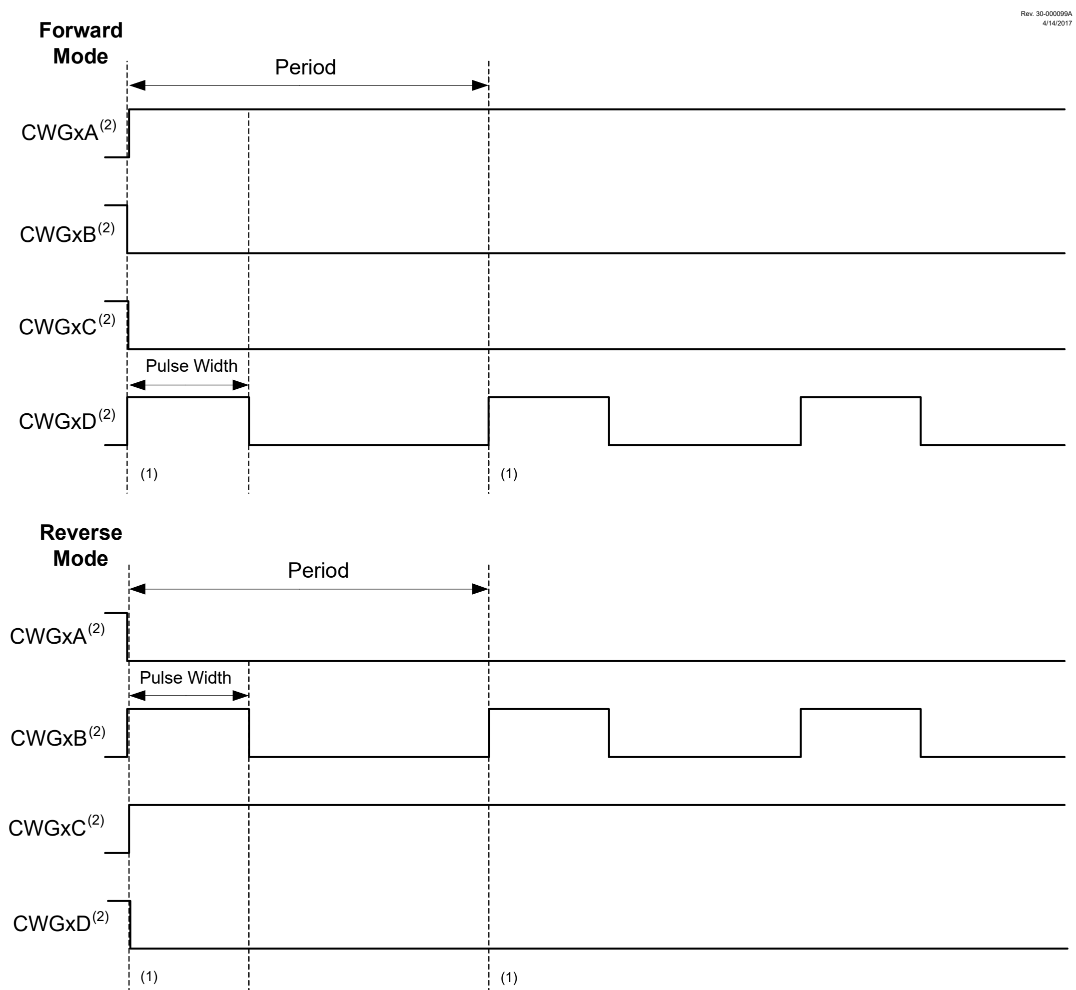


In Forward Full Bridge mode (MODE = `'b010`), CWGxA is driven to its Active state, CWGxB and CWGxC are driven to their Inactive state, and CWGxD is modulated by the input signal, as shown in Figure 33-7.

In Reverse Full Bridge mode (MODE = `'b011`), CWGxC is driven to its Active state, CWGxA and CWGxD are driven to their Inactive states, and CWGxB is modulated by the input signal, as shown in Figure 33-7.

In Full Bridge mode, the dead-band period is used when there is a switch from forward to reverse or vice versa. This dead-band control is described in the Dead-Band Control section, with additional details in the Rising Edge and Reverse Dead Band and Falling Edge and Forward Dead Band sections. Steering modes are not used with either of the Full Bridge modes.

Figure 33-7. Example of Full-Bridge Output



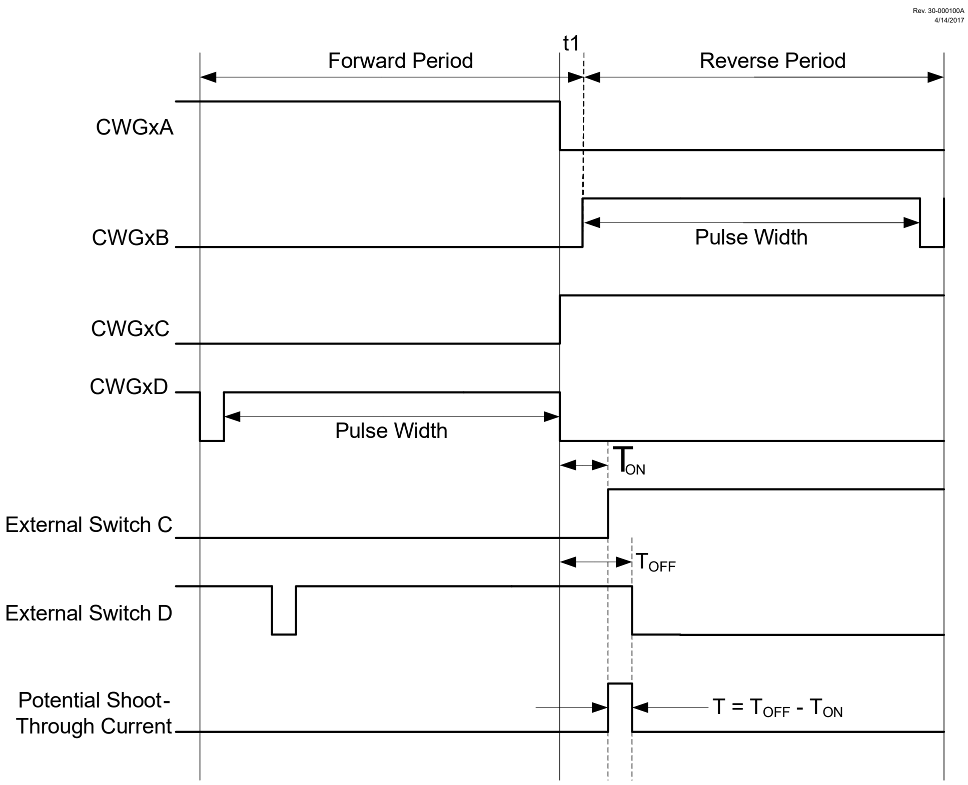
Notes:
1. A rising CWG data input creates a rising event on the modulated output.
2. Output signals shown as active-high; all POLy bits are clear.

33.2.3.1 Direction Change in Full Bridge Mode

In Full Bridge mode, changing the MODE[0] bit controls the forward/reverse direction. Direction changes occur on the next rising edge of the modulated input. The sequence, described as follows, is illustrated in Figure 33-8.

1. The associated active output CWGxA and the inactive output CWGxC are switched to drive in the opposite direction.
2. The previously modulated output CWGxD is switched to the Inactive state, and the previously inactive output CWGxB begins to modulate.
3. CWG modulation resumes after the direction-switch dead band has elapsed.

Figure 33-8. Example of PWM Direction Change at Near 100% Duty Cycle



33.2.3.2 Dead-Band Delay in Full Bridge Mode

Dead-band delay is important when either of the following conditions is true:

- The direction of the CWG output changes when the duty cycle of the data input is at or near 100%
- The turn-off time of the power switch, including the power device and driver circuit, is greater than the turn-on time

The dead-band delay is inserted only when changing directions and only the modulated output is affected. The statically-configured outputs (CWGxA and CWGxC) are not afforded dead band and switch essentially simultaneously.

Figure 33-8 shows an example of the CWG outputs changing directions from forward to reverse, at near 100% duty cycle. In this example, at time t1, the output of CWGxA and CWGxD becomes inactive, while the output of CWGxC becomes active. Since the turn-off time of the power devices is longer than the turn-on time, a shoot-through current will flow through the power devices QC and QD for the duration of 'T'. The same phenomenon will occur to power devices QA and QB for the CWG direction change from reverse to forward.

When changing the CWG direction at high duty cycle is required for an application, two possible solutions for eliminating the shoot-through current are:

1. Reduce the CWG duty cycle for one period before changing directions.

2. Use switch drivers that can drive the switches off faster than they can drive them on.

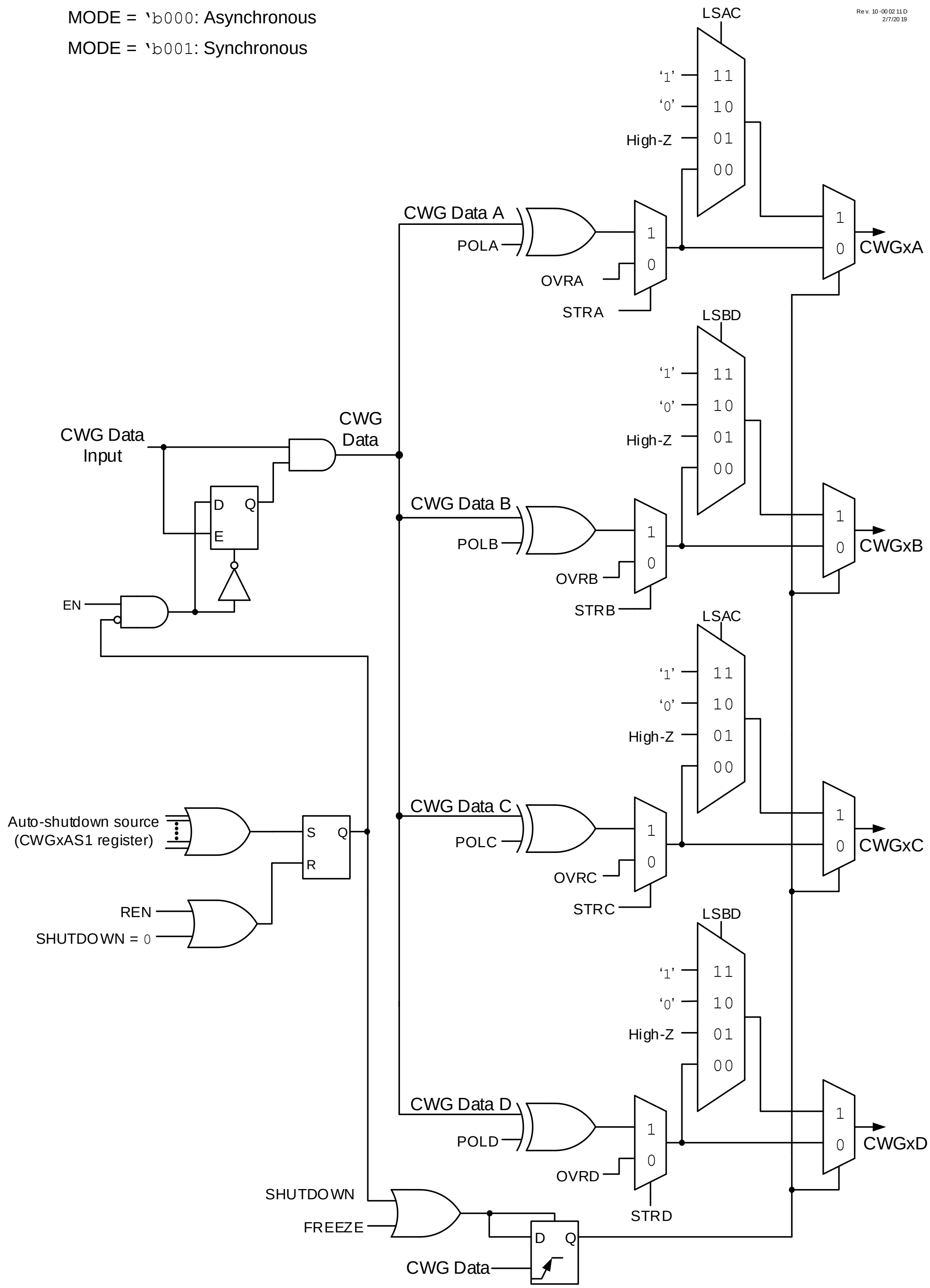
33.2.4 Steering Modes

In both Synchronous and Asynchronous Steering modes, the CWG Data can be steered to any combination of four CWG outputs. A fixed value will be presented on all the outputs not used for the PWM output. Each output has independent polarity, steering, and shutdown options. Dead-band control is not used in either Steering mode.

For example, when STRA = `0`, the corresponding pin is held at the level defined by OVRA. When STRA = `1`, the pin is driven by the CWG Data signal. The POLy bits control the signal polarity only when STRy = `1`.

The CWG auto-shutdown operation also applies in Steering modes as described in the Auto-Shutdown section. An auto-shutdown event will only affect pins that have STRy = `1`.

Figure 33-9. Simplified CWG Block Diagram (Output Steering Modes)

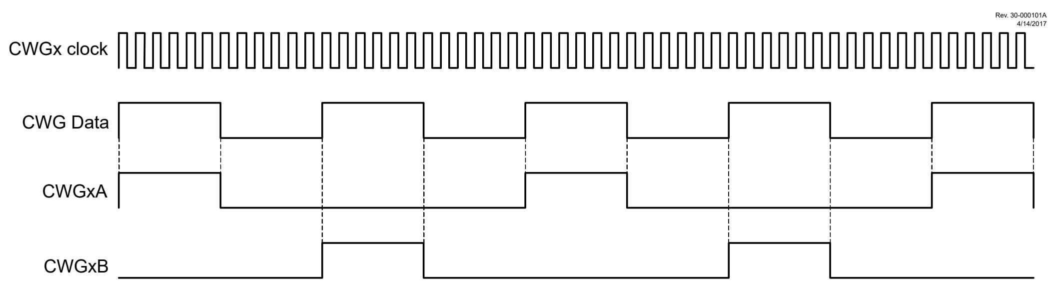


33.2.4.1 Synchronous Steering Mode

In Synchronous Steering mode (MODE = `'b001`), the changes to steering selection registers take effect on the next rising edge of CWG Data (see the figure below). In Synchronous Steering mode, the output will always produce a complete waveform.

> **Important:** Only the STRx bits are synchronized; the OVRx bits are not synchronized.

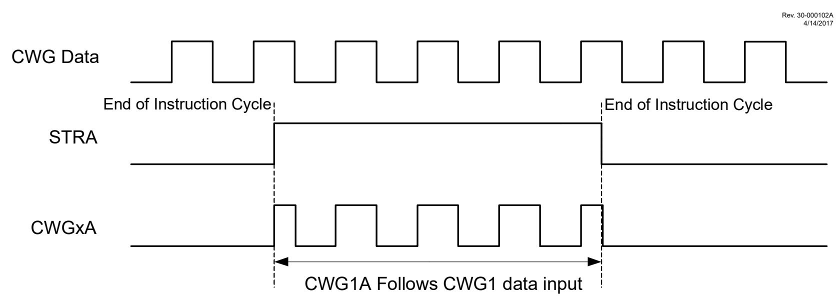
Figure 33-10. Example of Synchronous Steering (MODE = `'b001`)



33.2.4.2 Asynchronous Steering Mode

In Asynchronous mode (MODE = `'b000`), steering takes effect at the end of the instruction cycle that writes to STRx. In Asynchronous Steering mode, the output signal may be an incomplete waveform (see the figure below). This operation may be useful when the user firmware needs to immediately remove a signal from the output pin.

Figure 33-11. Example of Asynchronous Steering (MODE = `'b000`)



33.2.4.3 Start-Up Considerations

The application hardware must use the proper external pull-up and/or pull-down resistors on the CWG output pins. This is required because all I/O pins are forced to high-impedance at Reset.

The Polarity Control (POLy) bits allow the user to choose whether the output signals are active-high or active-low.

33.3 Clock Source

The clock source is used to drive the dead-band timing circuits. The CWG module allows the following clock sources to be selected:

- F_{OSC} (system clock)
- HFINTOSC

When the HFINTOSC is selected, the HFINTOSC will be kept running during Sleep. Therefore, the CWG modes requiring dead band can operate in Sleep, provided that the CWG data input is also active during Sleep. The clock sources are selected using the CS bit. The system clock F_{OSC} is disabled in Sleep and thus dead-band control cannot be used.

33.4 Selectable Input Sources

The CWG generates the output waveforms from the input sources which are selected with the ISM bits. Refer to the CWGxISM register for more details.

33.5 Output Control

33.5.1 CWG Output

Each CWG output can be routed to a Peripheral Pin Select (PPS) output via the RxyPPS register. Refer to the **"PPS - Peripheral Pin Select Module"** chapter for more details.

33.5.2 Polarity Control

The polarity of each CWG output can be selected independently. When the output polarity bit is set, the corresponding output is active-high. Clearing the output polarity bit configures the corresponding output as active-low. However, polarity does not affect the override levels. Output polarity is selected with the POLy bits. Auto-shutdown and steering options are unaffected by polarity.

33.6 Dead-Band Control

The dead-band control provides nonoverlapping complementary outputs to prevent shoot-through current when the outputs switch. Dead-band operation is employed for Half Bridge and Full Bridge modes. The CWG contains two 6-bit dead-band counters. One is used for the rising edge of the input source control in Half Bridge mode or for reverse direction change dead band in Full Bridge mode. The other is used for the falling edge of the input source control in Half Bridge mode or for forward direction change dead band in Full Bridge mode.

Dead band is timed by counting CWG clock periods from zero up to the value in the rising or falling dead-band counter registers.

33.6.1 Dead-Band Functionality in Half Bridge Mode

In Half Bridge mode, the dead-band counters dictate the delay between the falling edge of the normal output and the rising edge of the inverted output. This can be seen in Figure 33-1.

33.6.2 Dead-Band Functionality in Full Bridge Mode

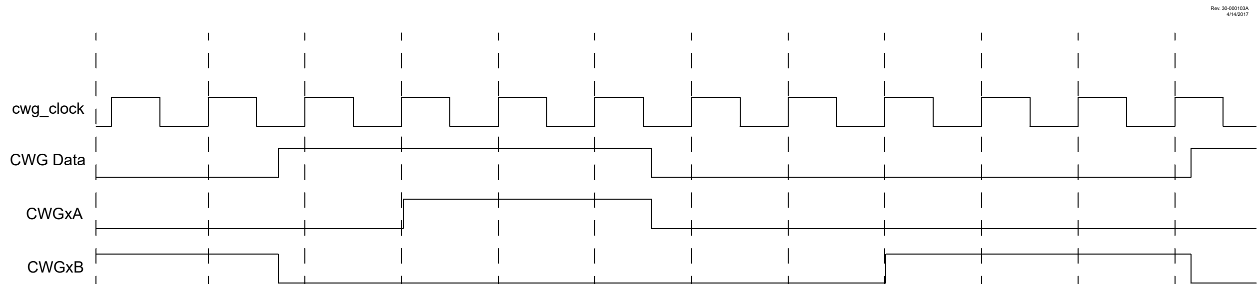
In Full Bridge mode, the dead-band counters are used when undergoing a direction change. The MODE[0] bit can be set or cleared while the CWG is running, allowing for changes from Forward to Reverse mode. The CWGxA and CWGxC signals will change immediately upon the first rising input edge following a direction change, but the modulated signals (CWGxB or CWGxD, depending on the direction of the change) will experience a delay dictated by the dead-band counters.

33.7 Rising Edge and Reverse Dead Band

In Half Bridge mode, the rising edge dead band delays the turn-on of the CWGxA output after the rising edge of the CWG data input. In Full Bridge mode, the reverse dead-band delay is only inserted when changing directions from Forward mode to Reverse mode, and only the modulated output, CWGxB, is affected.

The CWGxDBR register determines the duration of the dead-band interval on the rising edge of the input source signal. This duration is from 0 to 64 periods of the CWG clock. The following figure illustrates different dead-band delays for rising and falling CWG Data events.

Figure 33-12. Dead-Band Operation, CWGxDBR = `0x01`, CWGxDBF = `0x02`



Dead band is always initiated on the edge of the input source signal. A count of zero indicates that no dead band is present.

If the input source signal reverses polarity before the dead-band count is completed, then no signal will be seen on the respective output.

The CWGxDBR register value is double-buffered. When EN = `0`, the buffer is loaded when CWGxDBR is written. When EN = `1`, the buffer will be loaded at the rising edge following the first falling edge of the CWG Data, after the LD bit is set.

33.8 Falling Edge and Forward Dead Band

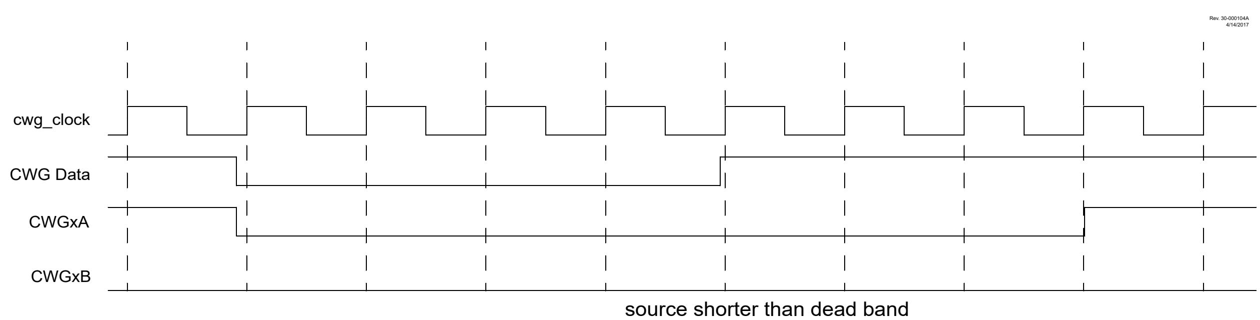
In Half Bridge mode, the falling edge dead band delays the turn-on of the CWGxB output at the falling edge of the CWG data input. In Full Bridge mode, the forward dead-band delay is only inserted when changing directions from Reverse mode to Forward mode, and only the modulated output, CWGxD, is affected.

The CWGxDBF register determines the duration of the dead-band interval on the falling edge of the input source signal. This duration is from 0 to 64 periods of the CWG clock.

Dead-band delay is always initiated on the edge of the input source signal. A count of zero indicates that no dead band is present.

If the input source signal reverses polarity before the dead-band count is completed, then no signal will be seen on the respective output.

Figure 33-13. Dead-Band Operation, CWGxDBR = `0x03`, CWGxDBF = `0x06`, Source Shorter Than Dead Band



The CWGxDBF register value is double-buffered. When EN = `0`, the buffer is loaded when CWGxDBF is written. When EN = `1`, the buffer will be loaded at the rising edge following the first falling edge of the data input after the LD bit is set.

33.9 Dead-Band Jitter

When the rising and falling edges of the input source are asynchronous to the CWG clock, it creates jitter in the dead-band time delay. The maximum jitter is equal to one CWG clock period. Refer to the equations below for more details.

Equation 33-1. Dead-Band Delay Time Calculation

$$T_{DEAD-BAND\_MIN} = \frac{1}{F_{CWG\_CLOCK}} \bullet DBx$$

$$T_{DEAD-BAND\_MAX} = \frac{1}{F_{CWG\_CLOCK}} \bullet (DBx + 1)$$

$$T_{JITTER} = T_{DEAD-BAND\_MAX} - T_{DEAD-BAND\_MIN}$$

$$T_{JITTER} = \frac{1}{F_{CWG\_CLOCK}}$$

$$T_{DEAD-BAND\_MAX} = T_{DEAD-BAND\_MIN} + T_{JITTER}$$

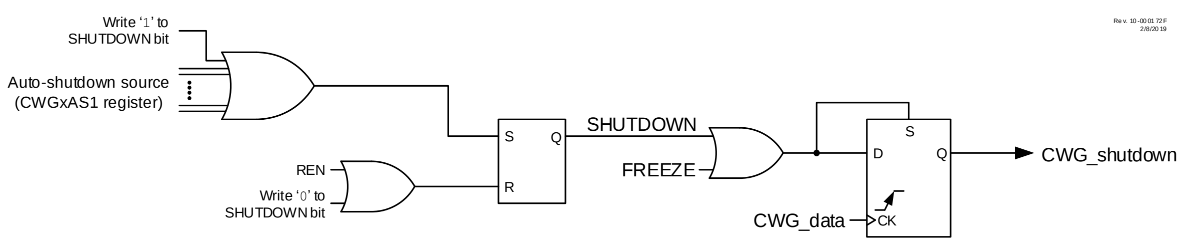
Dead-Band Delay Example Calculation

$$DBx = 0x0A = 10$$
$$F_{CWG\_CLOCK} = 8\ MHz$$
$$T_{JITTER} = \frac{1}{8\ MHz} = 125\ ns$$
$$T_{DEAD-BAND\_MIN} = 125\ ns \bullet 10 = 1.25\ \mu s$$
$$T_{DEAD-BAND\_MAX} = 1.25\ \mu s + 0.125\ \ \mu s = 1.37\ \mu s$$

33.10 Auto-Shutdown

Auto-shutdown is a method to immediately override the CWG output levels with specific overrides that allow for safe shutdown of the circuit. The Shutdown state can be either cleared automatically or held until cleared by software. The auto-shutdown circuit is illustrated in the following figure.

Figure 33-14. CWG Shutdown Block Diagram



33.10.1 Shutdown

The Shutdown state can be entered by either of the following two methods:

- Software Generated
- External Input

33.10.2 Software Generated Shutdown

Setting the SHUTDOWN bit will force the CWG into the Shutdown state.

When the auto-restart is disabled, the Shutdown state will persist as long as the SHUTDOWN bit is set.

When auto-restart is enabled, the SHUTDOWN bit will clear automatically and resume operation on the next rising edge event. The SHUTDOWN bit indicates when a Shutdown condition exists. The bit may be set or cleared in software or by hardware.

33.10.3 External Input Source

External shutdown inputs provide the fastest way to safely suspend CWG operation in the event of a Fault condition. When any of the selected shutdown inputs goes active, the CWG outputs will immediately go to the selected override levels without software delay. The override levels are selected by the LSBD and LSAC bits. Several input sources can be selected to cause a Shutdown condition. All input sources are active-low. The shutdown input sources are individually enabled by the ASyE bits.

Important: Shutdown inputs are level sensitive, not edge sensitive. The Shutdown state cannot be cleared, except by disabling auto-shutdown, as long as the shutdown input level persists.

33.10.4 Pin Override Levels

The levels driven to the CWG outputs during an auto-shutdown event are controlled by the LSBD and LSAC bits. The LSBD bits control CWGxB/D output levels, while the LSAC bits control the CWGxA/C output levels.

33.10.5 Auto-Shutdown Interrupts

When an auto-shutdown event occurs, either by software or hardware setting SHUTDOWN, the CWGxIF flag bit of the PIRx register is set.

33.11 Auto-Shutdown Restart

After an auto-shutdown event has occurred, there are two ways to resume operation:

- Software controlled
- Auto-restart

In either case, the shutdown source must be cleared before the restart can take place. That is, either the Shutdown condition must be removed, or the corresponding ASyE bit must be cleared.

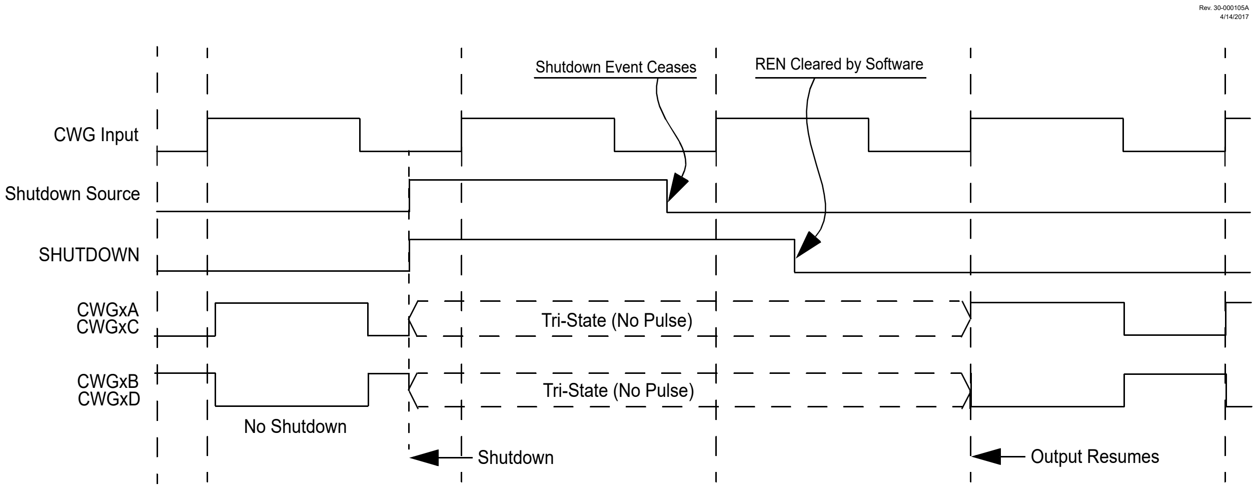
33.11.1 Software-Controlled Restart

When the REN bit is clear (REN = 0), the CWG module must be restarted after an auto-shutdown event through software.

Once all auto-shutdown sources are removed, the software must clear the SHUTDOWN bit. Once SHUTDOWN is cleared, the CWG module will resume operation upon the first rising edge of the CWG data input.

Important: The SHUTDOWN bit cannot be cleared in software if the Auto-Shutdown condition is still present.

Figure 33-15. Shutdown Functionality, Auto-Restart Disabled (REN = `0`, LSAC = `'b01`, LSBD = `'b01`)



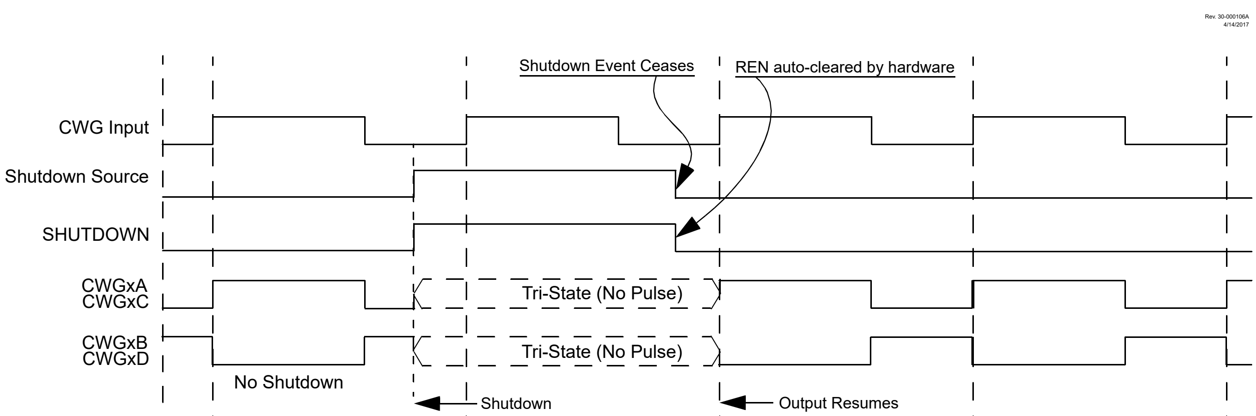
33.11.2 Auto-Restart

When the REN bit is set (REN = `1`), the CWG module will restart from the Shutdown state automatically.

Once all Auto-Shutdown conditions are removed, the hardware will automatically clear the SHUTDOWN bit. Once SHUTDOWN is cleared, the CWG module will resume operation upon the first rising edge of the CWG data input.

Important: The SHUTDOWN bit cannot be cleared in software if the Auto-Shutdown condition is still present.

Figure 33-16. Shutdown Functionality, Auto-Restart Enabled (REN = `1`, LSAC = `'b01`, LSBD = `'b01`)



33.12 Operation During Sleep

The CWG module operates independently from the system clock and will continue to run during Sleep, provided that the clock and input sources selected remain active.

The HFINTOSC remains active during Sleep when all the following conditions are met:

- CWG module is enabled
- Input source is active
- HFINTOSC is selected as the clock source, regardless of the system clock source selected.

In other words, if the HFINTOSC is simultaneously selected as the system clock and the CWG clock source when the CWG is enabled and the input source is active, then the CPU will go Idle during Sleep, but the HFINTOSC will remain active, and the CWG will continue to operate. This will have a direct effect on the Sleep mode current.

33.13 Configuring the CWG

1. Ensure that the TRIS control bits corresponding to CWG outputs are set so that all are configured as inputs, ensuring that the outputs are inactive during setup. External hardware must ensure that pin levels are held to safe levels.
2. Clear the EN bit, if not already cleared.
3. Configure the MODE bits to set the output operating mode.
4. Configure the POLy bits to set the output polarities.
5. Configure the ISM bits to select the data input source.
6. If a Steering mode is selected, configure the STRy bits to select the desired output on the CWG outputs.
7. Configure the LSBD and LSAC bits to select the Auto-Shutdown Output Override states (this is necessary even if not using auto-shutdown, because start-up will be from a Shutdown state).
8. If auto-restart is desired, set the REN bit.
9. If auto-shutdown is desired, configure the ASyE bits to select the shutdown source.
10. Set the desired rising and falling dead-band times with the CWGxDBR and CWGxDBF registers.
11. Select the clock source with the CS bit.
12. Set the EN bit to enable the module.
13. Clear the TRIS bits that correspond to the CWG outputs to set them as outputs.

If auto-restart is to be used, set the REN bit and the SHUTDOWN bit will be cleared automatically. Otherwise, clear the SHUTDOWN bit in software to start the CWG.

33.14 Register Definitions: CWG Control

Long bit name prefixes for the CWG peripherals are shown in the table below. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 33-1. CWG Long Bit Name Prefixes

Peripheral	Bit Name Prefix
CWG1	CWG1

33.14.1 CWGxCON0

Name: CWGxCON0
Address: 0x019D

CWG Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN	LD				MODE[2:0]		
Access	R/W	R/W/HC				R/W	R/W	R/W
Reset	0	0				0	0	0

Bit 7 – EN CWG Enable

Value	Description
1	Module is enabled
0	Module is disabled

Bit 6 – LD CWG1 Load Buffers(1)

Value	Description
1	Dead-band count buffers to be loaded on CWG data rising edge, following first falling edge after this bit is set
0	Buffers remain unchanged

Bits 2:0 – MODE[2:0] CWG Mode

Value	Description
111	Reserved
110	Reserved
101	CWG outputs operate in Push-Pull mode
100	CWG outputs operate in Half Bridge mode
011	CWG outputs operate in Reverse Full Bridge mode
010	CWG outputs operate in Forward Full Bridge mode
001	CWG outputs operate in Synchronous Steering mode
000	CWG outputs operate in Asynchronous Steering mode

Note:
1. This bit can only be set after EN = 1; it cannot be set in the same cycle when EN is set.

33.14.2 CWGxCON1

Name: CWGxCON1
Address: 0x019E

CWG Control Register 1

Bit	7	6	5	4	3	2	1	0
			IN		POLD	POLC	POLB	POLA
Access			R		R/W	R/W	R/W	R/W
Reset			x		0	0	0	0

Bit 5 – IN CWG Input Value (read-only)

Value	Description
1	CWG data input is a logic '1'
0	CWG data input is a logic '0'

Bits 0, 1, 2, 3 – POLy CWG Output 'y' Polarity

Value	Description
1	Signal output is inverted polarity
0	Signal output is normal polarity

33.14.3 CWGxCLK

Name: CWGxCLK
Address: 0x0199

CWG Clock Input Selection Register

Bit	7	6	5	4	3	2	1	0
								CS
Access								R/W
Reset								0

Bit 0 – CS CWG Clock Source Selection Select

Value	Description
1	HFINTOSC (remains operating during Sleep)
0	F_{OSC}

33.14.4 CWGxISM

Name: CWGxISM
Address: 0x019A

CWGx Input Selection Register

Bit	7	6	5	4	3	2	1	0
					ISM[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – ISM[3:0] CWG Data Input Source Select

ISM	Input Selection
	CWG1
1111 - 1011	Reserved
1010	CLC4_OUT
1001	CLC3_OUT
1000	CLC2_OUT
0111	CLC1_OUT
0110	PWM2S1P2_OUT
0101	PWM2S1P1_OUT
0100	PWM1S1P2_OUT
0011	PWM1S1P1_OUT
0010	CCP2_OUT
0001	CCP1_OUT
0000	Pin selected by CWG1PPS

33.14.5 CWGxSTR

Name: CWGxSTR
Address: 0x01A1

CWG Steering Control Register[(1)]

Bit	7	6	5	4	3	2	1	0
	OVRD	OVRC	OVRB	OVRA	STRD	STRC	STRB	STRA
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 4, 5, 6, 7 – OVRy Steering Data OVR'y'

Value	Condition	Description
x	STRy = 1	CWGx'y' output has the CWG data input waveform with polarity control from POLy bit
1	STRy = 0 and POLy = x	CWGx'y' output is high
0	STRy = 0 and POLy = x	CWGx'y' output is low

Bits 0, 1, 2, 3 – STRy STR'y' Steering Enable[(2)]

Value	Description
1	CWGx'y' output has the CWG data input waveform with polarity control from the POLy bit
0	CWGx'y' output is assigned to value of the OVRy bit

Notes:

1. The bits in this register apply only when MODE = `'b00x` (CWGxCON0, Steering modes).
2. This bit is double-buffered when MODE = `'b001`.

33.14.6 CWGxAS0

Name: CWGxAS0
Address: 0x019F

CWG Auto-Shutdown Control Register 0

Bit	7	6	5	4	3	2	1	0
	SHUTDOWN	REN	LSBD[1:0]		LSAC[1:0]			
Access	R/W/HS/HC	R/W	R/W	R/W	R/W	R/W		
Reset	0	0	0	1	0	1		

Bit 7 – SHUTDOWN Auto-Shutdown Event Status[(1,2)]

Value	Description
1	An Auto-Shutdown state is in effect
0	No auto-shutdown event has occurred

Bit 6 – REN Auto-Restart Enable

Value	Description
1	Auto-restart is enabled
0	Auto-restart is disabled

Bits 5:4 – LSBD[1:0] CWGxB and CWGxD Auto-Shutdown State Control

Value	Description
11	A logic '1' is placed on CWGxB/D when an auto-shutdown event occurs
10	A logic '0' is placed on CWGxB/D when an auto-shutdown event occurs
01	Pin is tri-stated on CWGxB/D when an auto-shutdown event occurs
00	The Inactive state of the pin, including polarity, is placed on CWGxB/D after the required dead-band interval when an auto-shutdown event occurs

Bits 3:2 – LSAC[1:0] CWGxA and CWGxC Auto-Shutdown State Control

Value	Description
11	A logic '1' is placed on CWGxA/C when an auto-shutdown event occurs
10	A logic '0' is placed on CWGxA/C when an auto-shutdown event occurs
01	Pin is tri-stated on CWGxA/C when an auto-shutdown event occurs
00	The Inactive state of the pin, including polarity, is placed on CWGxA/C after the required dead-band interval when an auto-shutdown event occurs

Notes:
1. This bit may be written while EN = 0, to place the outputs into the shutdown configuration.
2. The outputs will remain in Auto-Shutdown state until the next rising edge of the CWG data input after this bit is cleared.

33.14.7 CWGxAS1

Name: CWGxAS1
Address: 0x01A0

CWG Auto-Shutdown Control Register 1

Bit	7	6	5	4	3	2	1	0
	AS7E	AS6E	AS5E	AS4E	AS3E	AS2E	AS1E	AS0E
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – ASyE CWG Auto-Shutdown Source Enable[1,2]

ASyE	Auto-Shutdown Source
	CWG1
AS7E	CLC4_OUT
AS6E	CLC2_OUT
AS5E	Reserved
AS4E	Reserved
AS3E	Reserved
AS2E	TMR4_Postscaler_OUT (Inverted)
AS1E	TMR2_Postscaler_OUT (Inverted)
AS0E	Pin selected by CWG1PPS

Notes:
1. This bit may be written while EN = `0`, to place the outputs into the shutdown configuration.
2. The outputs will remain in Auto-Shutdown state until the next rising edge of the CWG data input after this bit is cleared.

33.14.8 CWGxDBR

Name: CWGxDBR
Address: 0x019B

CWG Rising Dead-Band Count Register

Bit	7	6	5	4	3	2	1	0
			DBR[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – DBR[5:0] CWG Rising Edge-Triggered Dead-Band Count
Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

Value	Description
n	Dead band is active no less than n and no more than n+1 CWG clock periods after the rising edge
0	0 CWG clock periods. Dead-band generation is bypassed.

33.14.9 CWGxDBF

Name: CWGxDBF
Address: 0x019C

CWG Falling Dead-Band Count Register

Bit	7	6	5	4	3	2	1	0
			DBF[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			x	x	x	x	x	x

Bits 5:0 – DBF[5:0] CWG Falling Edge-Triggered Dead-Band Count
Reset States: POR/BOR = xxxxxx
All Other Resets = uuuuuu

Value	Description
n	Dead band is active no less than n and no more than n+1 CWG clock periods after the falling edge
0	0 CWG clock periods. Dead-band generation is bypassed.

33.15 Register Summary - CWG

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0198	Reserved									
0x0199	CWG1CLK	7:0								CS
0x019A	CWG1ISM	7:0					ISM[3:0]			
0x019B	CWG1DBR	7:0			DBR[5:0]					
0x019C	CWG1DBF	7:0			DBF[5:0]					
0x019D	CWG1CON0	7:0	EN	LD				MODE[2:0]		
0x019E	CWG1CON1	7:0			IN		POLD	POLC	POLB	POLA
0x019F	CWG1AS0	7:0	SHUTDOWN	REN	LSBD[1:0]		LSAC[1:0]			
0x01A0	CWG1AS1	7:0	AS7E	AS6E	AS5E	AS4E	AS3E	AS2E	AS1E	AS0E
0x01A1	CWG1STR	7:0	OVRD	OVRC	OVRB	OVRA	STRD	STRC	STRB	STRA

34. UART - Universal Asynchronous Receiver Transmitter with Protocol Support

The Universal Asynchronous Receiver Transmitter (UART) module is a serial I/O communications peripheral. It contains all the clock generators, shift registers and data buffers necessary to perform an input or output serial data transfer, independent of device program execution. The UART, also known as a Serial Communications Interface (SCI), can be configured as a full-duplex asynchronous system or one of several automated protocols. The Full Duplex mode is useful for communications with peripheral systems, such as wireless modems and USB to serial interface modules.

Supported protocols include:

- LIN Host and Client
- DMX Controller and Receiver
- DALI Control Gear and Control Device

The UART module includes the following capabilities:

- Half and full-duplex asynchronous transmit and receive
- Two-byte input buffer
- One-byte output buffer
- Programmable 7-bit or 8-bit byte width
- 9th bit address detection
- 9th bit even or odd parity
- Input buffer overrun error detection
- Receive framing error detection
- Hardware and software flow control
- Automatic checksum calculation and verification
- Programmable 1, 1.5, and 2 Stop bits
- Programmable data polarity
- Manchester encoder/decoder
- Operation in Sleep
- Automatic detection and calibration of the baud rate
- Wake-up on Break reception
- Automatic and user timed Break period generation
- RX and TX inactivity time-outs (with Timer2)

The operation of the UART module is controlled through 19 8-bit registers:

- Three control registers (UxCON0-UxCON2)
- Error enable and status (UxERRIE, UxERRIR, UxUIR)
- UART buffer status and control (UxFIFO)
- Three 9-bit protocol parameters (UxP1-UxP3)
- 16-bit Baud Rate Generator (UxBRG)
- Transmit buffer write (UxTXB)
- Receive buffer read (UxRXB)
- Receive checksum (UxRXCHK)

- Transmit checksum (UxTXCHK)

The UART transmit output (TX_out) is available to the TX pin and internally to various peripherals.

Block diagrams of the UART transmitter and receiver are shown in the following figures.

Figure 34-1. UART Transmitter Block Diagram

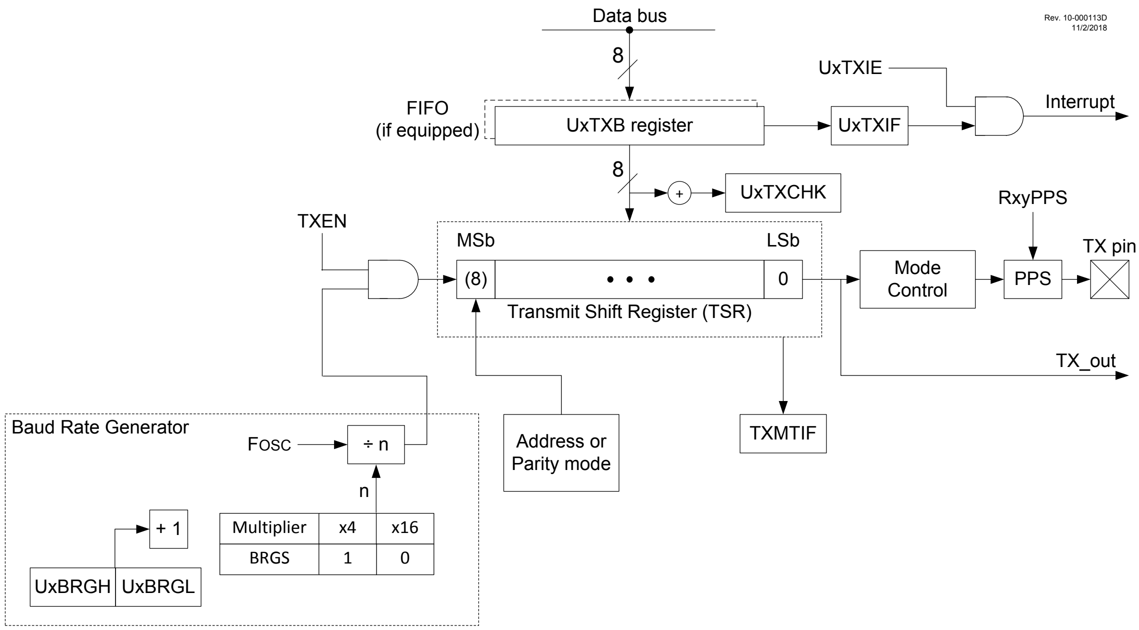
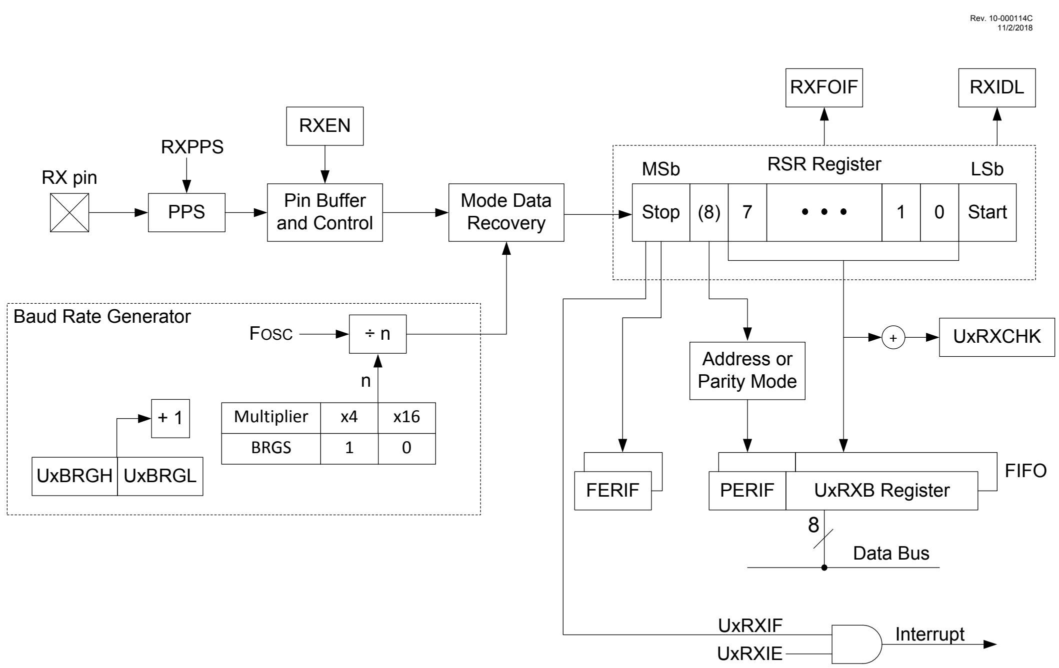


Figure 34-2. UART Receiver Block Diagram



34.1 UART I/O Pin Configuration

The RX input pin is selected with the UxRPPS register. The TX output pin is selected with each pin's RxyPPS register. When the TRIS control for the pin corresponding to the TX output is cleared, the UART will control the logic level on the TX pin. Changing the TXPOL bit in UxCON2 will immediately change the TX pin logic level, regardless of the value of EN or TXEN.

34.2 UART Asynchronous Modes

The UART has five Asynchronous modes:

- 7-bit
- 8-bit
- 8-bit with even parity in the 9th bit
- 8-bit with odd parity in the 9th bit
- 8-bit with address indicator in the 9th bit

The UART transmits and receives data using the standard Non-Return-to-Zero (NRZ) format. NRZ is implemented with two levels: A VOH Mark state, which represents a '1' data bit, and a VOL Space state, which represents a '0' data bit. NRZ implies that consecutively transmitted data bits of the same value stay at the output level of that bit without returning to a neutral level between each bit transmission. An NRZ transmission port idles in the Mark state. Each character transmission consists of one Start bit followed by seven or eight data bits, one optional parity or address bit, and is always terminated by one or more Stop bits. The Start bit is always a space and the Stop bits are always marks. The most common data format is eight bits with no parity. Each transmitted bit persists for a period of 1/ (Baud Rate). An on-chip dedicated 16-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. See the UART Baud Rate Generator section for more information.

In all Asynchronous modes, the UART transmits and receives the LSb first. The UART's transmitter and receiver are functionally independent but share the same data format and baud rate. Parity is supported by the hardware with even and odd parity modes.

34.2.1 UART Asynchronous Transmitter

The UART transmitter block diagram is shown in Figure 34-1. The heart of the transmitter is the serial Transmit Shift Register (TSR), which is not directly accessible by software. The TSR obtains its data from the transmit buffer, which is the UxTXB register.

34.2.1.1 Enabling the Transmitter

The UART transmitter is enabled for asynchronous operations by configuring the following control bits:

- TXEN = 1
- MODE = 0000 through 0011
- UxBRG = desired baud rate
- BRGS = desired baud rate multiplier
- RxyPPS = code for desired output pin
- ON = 1

All other UART control bits are assumed to be in their default state.

Setting the TXEN bit enables the transmitter circuitry of the UART. The MODE bits select the desired mode. Setting the ON bit enables the UART. When TXEN is set and the transmitter is not Idle, the TX pin is automatically configured as an output. When the transmitter is Idle, the TX pin drive is relinquished to the port TRIS control. If the TX pin is shared with an analog peripheral, the analog I/O function will be disabled by clearing the corresponding ANSEL bit.

Important: The UxTXIF Transmitter Interrupt flag is set when the TXEN Enable bit is set and the UxTXB register can accept data.

34.2.1.2 Transmitting Data

A transmission is initiated by writing a character to the UxTXB register. If this is the first character, or the previous character has been completely transmitted from the TSR, the data in the UxTXB is immediately transferred to the TSR register. If the TSR still contains all or part of a previous character, the new character data are held in the UxTXB until the previous character transmission is complete. The pending character in the UxTXB is then transferred to the TSR at the beginning of the previous character Stop bit transmission. The transmission of the Start bit, data bits and Stop bit sequence commences immediately following the completion of all of the previous character's Stop bits.

34.2.1.3 Transmit Data Polarity

The polarity of the transmit data is controlled with the TXPOL bit. The default state of this bit is '`0`', which selects high true transmit Idle and data bits. Setting the TXPOL bit to '`1`' will invert the transmit data, resulting in low true Idle and data bits. The TXPOL bit controls transmit data polarity in all modes.

34.2.1.4 Transmit Interrupt Flag

The UxTXIF Interrupt Flag bit in the PIR register is set whenever the UART transmitter is enabled and no character is being held for transmission in the UxTXB register. In other words, the UxTXIF bit is clear only when the TSR is busy with a character and a new character has been queued for transmission in the UxTXB register.

The UxTXIF interrupt is enabled by setting the UxTXIE Interrupt Enable bit in the PIE register. However, the UxTXIF Flag bit will be set whenever the UxTXB register is empty, regardless of the state of the UxTXIE Enable bit. The UxTXIF bit is read-only and cannot be set or cleared by software.

To use interrupts when transmitting data, set the UxTXIE bit only when there is more data to send. Clear the UxTXIE Interrupt Enable bit upon writing the UxTXB register with the last character of the transmission.

34.2.1.5 TSR Status

The TXMTIF bit indicates the status of the TSR. This is a read-only bit. The TXMTIF bit is set when the TSR is empty and Idle. The TXMTIF bit is cleared when a character is transferred to the TSR from the UxTXB. The TXMTIF bit remains clear until all bits, including the Stop bits, have been shifted out of the TSR and a byte is not waiting in the UxTXB register.

The TXMTIF will generate a summary UxEIF interrupt when the TXMTIE bit is set.

Important: The TSR is not mapped in data memory, so it is not available to the user.

34.2.1.6 Transmitter 7-Bit Mode

The 7-bit mode is selected when the MODE bits are set to '`0001`'. In 7-bit mode, only the seven Least Significant bits of the data written to UxTXB are transmitted. The Most Significant bit is ignored.

34.2.1.7 Transmitter Parity Modes

When Odd or Even Parity mode is selected, all data are sent as nine bits. The first eight bits are data and the 9th bit is parity. Even and odd parity is selected when the MODE bits are set to '`0011`' and '`0010`', respectively. Parity is automatically determined by the module and inserted in the serial data stream.

34.2.1.8 Asynchronous Transmission Setup

Use the following steps as a guide for configuring the UART for asynchronous transmissions.

1. Initialize the UxBRG register pair and the BRGS bit to achieve the desired baud rate.
2. Set the MODE bits to the desired Asynchronous mode.
3. Set the TXPOL bit if inverted TX output is desired.
4. Enable the asynchronous serial port by setting the ON bit.
5. Enable the transmitter by setting the TXEN Control bit. This will cause the UxTXIF Interrupt flag to be set.
6. If the device has PPS, configure the desired I/O pin RxyPPS register with the code for the TX output.
7. If interrupts are desired, set the UxTXIE Interrupt Enable bit in the respective PIE register. An interrupt will occur immediately provided that global interrupts are also enabled.
8. Write one byte of data into the UxTXB register. This will start the transmission.
9. Subsequent bytes may be written when the UxTXIF bit is '1'.

Figure 34-3. UART Asynchronous Transmission

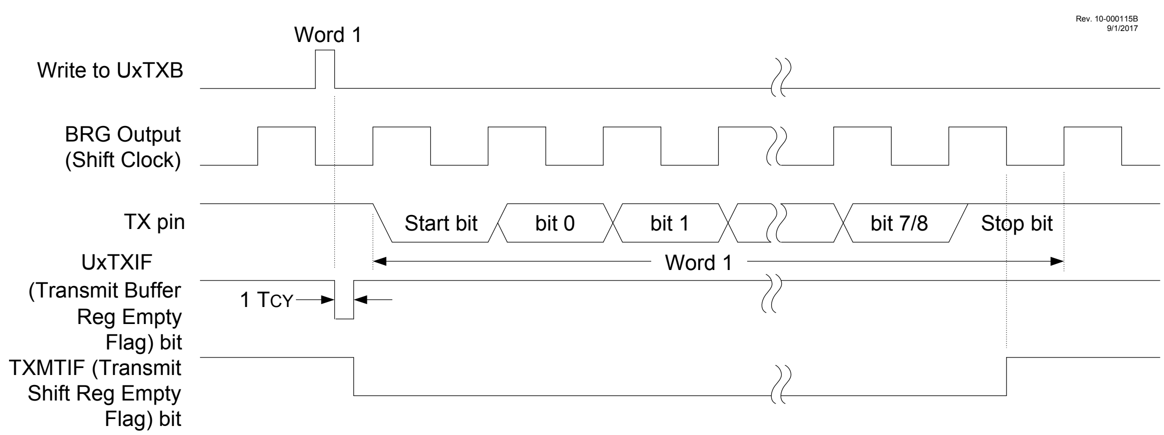
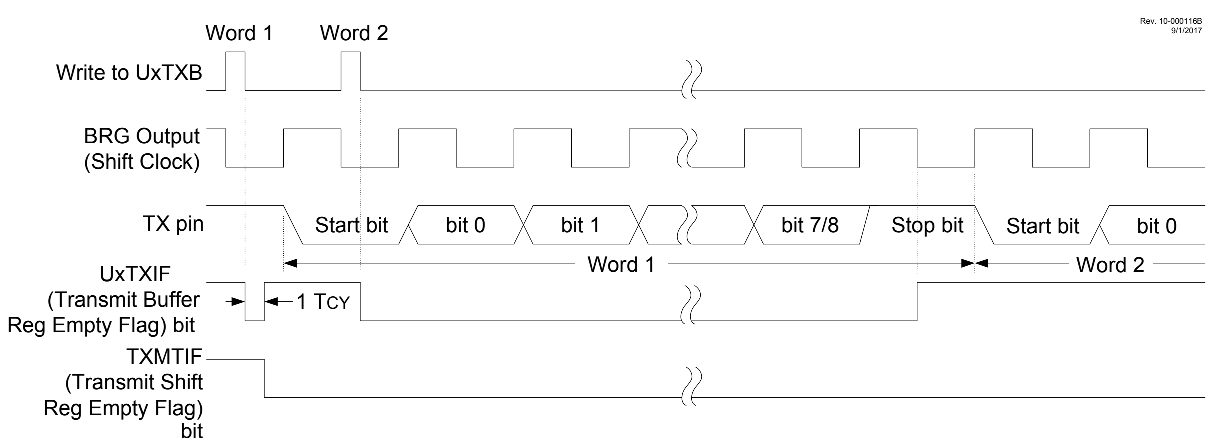


Figure 34-4. UART Asynchronous Transmission (Back-to-Back)



34.2.2 UART Asynchronous Receiver

The Asynchronous mode is typically used in RS-232 systems. The receiver block diagram is shown in Figure 34-2. The data are received on the RX pin and drive the data recovery block. The data recovery block is actually a high-speed shifter operating at 4 or 16 times the baud rate, whereas the serial Receive Shift Register (RSR) operates at the bit rate. When all bits of the character have been shifted in, they are immediately transferred to a two-character First-In First-Out (FIFO) memory. The FIFO buffering allows reception of two complete characters and the start of a third character before software must begin servicing the UART receiver. The FIFO registers and RSR are not directly accessible by software. Access to the received data is made via the UxRXB register.

34.2.2.1 Enabling the Receiver

The UART receiver is enabled for asynchronous operation by configuring the following control bits:

- RXEN = `1`
- MODE = `0000` through `0011`
- UxBRG = desired baud rate
- BRGS = desired baud rate multiplier
- RXPPS = code for desired input pin
- Input pin ANSEL bit = `0`
- ON = `1`

All other UART control bits are assumed to be in their default state.

Setting the RXEN bit enables the receiver circuitry of the UART. Setting the MODE bits configures the UART for the desired Asynchronous mode. Setting the ON bit enables the UART. The TRIS bit corresponding to the selected RX I/O pin must be set to configure the pin as an input.

Important: If the RX function is on an analog pin, the corresponding ANSEL bit must be cleared for the receiver to function.

34.2.2.2 Receiving Data

Data are recovered from the bit stream by timing to the center of the bits and sampling the input level. In High-Speed mode, there are four BRG clocks per bit and only one sample is taken per bit. In Normal Speed mode, there are 16 BRG clocks per bit and three samples are taken per bit.

The receiver data recovery circuit initiates character reception on the falling edge of the Start bit. The Start bit is always a '`0`'. The Start bit is qualified in the middle of the bit. In Normal Speed mode only, the Start bit is also qualified at the leading edge of the bit. The following paragraphs describe the majority-detect sampling of the Normal Speed mode without inverted polarity.

The falling edge starts the Baud Rate Generator (BRG) clock. The input is sampled at the first and second BRG clocks.

If both samples are high, then the falling edge is deemed a glitch and the UART returns to the Start bit detection state without generating an error.

If either sample is low, the data recovery circuit continues counting BRG clocks and takes samples at clock counts: 7, 8 and 9. When less than two samples are low, the Start bit is deemed invalid, and the data recovery circuit aborts character reception without generating an error and resumes looking for the falling edge of the Start bit.

When two or more samples are low, the Start bit is deemed valid and the data recovery continues. After a valid Start bit is detected, the BRG clock counter continues and resets at count 16. This is the beginning of the first data bit.

The data recovery circuit counts the BRG clocks from the beginning of the bit and takes samples at clocks 7, 8 and 9. The bit value is determined from the majority of the samples. The resulting '0' or '1' is shifted into the RSR. The BRG clock counter continues and resets at count 16. This sequence repeats until all data bits have been sampled and shifted into the RSR.

After all data bits have been shifted in, the first Stop bit is sampled. Stop bits are always a '1'. If the bit sampling determines that a '0' is in the Stop bit position, the framing error is set for this character. Otherwise, the framing error is cleared for this character. See the Receive Framing Error section for more information on framing errors.

34.2.2.3 Receive Data Polarity

The polarity of the receive data is controlled with the RXPOL bit. The default state of this bit is '0', which selects high true receive Idle and data bits. Setting the RXPOL bit to '1' will invert the receive data, resulting in low true Idle and data bits. The RXPOL bit controls receive data polarity in all modes.

34.2.2.4 Receive Interrupts

Immediately after all data bits and the Stop bit have been received, the character in the RSR is transferred to the UART receive FIFO. The UxRXIF Interrupt flag in the respective PIR register is set at this time, provided it is not being suppressed.

The UxRXIF is suppressed by any of the following:

- FERIF when FERIE is set
- PERIF when PERIE is set

When the UART uses DMA for reception, suppressing the UxRXIF suspends the DMA transfer of data until software processes the error and reads UxRXB to advance the FIFO beyond the error.

The UxRXIF interrupts are enabled by setting all of the following bits:

- UxRXIE, Interrupt Enable bit in the PIE register
- Global Interrupt Enable bits

The UxRXIF Interrupt Flag bit will be set when it is not suppressed and there is an unread character in the FIFO, regardless of the state of interrupt enable bits. Reading the UxRXB register will transfer the top character out of the FIFO and reduce the FIFO contents by one. The UxRXIF Interrupt Flag bit is read-only and therefore cannot be set or cleared by software.

34.2.2.5 Receive Framing Error

Each character in the receive FIFO buffer has a corresponding Framing Error Flag bit. A framing error indicates that the Stop bit was not seen at the expected time. For example, a Break condition will be received as a 0x00 byte with the framing error bit set.

The Framing Error flag is accessed via the FERIF bit. The FERIF bit represents the frame status of the top unread character of the receive FIFO. Therefore, the FERIF bit must be read before reading UxRXB.

The FERIF bit is read-only and only applies to the top unread character of the receive FIFO. A framing error (FERIF = 1) does not preclude reception of additional characters. It is neither necessary nor possible to clear the FERIF bit directly. Reading the next character from the FIFO buffer will advance the FIFO to the next character and the next corresponding framing error, if any.

The FERIF bit is cleared when the character at the top of the FIFO does not have a framing error or when all bytes in the receive FIFO have been read. Clearing the ON bit resets the receive FIFO, thereby also clearing the FERIF bit.

A framing error will generate a summary UxEIF interrupt when the FERIE bit is set. The summary error is reset when the FERIF bit of the top of the FIFO is '0' or when all FIFO characters have been retrieved.

Important: When FERIE is set, UxRXIF interrupts are suppressed by FERIF = `1`.

34.2.2.6 Receiver Parity Modes

Even or odd parity is automatically detected when the MODE bits are set to '`0011`' or '`0010`', respectively. The parity modes receive eight data bits and one parity bit for a total of nine bits for each character. The PERIF bit represents the parity error of the top unread character of the receive FIFO rather than the parity bit itself. The parity error must be read before the UxRXB register is read because reading the UxRXB register will advance the FIFO pointer to the next byte with its associated PERIF flag.

A parity error will generate a summary UxEIF interrupt when the PERIE bit is set. The summary error is reset when the PERIF bit of the top of the FIFO is '`0`' or when all FIFO characters have been retrieved.

Important: When PERIE is set, the UxRXIF interrupts are suppressed by PERIF = `1`.

34.2.2.7 Receive FIFO Overflow

When more characters are received than the receive FIFO can hold, the RXFOIF bit is set. The character causing the Overflow condition is discarded. The RUNOVF bit determines how the receive circuit responds to characters while the Overflow condition persists. When RUNOVF is set, the receive shifter stays synchronized to the incoming data stream by responding to Start, data, and Stop bits. However, all received bytes not already in the FIFO are discarded. When RUNOVF is cleared, the receive shifter ceases operation and Start, data, and Stop bits are ignored. The Receive Overflow condition is cleared by reading the UxRXB register and clearing the RXFOIF bit. If the UxRXB register is not read, thereby opening a space in the FIFO, the next character received will be discarded and cause another Overflow condition.

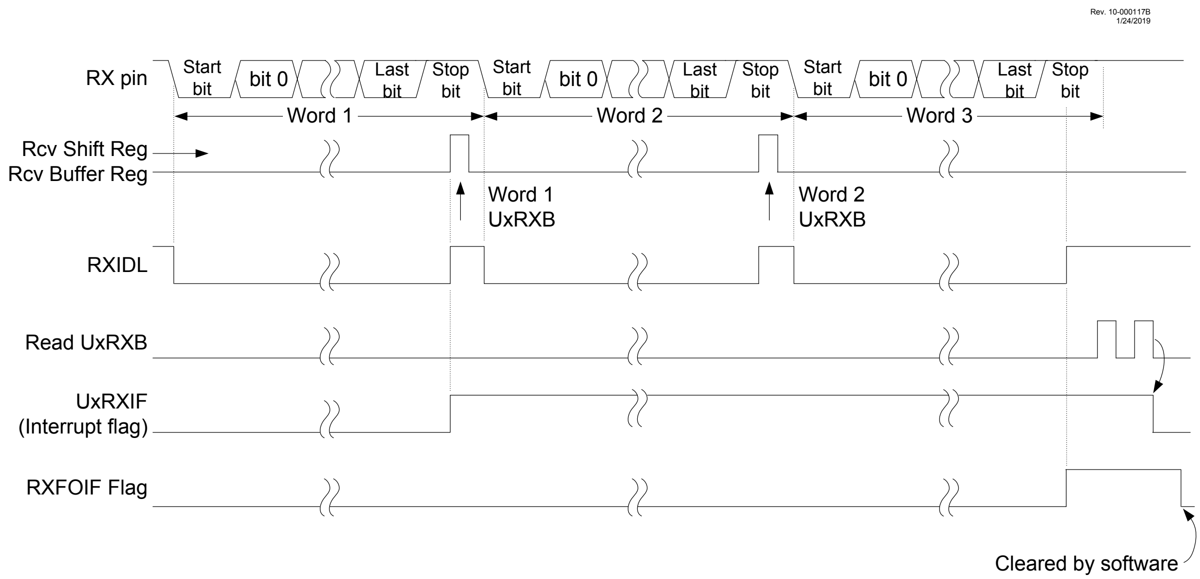
A receive overflow error will generate a summary UxEIF interrupt when the RXFOIE bit is set.

34.2.2.8 Asynchronous Reception Setup

Use the following steps as a guide for configuring the UART for asynchronous reception:

1. Initialize the UxBRG register pair and the BRGS bit to achieve the desired baud rate.
2. Configure the RXPPS register for the desired RX pin.
3. Clear the ANSEL bit for the RX pin (if applicable).
4. Set the MODE bits to the desired Asynchronous mode.
5. Set the RXPOL bit if the data stream is inverted.
6. Enable the serial port by setting the ON bit.
7. If interrupts are desired, set the UxRXIE bit in the PIEx register and enable global interrupts.
8. Enable reception by setting the RXEN bit.
9. Read the UxERRIR register to get the error flags.
10. The UxRXIF Interrupt Flag bit will be set when a character is transferred from the RSR to the receive buffer. An interrupt will be generated if the UxRXIE interrupt enable bit is also set.
11. Read the UxRXB register to get the received byte.
12. If an overrun occurred, clear the RXFOIF bit.

Figure 34-5. UART Asynchronous Reception



Note: This timing diagram shows three bytes appearing on the RX input. The UxRXB is not read before the third word is received, causing the RXFOIF (FIFO overrun) bit to be set. STPMD = `0`, STP = `00`.

34.2.3 Asynchronous Address Mode

A special Address Detection mode is available for use when multiple receivers share the same transmission line, as seen in RS-485 systems.

When Asynchronous Address mode is enabled, all data are transmitted and received as 9-bit characters. The 9th bit determines whether the character is address or data. When the 9th bit is set, the eight Least Significant bits are the address. When the 9th bit is clear, the Least Significant bits are data. In either case, the 9th bit is stored in PERIF when the byte is written to the receive FIFO. When PERIE is also set, the RXIF will be suppressed, thereby suspending DMA transfers allowing software to process the received address.

An address character will enable all receivers that match the address and disable all other receivers. Once a receiver is enabled, all non-address characters will be received until an address character that does not match is received.

34.2.3.1 Address Mode Transmit

The UART transmitter is enabled for asynchronous address operation by configuring the following control bits:

- TXEN = `1`
- MODE = `0100`
- UxBRG = desired baud rate
- BRGS = desired baud rate multiplier
- RxyPPS = code for desired output pin
- ON = `1`

Addresses are sent by writing to the UxP1L register. This transmits the written byte with the 9th bit set, which indicates that the byte is an address.

Data are sent by writing to the UxTXB register. This transmits the written byte with the 9th bit cleared, which indicates that the byte is data.

To send data to a particular device on the transmission bus, first transmit the address of the intended device. All subsequent data will be accepted only by that device until an address of another device is transmitted.

Writes to UxP1L take precedence over writes to UxTXB. When both the UxP1L and UxTXB registers are written while the TSR is busy, the next byte to be transmitted will be from UxP1L.

To ensure all data intended for one device are sent before the address is changed, wait until the TXMTIF bit is high before writing UxP1L with the new address.

34.2.3.2 Address Mode Receive

The UART receiver is enabled for asynchronous address operation by configuring the following control bits:

- RXEN = `1`
- MODE = `0100`
- UxBRG = desired baud rate
- BRGS = desired baud rate multiplier
- RXPPS = code for desired input pin
- Input pin ANSEL bit = `0`
- UxP2L = receiver address
- UxP3L = address mask
- ON = `1`

In Address mode, no data will be transferred to the input FIFO until a valid address is received. This is the default state. Any of the following conditions will cause the UART to revert to the default state:

- ON = `0`
- RXEN = `0`
- Received address does not match

When a character with the 9th bit set is received, the Least Significant eight bits of that character will be qualified by the values in the UxP2L and UxP3L registers.

The byte is XORed with UxP2L then ANDed with UxP3L. A match occurs when the result is 0h, in which case, the unaltered received character is stored in the receive FIFO, thereby setting the UxRXIF Interrupt bit. The 9th bit is stored in the corresponding PERIF bit, identifying this byte as an address.

An address match also enables the receiver for all data such that all subsequent characters without the 9th bit set will be stored in the receive FIFO.

When the 9th bit is set and a match does not occur, the character is not stored in the receive FIFO and all subsequent data are ignored.

The UxP3L register mask allows a range of addresses to be accepted. Software can then determine the sub-address of the range by processing the received address character.

34.3 DMX Mode (Full-Featured UARTs Only)

DMX is a protocol used in stage and show equipment. This includes lighting, fog machines, motors, etc. The protocol consists of a controller that sends out commands and a receiver, such as theater lights, that receive these commands. The DMX protocol is usually unidirectional but can be a bidirectional protocol in either Half or Full Duplex mode. An example of a Half Duplex mode is the RDM (Remote Device Management) protocol that sits on DMX512A. The controller transmits commands and the receiver receives them. There are no Error conditions or retransmit mechanisms.

DMX, or DMX512A, consists of a “universe” of 512 channels. This means that one controller can output up to 512 bytes on a single DMX link. Each piece of equipment on the line is programmed to listen to a consecutive sequence of one or more of these bytes.

For example, a fog machine connected to one of the universes may be programmed to receive one byte, starting at byte number 10, and a lighting unit may be programmed to receive four bytes starting at byte number 22.

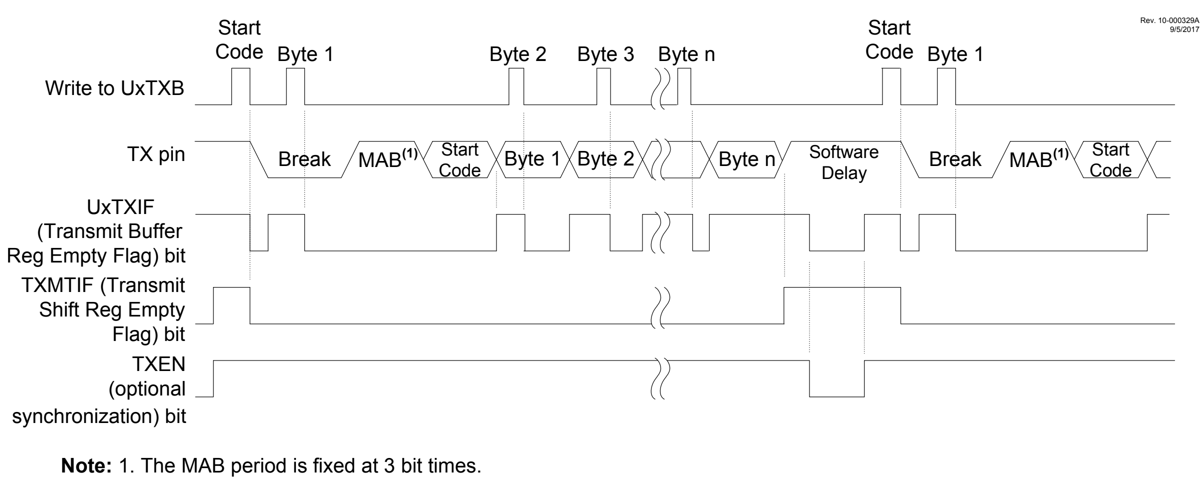
34.3.1 DMX Controller

The DMX Controller mode is configured with the following settings:

- MODE = `1010`
- TXEN = `1`
- RXEN = `0`
- TXPOL = `0`
- UxP1 = one less than the number of bytes to transmit (excluding the Start code)
- UxBRG = value to achieve 250K baud rate
- STP = `10` for two Stop bits
- RxyPPS = TX pin output code
- ON = `1`

Each DMX transmission begins with a Break followed by a byte called the “Start Code”. The width of the Break is fixed at 25 bit times. The Break is followed by a “Mark After Break” (MAB) Idle period. After this Idle period, the first through the ‘n’th byte is transmitted, where ‘n-1’ is the value in UxP1. See the following figure.

Figure 34-6. DMX Transmit Sequence



Software sends the Start Code and the ‘n’ data bytes by writing the UxTXB register with each byte to be sent in the desired order. A UxTXIF value of ‘`1`’ indicates when the UxTXB is ready to accept the next byte.

The internal byte counter is not accessible to software. Software needs to keep track of the number of bytes written to UxTXB to ensure that no more and no less than ‘n’ bytes are sent because the DMX state machine will automatically insert a Break and reset its internal counter after ‘n’ bytes are written. One way to ensure synchronization between hardware and software is to toggle TXEN after the last byte of the universe is completely free of the transmit shift register, as indicated by the TXMTIF bit.

34.3.2 DMX Receiver

The DMX Receiver mode is configured with the following settings:

- MODE = `1010`
- TXEN = `0`
- RXEN = `1`
- RXPOL = `0`
- UxP2 = number of first byte to receive
- UxP3 = number of last byte to receive
- UxBRG = value to achieve 250K baud rate
- STP = `10` for two Stop bits
- ON = `1`
- UxRXPPS = code for desired input pin
- Input pin ANSEL bit = `0`

When configured as a DMX Receiver, the UART listens for a Break character that is at least 23 bit periods wide. If the Break is shorter than 23 bit times, the Break is ignored and the DMX state machine remains in Idle mode. Upon receiving the Break, the DMX counters will be reset to align with the incoming data stream. Immediately after the Break, the UART will see the “Mark after Break” (MAB). This space is ignored by the UART. The Start Code follows the MAB and will always be stored in the receive FIFO.

After the Start Code, the first through the 512th byte will be received, but not all of them are stored in the receive FIFO. The UART ignores all received bytes until the bytes of interest are received. This is done using the UxP2 and UxP3 registers. The UxP2 register holds the value of the byte number to start the receive process. The byte counter starts at ‘`0`’ for the first byte after the Start Code. For example, to receive four bytes starting at the 10th byte after the Start Code, write 009h (9 decimal) to UxP2H:L and 00Ch (12 decimal) to UxP3H:L. The receive FIFO depth is limited, therefore the bytes must be retrieved by reading UxRXB as they come in to avoid a receive FIFO Overrun condition.

Typically, two Stop bits are inserted between bytes. If either Stop bit is detected as a ‘`0`’, the framing error for that byte will be set.

Since the DMX sequence always starts with a Break, the software can verify that it is in sync with the sequence by monitoring the RXBKIF flag to ensure that the next byte received after the RXBKIF flag is processed as the Start Code and subsequent bytes are processed as the expected data.

34.4 LIN Modes (Full-Featured UARTs Only)

LIN is a protocol used primarily in automotive applications. The LIN network consists of two kinds of software processes: a Host process and a Client process. Each network has only one Host process and one or more Client processes.

From a physical layer point of view, the UART on one processor may be driven by both a Host and a Client process, as long as only one Host process exists on the network.

A LIN transaction consists of a Host process followed by a Client process. The Client process may involve more than one client where one is transmitting and the other(s) receiving. The transaction begins by the following Host process transmission sequence:

1. Break.
2. Delimiter bit.

3. Sync Field.
4. PID byte.

The PID determines which Client processes are expected to respond to the host. When the PID byte is complete, the TX output remains in the Idle state. One or more of the Client processes may respond to the Host process. If no one responds within the inter-byte period, the host is free to start another transmission. The inter-byte period is timed by software using a means other than the UART.

The Client process follows the Host process. When the client software recognizes the PID, that Client process responds by either transmitting the required response or by receiving the transmitted data. Only Client processes send data. Therefore, Client processes receiving data are receiving that of another Client process.

When a client sends data, the client UART automatically calculates the checksum for the transmitted bytes as they are sent and appends the inverted checksum byte to the client response.

When a client receives data, the checksum is accumulated on each byte as it is received using the same algorithm as the sending process. The last byte, which is the inverted checksum value calculated by the sending process, is added to the locally calculated checksum by the UART. The check passes when the result is all '1's, otherwise the check fails and the CERIF bit is set.

Two methods for computing the checksum are available: legacy and enhanced. The legacy checksum includes only the data bytes. The enhanced checksum includes the PID and the data. The C0EN control bit determines the checksum method. Setting C0EN to '1' selects the enhanced method. Software must select the appropriate method before the Start bit of the checksum byte is received.

34.4.1 LIN Host/Client Mode

The LIN Host mode includes capabilities to generate client processes. The host process stops at the PID transmission. Any data that is transmitted in Host/Client mode is done as a client process. LIN Host/Client mode is configured by the following settings:

- MODE = 1100
- TXEN = 1
- RXEN = 1
- UxBRG = value to achieve desired baud rate
- TXPOL = 0 (for high Idle state)
- STP = desired Stop bits selection
- C0EN = desired Checksum mode
- RxyPPS = TX pin selection code
- TX pin TRIS control = 0
- ON = 1

Important: The TXEN bit must be set before the Host process is received and remain set while in LIN mode whether or not the Client process is a transmitter.

The Host process is started by writing the PID to the UxP1L register when UxP2 is '0' and the UART is Idle. The UxTXIF will not be set in this case. Only the six Least Significant bits of UxP1L are used in the PID transmission.

The two Most Significant bits of the transmitted PID are PID parity bits. PID[6] is the exclusive-or of PID bits 0, 1, 2 and 4. PID[7] is the inverse of the exclusive-or of PID bits 1, 3, 4 and 5.

The UART hardware calculates and inserts these bits in the serial stream.

Writing UxP1L automatically clears the UxTXCHK and UxRXCHK registers and generates the Break, the delimiter bit, the Sync character (55h), and the PID transmission portion of the transaction. The data portion of the transaction that follows, if there is one, is a Client process. See the LIN Client Mode section for more details of that process. The host receives its own PID if RXEN is set. Software performs the Client process corresponding to the PID that was sent and received. Attempting to write UxP1L before an active Host process is complete will not succeed. Instead, the TXWRE bit will be set.

34.4.2 LIN Client Mode

The LIN Client mode is configured by the following settings:

- MODE = `1011`
- TXEN = `1`
- RXEN = `1`
- UxP2 = number of data bytes to transmit
- UxP3 = number of data bytes to receive
- UxBRG = value to achieve default baud rate
- TXPOL = `0` (for high Idle state)
- STP = desired Stop bits selection
- C0EN = desired Checksum mode
- RxyPPS = TX pin selection code
- TX pin TRIS control = `0`
- ON = `1`

The Client process starts upon detecting a Break on the RX pin. The Break clears the UxTXCHK, UxRXCHK, UxP2 and UxP3 registers. At the end of the Break, the auto-baud circuity is activated and the baud rate is automatically set using the Sync character following the Break. The character following the Sync character is received as the PID code and is saved in the receive FIFO. The UART computes the two PID parity bits from the six Least Significant bits of the PID. If either parity bit does not match the corresponding bit of the received PID code, the PERIF flag is set and saved at the same FIFO location as the PID code. The UxRXIF bit is set indicating that the PID is available.

Software retrieves the PID by reading the UxRXB register and determines the Client process to execute from that. The checksum method, number of data bytes, and whether to send or receive data are defined by the software according to the PID code.

34.4.2.1 LIN Client Receiver

When the Client process is a Receiver, the software performs the following tasks:

- The UxP3 register is written with a value equal to the number of data bytes to receive
- The C0EN bit is set or cleared to select the appropriate checksum. This must be completed before the Start bit of the checksum byte is received.
- Each byte of the process response is read from UxRXB when UxRXIF is set

The UART updates the checksum on each received byte. When the last data byte is received, the computed checksum total is stored in the UxRXCHK register. The next received byte is saved in the receive FIFO and added with the value in UxRXCHK. The result of this addition is not accessible. However, if the result is not all '`1`'s, the CERIF bit is set. The CERIF flag persists until cleared by software. Software needs to read UxRXB to remove the checksum byte from the FIFO, but the byte can be discarded if not needed for any other purpose.

After the checksum is received, the UART ignores all activity on the RX pin until a Break starts the next transaction.

34.4.2.2 LIN Client Transmitter

When the Client process is a transmitter, software performs the following tasks in the order shown:

- The UxP2 register is written with a value equal to the number of bytes to transmit. This will enable the UxTXIF flag which is disabled when UxP2 is '0'.
- The C0EN bit is set or cleared to select the appropriate checksum
- Each byte of the process response is written to UxTXB when UxTXIF is set

The UART accumulates the checksum as each byte is written to UxTXB. After the last byte is written, the UART stores the calculated checksum in the UxTXCHK register and transmits the inverted result as the last byte in the response.

The UxTXIF flag is disabled when the number of bytes specified by the value in the UxP2 register have been written. Any writes to UxTXB that exceed the UxP2 count will be ignored and set the TXWRE flag.

34.5 DALI Mode (Full-Featured UARTs Only)

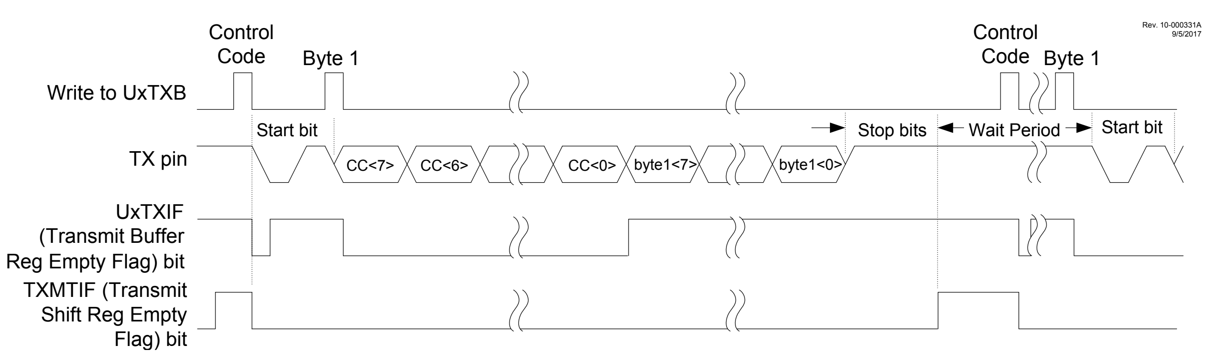
DALI is a protocol used for intelligent lighting control for building automation. The protocol consists of Control Devices and Control Gear. A Control Device is an application controller that sends out commands to the light fixtures. The light fixture itself is termed as a Control Gear. The communication is done using Manchester encoding, which is performed by the UART hardware.

There are two types of Manchester encoding: traditional and differential. The type used by Microchip is traditional manchester encoding. It consists of the clock and data in a single bit stream (refer to Figure 34-9). A high-to-low or a low-to-high transition always occurs in the middle of the bit period and may or may not occur at the bit period boundaries. When the consecutive bits in the bit stream are of the same value (i.e., consecutive '1's or consecutive '0's), a transition occurs at the bit boundary. However, when the bit value changes, there is no transition at the bit boundary. According to the standard, a half-bit time is typically 416.7 µs long. A double half-bit time or a single bit is typically 833.3 µs.

The protocol is inherently half-duplex. Communication over the bus occurs in the form of forward and backward frames. Wait times between the frames are defined in the standard to prevent collision between the frames.

A Control Device transmission is termed as the forward frame. In the DALI 2.0 standard, a forward frame can be two or three bytes in length. The two-byte forward frame is used for communication between Control Device and Control Gear whereas the three-byte forward frame is used for communication between Control Devices on the bus. The first byte in the forward frame is the control byte and is followed by either one or two data bytes. The transaction begins when the Control Device starts a transmission. Unlike other protocols, each byte in the frame is transmitted MSb first. Typical frame timing is shown below.

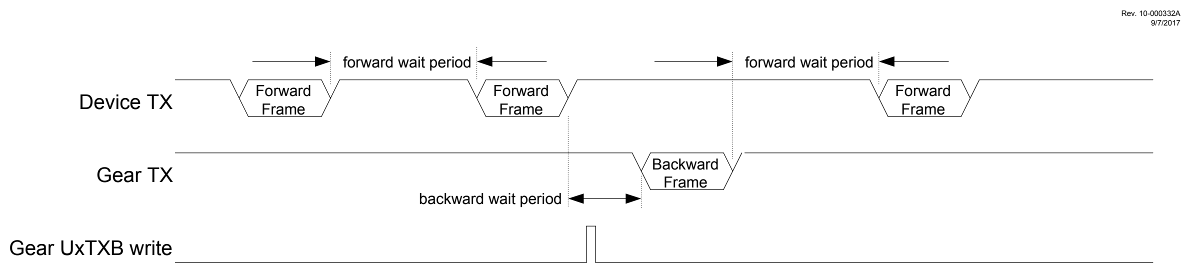
Figure 34-7. DALI Frame Timing



During the communication between two Control Devices, three bytes are required to be transmitted. In this case, the software must write the third byte to UxTXB as soon as UxTXIF goes true and before the output shifter becomes empty. This ensures that the three bytes of the forward frame are transmitted back-to-back without any interruption.

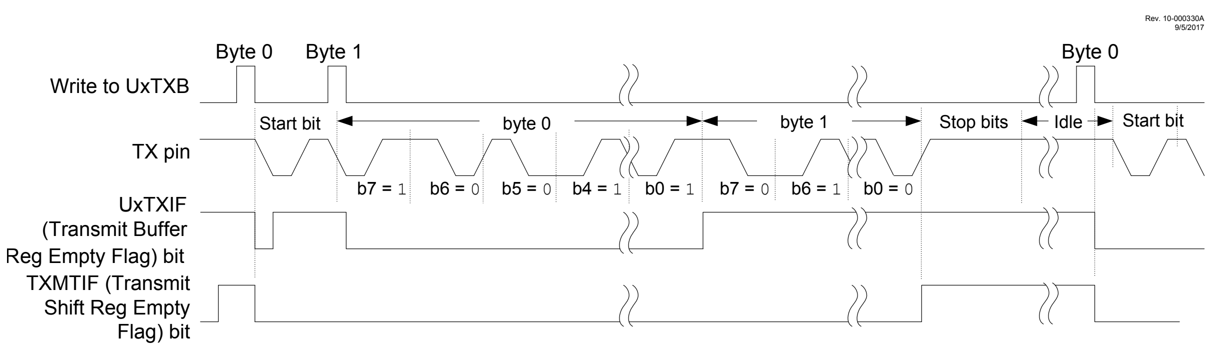
All Control Gear on the bus receive the forward frame. If the forward frame requires a reply to be sent, one of the Control Gear may respond with a single byte, called the backward frame. The 2.0 standard requires the Control Gear to begin transmission of the backward frame between 5.5 ms to 10.5 ms (~14 to 22 half-bit times) after reception of the forward frame. Once the backward frame is received by the Control Device, it is required to wait a minimum of 2.4 ms (~6 half-bit times). After this wait time, the Control Device is free to transmit another forward frame. Refer to the figure below.

Figure 34-8. DALI Forward/Backward Frame Timing



A Start bit is used to indicate the start of the forward and backward frames. When ABDEN = `0`, the receiver bit rate is determined by the BRG register. When ABDEN = `1`, the first bit synchronizes the receiver with the transmitter and sets the receiver bit rate. The low period of the Start bit is measured and is used as the timing reference for all data bits in the forward and backward frames. The ABDOVF bit is set if the Start bit low period causes the measurement counter to overflow. All the bits following the Start bit are data bits. The bit stream terminates when no transition is detected in the middle of a bit period. Refer to the figure below.

Figure 34-9. Manchester Timing



The forward and backward frames are terminated by two Idle bit periods or Stop bits. Normally, these start in the first bit period of a byte. If both Stop bits are valid, the byte reception is terminated.

If either of the Stop bits is invalid, the frame is tagged as invalid by saving it as a null byte and setting the framing error in the receive FIFO.

A framing error also occurs when no transition is detected on the bus in the middle of a bit period when the byte reception is not complete. In such a scenario, the byte will be saved with the FERIF bit set.

34.5.1 Control Device

The Control Device mode is configured with the following settings:

- MODE = `'b1000`
- TXEN = `1`
- RXEN = `1`
- UxP1 = forward frames are held for transmission with this number of half-bit periods after the completion of a forward or backward frame
- UxP2 = forward/backward frame threshold delimiter. Any reception that starts this number of half-bit periods after the completion of a forward or backward frame is detected as forward frame and sets the PERIF flag of the corresponding received byte.
- UxBRG = value to achieve 1200 baud rate
- TXPOL = appropriate polarity for interface circuit
- STP = `'b10` for two Stop bits
- RxyPPS = TX pin selection code
- TX pin TRIS control = `0`
- ON = `1`

A forward frame is initiated by writing the control byte to the UxTXB register. After sending the control byte, each data byte must be written to the UxTXB register as soon as UxTXIF goes true. It is necessary to perform every write after UxTXIF goes true to ensure that the transmit buffer is ready to accept the byte. Each write must also occur before the TXMTIF bit goes true, to ensure that the bit stream of the forward frame is generated without interruption.

When TXMTIF goes true, indicating the transmit shift register has completed sending the last byte in the frame, the TX output is held in Idle state for the number of half-bit periods selected by the STP bits.

After the last Stop bit, the TX output is held in the Idle state for an additional wait time determined by the half-bit period count in the UxP1 register. For example, a 2450 μs delay (~6 half-bit times) requires a value of 6 in UxP1L.

Any writes to the UxTXB register that occur after TXMTIF goes true, but before the UxP1 wait time expires, are held and then transmitted immediately following the wait time. If a backward frame is received during the wait time, any bytes that may have been written to UxTXB will be transmitted after completion of the backward frame reception plus the UxP1 wait time.

The wait timer is reset by the backward frame and starts over immediately following the reception of the Stop bits of the backward frame. Data pending in the transmit shift register will be sent when the wait time elapses.

To replace or delete any pending forward frame data, the TXBE bit needs to be set to flush the shift register and transmit buffer. A new control byte can then be written to the UxTXB register. The control byte will be held in the buffer and sent at the beginning of the next forward frame following the UxP1 wait time.

In Control Device mode, PERIF is set when a forward frame is received. This helps the software to determine whether the received byte is part of a forward frame from a Control Device (either from the Control Device under consideration or from another Control Device on the bus) or a backward frame from a Control Gear.

34.5.2 Control Gear

The Control Gear mode is configured with the following settings:

- MODE = `'b1001`
- TXEN = `1`
- RXEN = `1`
- UxP1 = back frames are held for transmission with this number of half-bit periods after the completion of a forward frame
- UxP2 = forward/back frame threshold delimiter. Idle periods longer than this number of half-bit periods are detected as forward frames.
- UxBRG = value to achieve 1200 baud rate
- TXPOL = appropriate polarity for interface circuit
- RXPOL = same as TXPOL
- STP = `'b10` for two Stop bits
- RxyPPS = TX pin output code
- TX pin TRIS control = `0`
- RXPPS = RX pin selection code
- RX pin TRIS control = `1`
- Input pin ANSEL bit = `0`
- ON = `1`

The UART starts listening for a forward frame when the Control Gear mode is entered. Only the frames that follow an Idle period longer than UxP2 half-bit periods are detected as forward frames. Backward frames from other Control Gear are ignored. Only forward frames will be stored in UxRXB. This is necessary because a backward frame can be sent only as a response to a forward frame.

The forward frame is received one byte at a time in the receive FIFO and retrieved by reading the UxRXB register. The end of the forward frame starts a timer to delay the backward frame response by a wait time equal to the number of half-bit periods stored in UxP1.

The data received in the forward frame is processed by the application software. If the application decides to send a backward frame in response to the forward frame, the value of the backward frame is written to UxTXB. This value is held for transmission in the transmit shift register until the wait time expires, being transmitted afterward.

If the backward frame data are written to UxTXB after the wait time has expired, it is held in the UxTXB register until the end of the wait time following the next forward frame. The TXMTIF bit is false when the backward frame data are held in the transmit shift register. Receiving a UxRXIF interrupt before the TXMTIF goes true indicates that the backward frame write was too late and another forward frame was received before sending the backward frame. The pending backward frame is flushed by setting the TXBE bit to prevent it from being sent after the next forward frame.

34.6 General Purpose Manchester (Full-Featured UARTs Only)

General purpose Manchester is a subset of the DALI mode. When the UxP1L register is cleared, there is no minimum wait time between frames. This allows full- and half-duplex operation because writes to the UxTXB register are not held waiting for a receive operation to complete.

General purpose Manchester operation maintains all other aspects of DALI mode as shown in Figure 34-9 such as:

- Single-pulse Start bit
- Most Significant bit first

- No stop periods between back-to-back bytes

The general purpose Manchester mode is configured with the following settings:

- MODE = `'b1000`
- TXEN = `1`
- RXEN = `1`
- UxP1 = `0h`
- UxBRG = desired baud rate
- TXPOL and RXPOL = desired Idle state
- STP = desired number of stop periods
- RxyPPS = TX pin selection code
- TX pin TRIS control = `0`
- RXPPS = RX pin selection code
- RX pin TRIS control = `1`
- Input pin ANSEL bit = `0`
- ON = `1`

The Manchester bit stream timing is shown in Figure 34-9.

34.7 Polarity

Receive and transmit polarity is user selectable and affects all modes of operation.

The idle level is programmable with the TXPOL and RXPOL polarity control bits. Both control bits default to '0', which selects a high idle level for transmit and receive. The low level Idle state is selected by setting the control bit to '1'. TXPOL controls the TX idle level. RXPOL controls the RX idle level.

34.8 Stop Bits

The number of Stop bits is user selectable with the STP bits. The STP bits affect all modes of operation.

Stop bits selections are shown in the table below:

Table 34-1. Stop Bits Selections

Transmitter Stop Bits	Receiver Verification
1	Verify Stop bit
1.5	Verify first Stop bit
2	Verify both Stop bits
2	Verify only first Stop bit

In all modes, except DALI, the transmitter is Idle for the number of Stop bit periods between each consecutively transmitted word. In DALI, the Stop bits are generated after the last bit in the transmitted data stream.

The input is checked for the idle level in the middle of the first Stop bit, when receive verify on first is selected, as well as in the middle of the second Stop bit, when verify on both is selected. If any Stop bit verification indicates a nonidle level, the framing error FERIF bit is set for the received word.

34.8.1 Delayed Receive Interrupt

When operating in Half Duplex mode, where the microcontroller needs to reverse the transceiver direction after a reception, it may be more convenient to hold off the UxRXIF interrupt until the end of the Stop bits to avoid line contention. The user selects when the UxRXIF interrupt occurs with the STPMD bit. When STPMD is '1', the UxRXIF interrupt occurs at the end of the last Stop bit. When STPMD is '0', the UxRXIF interrupt occurs when the received byte is stored in the receive FIFO. When STP = 10, the store operation is performed in the middle of the second Stop bit. Otherwise, it is performed in the middle of the first Stop bit.

The FERIF and PERIF interrupts are not delayed with STPMD. When STPMD is set, the preferred indicator for reversing transceiver direction is the UxRXIF interrupt because it is delayed whereas the others are not.

34.9 Operation After FIFO Overflow

The Receive Shift Register (RSR) can be configured to stop or continue running during a receive FIFO Overflow condition. Stopped operation is the Legacy mode.

When the RSR continues to run during an Overflow condition, the first word received after clearing the overflow will always be valid.

When the RSR is stopped during an Overflow condition, the synchronization with the Start bits is lost. Therefore, the first word received after the overflow is cleared may start in the middle of a word.

Operation during overflow is selected with the RUNOVF bit. When the RUNOVF bit is set, the receiver maintains synchronization with the Start bits throughout the Overflow condition.

34.10 Receive and Transmit Buffers

The UART uses small buffer areas to transmit and receive data. These are sometimes referred to as FIFOs.

The receiver has a Receive Shift Register (RSR) and two or more buffer registers. The buffer at the top of the FIFO (earliest byte to enter the FIFO) is retrieved by reading the UxRXB register.

The transmitter has one or more Transmit Shift Register (TSR) and one buffer register. Writes to UxTXB go to the transmit buffer and then immediately to the TSR, if it is empty. When the TSR is not empty, writes to UxTXB are held and then transferred to the TSR when it becomes available.

34.10.1 FIFO Status

The UxFIFO register contains several Status bits for determining the state of the receive and transmit buffers.

The RXBE bit indicates that the receive FIFO is empty. This bit is essentially the inverse of UxRXIF. The RXBF bit indicates that the receive FIFO is full.

The TXBE bit indicates that the transmit buffer is empty (same as UxTXIF) and the TXBF bit indicates that the buffer is full. A third transmitter Status bit, TXWRE (transmit write error), is set whenever a UxTXB write is performed when the TXBF bit is set. This indicates that the write was unsuccessful.

34.10.2 FIFO Reset

All modes support resetting the receive and transmit buffers.

The receive buffer is flushed and all unread data discarded when the RXBE bit is written to '1'. Instead of using a `BSF` instruction to set RXBE, the `MOVWF` instruction with the TXBE bit cleared will be used to avoid inadvertently clearing a byte pending in the TSR when UxTXB is empty.

Data written to UxTXB when TXEN is low will be held in the Transmit Shift Register (TSR), then sent when TXEN is set. The transmit buffer and inactive TSR are flushed by setting the TXBE bit. Setting TXBE while a character is actively transmitting from the TSR will complete the transmission without being flushed.

Clearing the ON bit will discard all received data and transmit data pending in the TSR and UxTXB.

34.11 Flow Control

This section does not apply to the LIN, DALI, or DMX modes.

Flow control is the means by which a sending UART data stream can be suspended by a receiving UART. Flow control prevents input buffers from overflowing without software intervention. The UART supports both hardware and XON/XOFF methods of flow control.

The flow control method is selected with the FLO bits. Flow control is disabled when both bits are cleared.

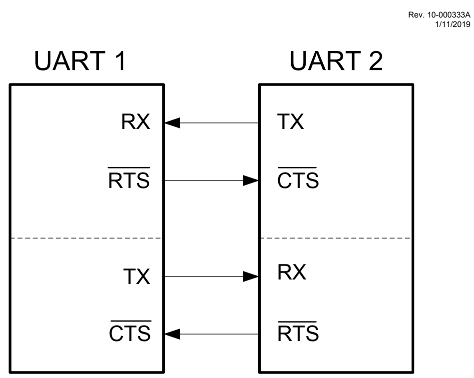
34.11.1 Hardware Flow Control

The hardware flow control is selected by setting the FLO bits to '`10`'.

The hardware flow control consists of three lines. The RS-232 signal names for two of these are $\overline{\text{RTS}}$ and $\overline{\text{CTS}}$. Both are low true. The third line is called TXDE for transmit drive enable which may be used to control an RS-485 transceiver. This output is high when the TX output is actively sending a character and low at all other times. The UART is configured as DTE (computer) equipment, which means $\overline{\text{RTS}}$ is an output and $\overline{\text{CTS}}$ is an input.

The $\overline{\text{RTS}}$ and $\overline{\text{CTS}}$ signals work as a pair to control the transmission flow. A DTE-to-DTE configuration connects the $\overline{\text{RTS}}$ output of the receiving UART to the $\overline{\text{CTS}}$ input of the sending UART. Refer to the following figure.

Figure 34-10. Hardware Flow Control Connections



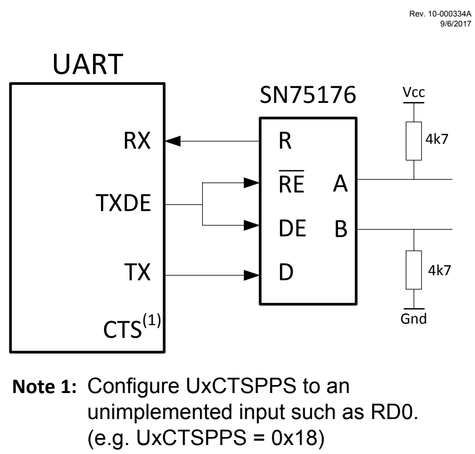
The UART receiving data asserts the $\overline{\text{RTS}}$ output low when the input FIFO is empty. When a character is received, the $\overline{\text{RTS}}$ output goes high until the UxRXB is read to free up both FIFO locations.

When the $\overline{\text{CTS}}$ input goes high after a byte has started to transmit, the transmission will complete normally. The receiver accommodates this by accepting the character in the second FIFO location even when the $\overline{\text{CTS}}$ input is high.

34.11.2 RS-485 Transceiver Control

The hardware flow control can be used to control the direction of an RS-485 transceiver as shown in the following figure. The $\overline{\text{CTS}}$ input will be configured to be always enabled by setting the UxCTSPPS selection to an unimplemented PORT pin, such as RD0. When the signal and control lines are configured as shown in the figure below, the UART will not receive its own transmissions. To verify that there are no collisions on the RS-485 lines, the transceiver RE control can be disconnected from TXDE and tied low, thereby enabling loopback reception of all transmissions. See the Collision Detection section for more information.

Figure 34-11. RS-485 Configuration



34.11.3 XON/XOFF Flow Control

XON/XOFF flow control is selected by setting the FLO bits to '`01`'.

XON/XOFF is a data-based flow control method. The signals to suspend and resume transmission are special characters sent by the receiver to the transmitter. The advantage is that additional hardware lines are not needed.

XON/XOFF flow control requires full-duplex operation because the transmitter must be able to receive the signal to suspend transmitting while the transmission is in progress. Although XON and XOFF are not defined in the ASCII code, the generally accepted values are `13h` for XOFF and `11h` for XON. The UART uses those codes.

The transmitter defaults to XON, or transmitter enabled. This state is also indicated by the read-only XON bit.

When an XOFF character is received, the transmitter stops transmitting after completing the character actively being transmitted. The transmitter remains disabled until an XON character is received.

XON will be forced on when software toggles the TXEN bit.

When the RUNOVF bit is set, the XON and XOFF characters continue to be received and processed without the need to clear the input FIFO by reading UxRXB. However, if the RUNOVF bit is clear then UxRXB must be read to avoid a receive overflow which will suspend flow control when the receive buffer overflows.

34.12 Checksum (Full-Featured UARTs Only)

This section does not apply to the LIN mode, which handles checksums automatically.

The transmit and receive checksum adders are enabled when the C0EN bit is set. When enabled, the adders accumulate every byte that is transmitted or received. The accumulated sum includes the carry of the addition. Software is responsible for clearing the checksum registers before a transaction and performing the check at the end of the transaction.

The following examples illustrate how the checksum registers can be used in the Asynchronous modes.

34.12.1 Transmit Checksum Method

1. Clear the UxTXCHK register.

2. Set the C0EN bit.
3. Send all bytes of the transaction output.
4. Invert UxTXCHK and send the result as the last byte of the transaction.

34.12.2 Receive Checksum Method

1. Clear the UxRXCHK register.
2. Set the C0EN bit.
3. Receive all bytes in the transaction including the checksum byte.
4. Set MSb of UxRXCHK if 7-bit mode is selected.
5. Add '1' to UxRXCHK.
6. If the result is '0', the checksum passes, otherwise it fails.

The CERIF Checksum Interrupt flag is not active in any mode other than LIN.

34.13 Collision Detection (Full-Featured UARTs Only)

External forces that interfere with the transmit line are detected in all modes of operation with collision detection. Collision detection is always active when RXEN and TXEN are both set. When the receive input is connected to the transmit output through either the same I/O pin or external circuitry, a character will be received for every character transmitted. The collision detection circuit provides a warning when the word received does not match the word transmitted.

The TXCIF flag is used to signal collisions. This signal is only useful when the TX output is looped back to the RX input and everything that is transmitted is expected to be received. If more than one transmitter is active at the same time, it can be assumed that the TX word will not match the RX word. The TXCIF detects this mismatch and flags an interrupt. The TXCIF bit will also be set in DALI mode transmissions when the received bit is missing the expected mid-bit transition.

Collision detection is always active, regardless of whether or not the RX input is connected to the TX output. It is up to the user to disable the TXCIE bit when collision interrupts are not required. The software overhead of unloading the receive buffer of transmitted data are avoided by setting the RUNOVF bit and ignoring the receive interrupt and letting the receive buffer overflow. When the transmission is complete, prepare for receiving data by flushing the receive buffer (see the FIFO Reset section) and clearing the RXFOIF overflow flag.

34.14 RX/TX Activity Time-Out

The UART works in conjunction with the HLT timers to monitor activity on the RX and TX lines. Use this feature to determine when there has been no activity on the receive or transmit lines for a user-specified period of time.

To use this feature, set the HLT to the desired time-out period by a combination of the HLT clock source, timer prescale value and timer period registers. Configure the HLT to reset on the UART TX or RX line and start the HLT at the same time the UART is started. UART activity will keep resetting the HLT to prevent a full HLT period from elapsing. When there has been no activity on the selected TX or RX line for longer than the HLT period, an HLT interrupt will occur signaling the time-out event.

For example, the following register settings will configure HLT2 for a 5 ms time-out of no activity on U1RX:

- T2PR = `0x9C` (156 prescale periods)
- T2CLKCON = `0x05` (500 kHz internal oscillator)
- T2HLT = `0x04` (free running, reset on rising edge)
- T2RST = `0x15` (reset on U1RX)
- T2CON = `0xC0` (Timer2 on with 1:16 prescale)

34.15 Clock Accuracy with Asynchronous Operation

The factory calibrates the internal oscillator block output (INTOSC). However, the INTOSC frequency may drift as V_{DD} or temperature changes, which directly affects the asynchronous baud rate. Two methods may be used to adjust the baud rate clock, but both require a reference clock source of some kind.

The first (preferred) method uses the OSCTUNE register to adjust the INTOSC output. Adjusting the value of the OSCTUNE register allows for fine resolution changes to the system clock source. See the **"HFINTOSC Frequency Tuning"** section for more information.

The other method adjusts the value of the Baud Rate Generator. This can be done automatically with the Auto-Baud Detect feature (see the Auto-Baud Detect section). There may not be fine enough resolution when adjusting the Baud Rate Generator to compensate for a gradual change of the peripheral clock frequency.

34.16 UART Baud Rate Generator

The Baud Rate Generator (BRG) is a 16-bit timer that is dedicated to the support of the UART operation. The UxBRG register pair determines the period of the free-running baud rate timer. The multiplier of the baud rate period is determined by the BRGS bit.

The high baud rate range (BRGS = 1) is intended to extend the baud rate range up to a faster rate when the desired baud rate is not otherwise possible and to improve the baud rate resolution at high baud rates. Using the normal baud rate range (BRGS = 0) is recommended when the desired baud rate is achievable with either range.

Important: BRGS = 1 is not supported in the DALI mode.

Writing a new value to UxBRG causes the BRG timer to be reset (or cleared). This ensures that the BRG does not wait for a timer overflow before outputting the new baud rate.

If the system clock is changed during an active receive operation, a receive error or data loss may result. To avoid this problem, check the status of the RXIDL bit to make sure that the receive operation is Idle before changing the system clock. The following table contains formulas for determining the baud rate.

Table 34-2. Baud Rate Formulas

BRGS	BRG/UART Mode	Baud Rate Formula
1	High Rate	Fosc/[4(UxBRG+1)]
0	Normal Rate	Fosc/[16(UxBRG+1)]

The following example provides a sample calculation for determining the baud rate and baud rate error.

Example 34-1. Baud Rate Error Calculation

For a device with Fosc of 16 MHz, desired baud rate of 9600, Asynchronous mode, and BRGS = 0.

$$DesiredBaudrate = \frac{F_{OSC}}{16 \times (UxBRG + 1)}$$

Solving for UxBRG:

$$UxBRG = \frac{F_{OSC}}{16 \times DesiredBaudrate} - 1$$

$$UxBRG = \frac{16000000}{16 \times 9600} - 1$$

$$UxBRG = 103.17 \simeq 103$$

$$CalculatedBaudrate = \frac{16000000}{16 \times (103 + 1)}$$

$$CalculatedBaudrate = 9615$$

$$Error = \frac{CalculatedBaudrate - DesiredBaudrate}{DesiredBaudrate}$$

$$Error = \frac{9615 - 9600}{9600}$$

$$Error \simeq 0.16\,\%$$

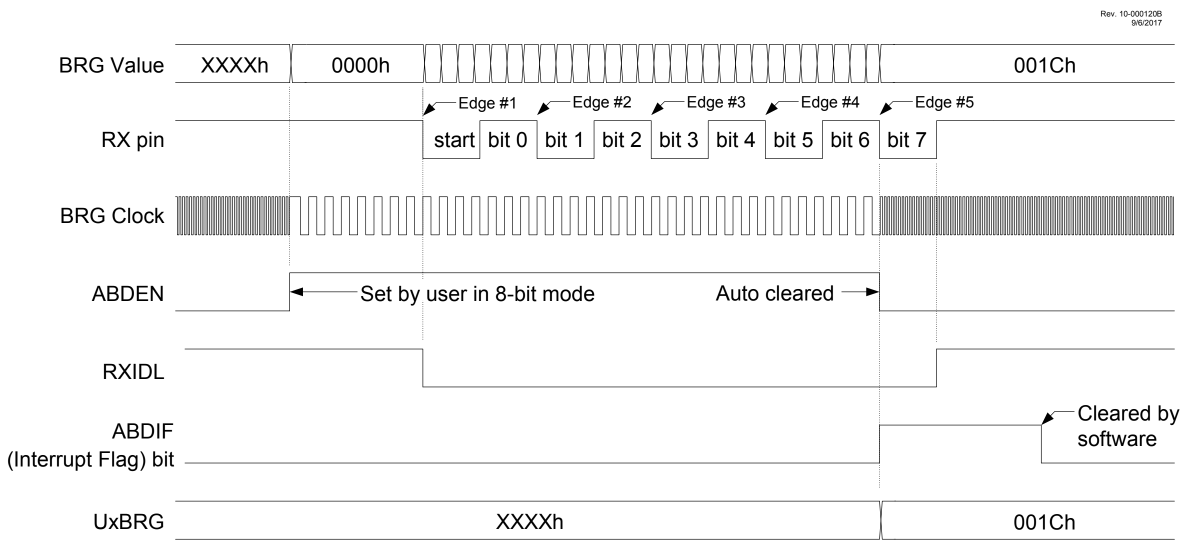
34.16.1 Auto-Baud Detect

The UART module supports automatic detection and calibration of the baud rate in the 8-bit Asynchronous and LIN modes. However, setting ABDEN to start auto-baud detection is neither necessary, nor possible in LIN mode because that mode supports auto-baud detection automatically at the beginning of every data packet. Enabling auto-baud detect with the ABDEN bit applies to the Asynchronous modes only.

When Auto-Baud Detect (ABD) is active, the clock to the BRG is reversed. Rather than the BRG clocking the incoming RX signal, the RX signal is timing the BRG. The Baud Rate Generator is used to time the period of a received `55h` (ASCII “U”), which is the Sync character for the LIN bus. The unique feature of this character is that it has five falling edges, including the Start bit edge, and five rising edges, including the Stop bit edge.

In 8-bit Asynchronous mode, setting the ABDEN bit enables the auto-baud calibration sequence. The first falling edge of the RX input after ABDEN is set will start the auto-baud calibration sequence. While the ABD sequence takes place, the UART state machine is held in Idle. On the first falling edge of the receive line, the UxBRG begins counting up using the BRG counter clock, as shown in the following figure. The fifth falling edge will occur on the RX pin at the beginning of the bit 7 period. At that time, an accumulated value totaling the proper BRG period is left in the UxBRG register pair, the ABDEN bit is automatically cleared and the ABDIF interrupt flag is set. ABDIF must be cleared by software.

Figure 34-12. Automatic Baud Rate Calibration



RXIDL indicates that the sync input is active. RXIDL will go low on the first falling edge and go high on the fifth rising edge.

The BRG auto-baud clock is determined by the BRGS bit, as shown in the following table.

Table 34-3. BRG Counter Clock Rates

BRGS	BRG Base Clock	BRG ABD Clock
1	Fosc/4	Fosc/32
0	Fosc/16	Fosc/128

During ABD, the internal BRG register is used as a 16-bit counter. However, the UxBRG registers retain the previous BRG value until the auto-baud process is successfully completed. While calibrating the baud rate period, the internal BRG register is clocked at 1/8th the BRG base clock rate. The resulting byte measurement is the average bit time when clocked at full speed and is transferred to the UxBRG registers when complete.

Important:

1. When both the WUE and ABDEN bits are set, the auto-baud detection will occur on the byte following the Break character (see the Auto Wake-on-Break section).
2. It is up to the user to verify that the incoming character baud rate is within the range of the selected BRG clock source. Some combinations of oscillator frequency and UART baud rates are not possible.

34.16.2 Auto-Baud Overflow

During the course of automatic baud detection, the ABDOVF bit will be set if the baud rate counter overflows before the fifth falling edge is detected on the RX pin. The ABDOVF bit indicates that the counter has exceeded the maximum count that can fit in the 16 bits of the UxBRG register pair. After the ABDOVF bit has been set, the state machine continues to search until the fifth falling edge is detected on the RX pin. Upon detecting the fifth falling RX edge, the hardware will set the ABDIF

Interrupt flag and clear the ABDEN bit. The UxBRG register values retain their previous value. The ABDIF flag and ABDOVF flag can be cleared by software directly. To generate an interrupt on an Auto-Baud Overflow condition, all the following bits must be set:

- ABDOVE bit
- UxEIE bit in the PIEx register
- Global Interrupt Enable bits

To terminate the auto-baud process before the ABDIF flag is set, clear the ABDEN bit, then clear the ABDOVF bit.

34.16.3 Auto Wake-on-Break

During Sleep mode, all clocks to the UART are suspended. Because of this, the Baud Rate Generator is inactive and a proper character reception cannot be performed. The Auto Wake-on-Break feature allows the controller to wake up due to activity on the RX line.

The Auto-Wake-up feature is enabled by setting both the WUE bit and the UxIE bit in the PIEx register. Once set, the normal receive sequence on RX is disabled, and the UART remains in an Idle state, monitoring for a wake-up event independent of the CPU mode. A wake-up event consists of a transition out of the Idle state on the RX line (this coincides with the start of a Break or a wake-up signal character for the LIN protocol).

The UART module generates a WUIF interrupt coincident with the wake-up event. The interrupt is generated synchronously to the Q clocks in normal CPU operating modes (Figure 34-13) and asynchronously if the device is in Sleep mode (Figure 34-14). The interrupt condition is cleared by clearing the WUIF bit.

Figure 34-13. Auto-Wake-Up Timing During Normal Operation

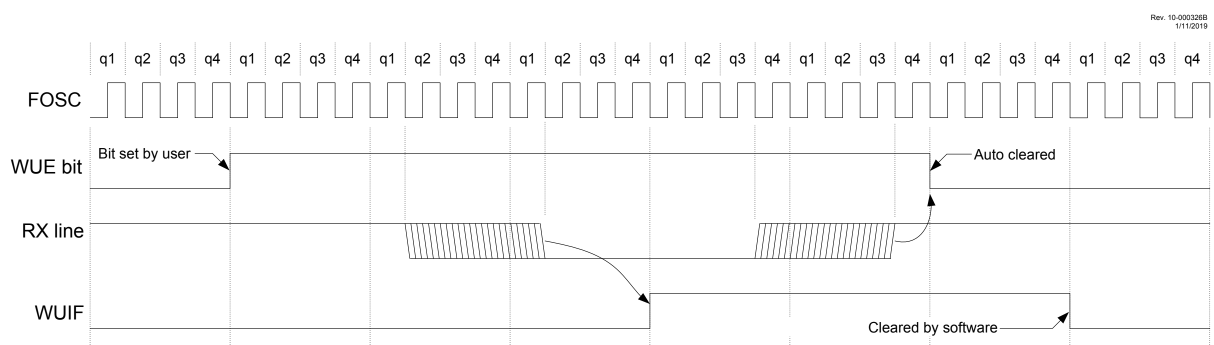
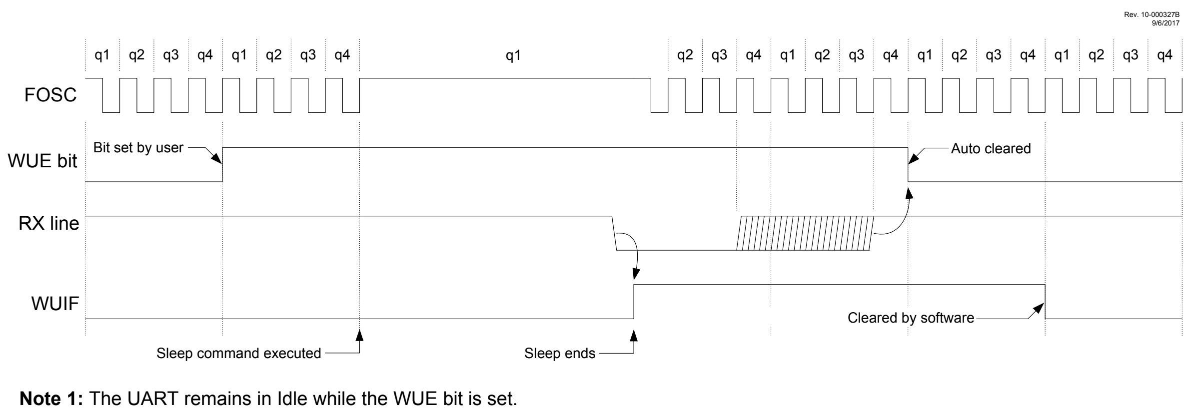


Figure 34-14. Auto-Wake-Up Timing During Sleep



To generate an interrupt on a wake-up event, all the following bits must be set:

- The UxIE bit in the PIEx register
- Global interrupt enables

The WUE bit is automatically cleared by the transition to the Idle state on the RX line at the end of the Break. This signals to the user that the Break event is over. At this point, the UART module is in Idle mode, waiting to receive the next character.

34.16.3.1 Auto-Wake-Up Special Considerations

Break Character

To avoid character errors or character fragments during a wake-up event, all bits in the character causing the Wake event must be zero.

When the wake-up is enabled, the function works independent of the low time on the data stream. If the WUE bit is set and a valid nonzero character is received, the low time from the Start bit to the first rising edge will be interpreted as the wake-up event. The remaining bits of the character will be received as a fragmented character and subsequent characters can result in framing or overrun errors.

Therefore, the initial character of the transmission must be all zeros. This must be eleven or more bit times, 13 bit times recommended for LIN bus, or any number of bit times for standard RS-232 devices.

Oscillator Start-Up Time

The oscillator start-up time must be considered, especially in applications using oscillators with longer start-up intervals (i.e., LP, XT or HS/PLL modes). The Sync Break (or wake-up signal) character must be of sufficient length and must be be followed by a sufficient interval to allow enough time for the selected oscillator to start and provide proper initialization of the UART.

The WUE Bit

To ensure that no actual data are lost, check the RXIDL bit to verify that a receive operation is not in process before setting the WUE bit. If a receive operation is not occurring, the WUE bit may then be set just prior to entering the Sleep mode.

34.17 Transmitting a Break

The UART module has the capability of sending either a fixed length Break period or a software-timed Break period. The fixed length Break consists of a Start bit, followed by 12 ‘0’ bits and a Stop bit. The software-timed Break is generated by setting and clearing the BRKOVR bit.

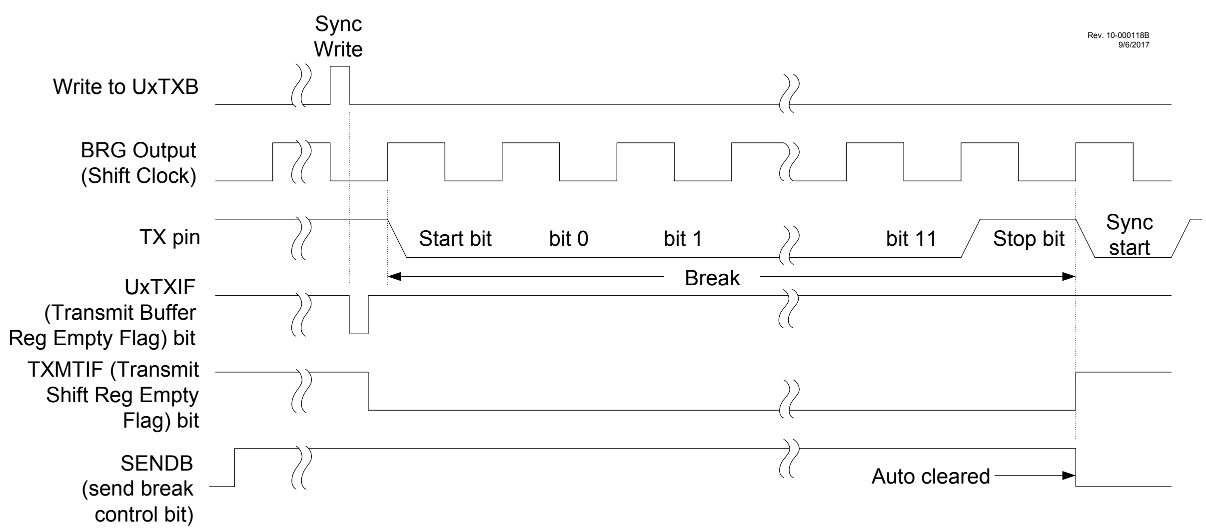
To send the fixed length Break, set the SENDB and TXEN bits. The Break sequence is then initiated by a write to UxTXB. The timed Break will occur first, followed by the character written to UxTXB that initiated the Break. The initiating character is typically the Sync character of the LIN specification.

SENDB is disabled in the LIN and DMX modes because those modes generate the Break sequence automatically.

The SENDB bit is automatically reset by hardware after the Break Stop bit is complete.

The TXMTIF bit indicates when the transmit operation is Active or Idle, just as it does during normal transmission. The following figure illustrates the Break sequence.

Figure 34-15. Send-Break Sequence



34.18 Receiving a Break

The UART has counters to detect when the RX input remains in the Space state for an extended period of time. When this happens, the RXBKIF bit is set.

A Break is detected when the RX input remains in the Space state for 11 bit periods for asynchronous and LIN modes and 23 bit periods for DMX mode.

The user can select to receive the Break interrupt as soon as the Break is detected or at the end of the Break, when the RX input returns to the Idle state. When the RXBIMD bit is '1', then RXBKIF is set immediately upon Break detection. When RXBIMD is '0', then RXBKIF is set when the RX input returns to the Idle state.

34.19 UART Operation During Sleep

The UART ceases to operate during Sleep. The safe way to wake the device from Sleep by a serial operation is to use the Wake-on-Break feature of the UART. See the Auto Wake-on-Break section.

34.20 Register Definitions: UART

Long bit name prefixes for the UART peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 34-4. UART Long Bit Name Prefixes

Peripheral	Bit Name Prefix
UART1 (full featured)	U1

...........continued

Peripheral	Bit Name Prefix
UART2 (limited features)	U2

34.20.1 UxCON0

Name: UxCON0
Address: 0x1B9,0x1CD

UART Control Register 0

Bit	7	6	5	4	3	2	1	0
	BRGS	ABDEN	TXEN	RXEN	MODE[3:0]			
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – BRGS Baud Rate Generator Speed Select

Value	Description
1	Baud Rate Generator is high speed with 4 baud clocks per bit
0	Baud Rate Generator is normal speed with 16 baud clocks per bit

Bit 6 – ABDEN Auto-Baud Detect Enable(3)

Value	Description
1	Auto-baud is enabled. Receiver is waiting for Sync character (0x55).
0	Auto-baud is not enabled or auto-baud is complete

Bit 5 – TXEN Transmit Enable Control(2)

Value	Description
1	Transmit is enabled. TX output pin drive is forced on when transmission is active and is controlled by PORT TRIS control when transmission is Idle.
0	Transmit is disabled. TX output pin drive is controlled by PORT TRIS control.

Bit 4 – RXEN Receive Enable Control(2)

Value	Description
1	Receiver is enabled
0	Receiver is disabled

Bits 3:0 – MODE[3:0] UART Mode Select(1)

Value	Description
1111 – 1101	Reserved
1100	LIN Host/Client mode(4)
1011	LIN Client Only mode(4)
1010	DMX mode(4)
1001	DALI Control Gear mode(4)
1000	DALI Control Device mode(4)
0111 – 0101	Reserved
0100	Asynchronous 9-bit UART Address mode. 9th bit: 1 = address, 0 = data
0011	Asynchronous 8-bit UART mode with 9th bit even parity
0010	Asynchronous 8-bit UART mode with 9th bit odd parity
0001	Asynchronous 7-bit UART mode
0000	Asynchronous 8-bit UART mode

Notes:

1. Changing the UART MODE while ON = `1` may cause unexpected results.
2. Clearing TXEN or RXEN will not clear the corresponding buffers. Use TXBE or RXBE to clear the buffers.
3. ABDEN is read-only when MODE > `'b0111`.
4. Full-featured UARTs only.

34.20.2 UxCON1

Name: UxCON1
Address: 0x1BA,0x1CE

UART Control Register 1

Bit	7	6	5	4	3	2	1	0
	ON			WUE	RXBIMD		BRKOVR	SENDB
Access	R/W			R/W/HC	R/W		R/W	R/W/HC
Reset	0			0	0		0	0

Bit 7 – ON Serial Port Enable

Value	Description
1	Serial port enabled
0	Serial port disabled (held in Reset)

Bit 4 – WUE Wake-Up Enable

Value	Description
1	Receiver is waiting for falling RX input edge which will set the UxIF bit. Cleared by hardware on wake-up event. Also requires the UxIE bit of PIEx to enable wake.
0	Receiver operates normally

Bit 3 – RXBIMD Receive Break Interrupt Mode Select

Value	Description
1	Set RXBKIF immediately when RX in has been low for the minimum Break time
0	Set RXBKIF on rising RX input after RX in has been low for the minimum Break time

Bit 1 – BRKOVR Send Break Software Override

Value	Description
1	TX output is forced to non-Idle state
0	TX output is driven by transmit shift register

Bit 0 – SENDB Send Break Control[(1)]

Value	Description
1	Output Break upon UxTXB write. Written byte follows Break. Bit is cleared by hardware.
0	Break transmission completed or disabled

Note:

1. This bit is read-only in LIN, DMX and DALI modes.

34.20.3 UxCON2

Name: UxCON2

UART Control Register 2

Bit	7	6	5	4	3	2	1	0
	RUNOVF	RXPOL	STP[1:0]		C0EN	TXPOL	FLO[1:0]	
Access	R/W	R/W/HC	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – RUNOVF Run During Overflow Control

Value	Description
1	RX input shifter continues to synchronize with Start bits after Overflow condition
0	RX input shifter stops all activity on receiver Overflow condition

Bit 6 – RXPOL Receive Polarity Control

Value	Description
1	Invert RX polarity, Idle state is low
0	RX polarity is not inverted, Idle state is high

Bits 5:4 – STP[1:0] Stop Bit Mode Control(1)

Value	Description
11	Transmit 2 Stop bits, receiver verifies first Stop bit
10	Transmit 2 Stop bits, receiver verifies first and second Stop bits
01	Transmit 1.5 Stop bits, receiver verifies first Stop bit
00	Transmit 1 Stop bit, receiver verifies first Stop bit

Bit 3 – C0EN Checksum Mode Select(2)

Value	Condition	Description
1	MODE = LIN	Enhanced LIN checksum includes PID in sum
0	MODE = LIN	Legacy LIN checksum does not include PID in sum
1	MODE = not LIN	Checksum is the sum of all TX and RX characters
0	MODE = not LIN	Checksum is disabled

Bit 2 – TXPOL Transmit Control Polarity(1)

Value	Description
1	Output data are inverted, TX output is low in Idle state
0	Output data are not inverted, TX output is high in Idle state

Bits 1:0 – FLO[1:0] Handshake Flow Control

Value	Description
11	Reserved
10	$\overline{\text{RTS}}$/$\overline{\text{CTS}}$ and TXDE Hardware flow control
01	XON/XOFF Software flow control
00	Flow control is off

Notes:

1. All modes transmit selected number of Stop bits.
2. Full-featured UARTs only.

34.20.4 UxERRIR

Name: UxERRIR

UART Error Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0
	TXMTIF	PERIF	ABDOVF	CERIF	FERIF	RXBKIF	RXFOIF	TXCIF
Access	R/S/C	R/W/HC	R/W/S	R/W/S	R/S/C	R/W/S	R/W/S	R/W/S
Reset	1	0	0	0	0	0	0	0

Bit 7 – TXMTIF Transmit Shift Register Empty Interrupt Flag

Value	Description
1	Transmit shift register is empty (Set at end of Stop bits)
0	Transmit shift register is actively shifting data

Bit 6 – PERIF Parity Error Interrupt Flag

Value	Condition	Description
1	MODE = LIN or Parity	Unread byte at top of input FIFO has parity error
0	MODE = LIN or Parity	Unread byte at top of input FIFO does not have parity error
1	MODE = DALI Device	Unread byte at top of input FIFO received as Forward Frame
0	MODE = DALI Device	Unread byte at top of input FIFO received as Back Frame
1	MODE = Address	Unread byte at top of input FIFO received as address
0	MODE = Address	Unread byte at top of input FIFO received as data
x	MODE = All others	Not used

Bit 5 – ABDOVF Auto-baud Detect Overflow Interrupt Flag

Value	Condition	Description
1	MODE = DALI	Start bit measurement overflowed counter
0	MODE = DALI	No overflow during Start bit measurement
1	MODE = All others	Baud Rate Generator overflowed during the auto-detection sequence
0	MODE = All others	Baud Rate Generator has not overflowed

Bit 4 – CERIF Checksum Error Interrupt Flag

Value	Condition	Description
1	MODE = DALI	Stop bit detected
0	MODE = DALI	Stop bit not detected
x	MODE = not DALI	Not used

Bit 3 – FERIF Framing Error Interrupt Flag

Value	Description
1	Unread byte at top of input FIFO has framing error
0	Unread byte at top of input FIFO does not have framing error

Bit 2 – RXBKIF Break Reception Interrupt Flag

Value	Description
1	Break detected
0	No break detected

Bit 1 – RXFOIF Receive FIFO Overflow Interrupt Flag

Value	Description
1	Receive FIFO has overflowed
0	Receive FIFO has not overflowed

Bit 0 – TXCIF Transmit Collision Interrupt Flag[(1)]

Value	Description
1	Transmitted word is not equal to the word received during transmission
0	Transmitted word equals the word received during transmission

Note:

1. Full-featured UARTs only.

34.20.5 UxERRIE

Name: UxERRIE

UART Error Interrupt Enable Register

Bit	7	6	5	4	3	2	1	0
	TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	RXFOIE	TXCIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – TXMTIE Transmit Shift Register Empty Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 6 – PERIE Parity Error Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 5 – ABDOVE Auto-baud Detect Overflow Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 4 – CERIE Checksum Error Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 3 – FERIE Framing Error Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 2 – RXBKIE Break Reception Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 1 – RXFOIE Receive FIFO Overflow Interrupt Enable

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Bit 0 – TXCIE Transmit Collision Interrupt Enable[(1)]

Value	Description
1	Interrupt enabled
0	Interrupt not enabled

Note:
1. Full-featured UARTs only.

34.20.6 UxUIR

Name: UxUIR
Address: 0x1C0,0x1D4

UART General Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0
	WUIF	ABDIF				ABDIE		
Access	R/W/S	R/W/S				R/W		
Reset	0	0				0		

Bit 7 – WUIF Wake-Up Interrupt

Value	Description
1	Idle to non-Idle transition on RX line detected when WUE is set. Also sets UxIF. (WUIF must be cleared by software to clear UxIF)
0	WUE not enabled by software or no transition detected

Bit 6 – ABDIF Auto-Baud Detect Interrupt

Value	Description
1	Auto-baud detection complete. Status shown in UxIF when ABDIE is set. (Must be cleared by software)
0	Auto-baud not enabled or auto-baud enabled and auto-baud detection not complete

Bit 2 – ABDIE Auto-Baud Detect Interrupt Enable

Value	Description
1	ABDIF will set the UxIF bit in the PIRx register
0	ABDIF will not set UxIF

34.20.7 UxFIFO

Name: UxFIFO
Address: 0x1BE,0x1D2

UART FIFO Status Register

Bit	7	6	5	4	3	2	1	0
	TXWRE	STPMD	TXBE	TXBF	RXIDL	XON	RXBE	RXBF
Access	R/W/S	R/W	R/W/S/C	R/S/C	R/S/C	S/C	R/W/S/C	R/S/C
Reset	0	0	1	0	1	1	1	0

Bit 7 – TXWRE Transmit Write Error Status (must be cleared by software)

Value	Condition	Description
1	MODE = LIN Host	UxP1L was written when a host process was active
1	MODE = LIN Client	UxTXB was written when UxP2 = 0 or more than UxP2 bytes have been written to UxTXB since last Break
1	MODE = Address detect	UxP1L was written before the previous data in UxP1L was transferred to TX shifter
1	MODE = All	A new byte was written to UxTXB when the output FIFO was full
0	MODE = All	No error

Bit 6 – STPMD Stop Bit Detection Mode

Value	Condition	Description
1	STP = 11	Assert UxRXIF at end of first Stop bit
1	STP ≠ 11	Assert UxRXIF at end of last Stop bit
0	STP = xx	Assert UxRXIF in middle of first Stop bit

Bit 5 – TXBE Transmit Buffer Empty Status

Value	Description
1	Transmit buffer is empty. Setting this bit will clear the transmit buffer and output shift register.
0	Transmit buffer is not empty. Software cannot clear this bit.

Bit 4 – TXBF Transmit Buffer Full Status

Value	Description
1	Transmit buffer is full
0	Transmit buffer is not full

Bit 3 – RXIDL Receive Pin Idle Status

Value	Description
1	Receive pin is in Idle state
0	UART is receiving Start, Stop, Data, Auto-baud, or Break

Bit 2 – XON Software Flow Control Transmit Enable Status

Value	Description
1	Transmitter is enabled
0	Transmitter is disabled

Bit 1 – RXBE Receive Buffer Empty Status

Value	Description
1	Receive buffer is empty. Setting this bit will clear the RX buffer[(1)].
0	Receive buffer is not empty. Software cannot clear this bit.

Bit 0 – RXBF Receive Buffer Full Status

Value	Description
1	Receive buffer is full
0	Receive buffer is not full

Note:

1. The `BSF` instruction will not be used to set RXBE because doing so will clear a byte pending in the transmit shift register when the UxTXB register is empty. Instead, use the `MOVWF` instruction with a ‘`0`’ in the TXBE bit location.

34.20.8 UxBRG

Name: UxBRG
Address: 0x1BC,0x1D0

UART Baud Rate Generator

Bit	15	14	13	12	11	10	9	8
	BRG[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	BRG[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – BRG[15:0] Baud Rate Generator Value
The UART Baud Rate equals [Fosc*(1+(BRGS*3)]/[(16*(BRG+1))]

Notes:
1. The individual bytes in this multibyte register can be accessed with the following register names:
   - UxBRGH: Accesses the high byte BRG[15:8]
   - UxBRGL: Accesses the low byte BRG[7:0]
2. The UxBRG registers will only be written when ON = `0`.
3. Maximum BRG value when MODE = `'100x` and BRGS = `1` is `0x7FFE`.
4. Maximum BRG value when MODE = `'100x` and BRGS = `0` is `0x1FFE`.

34.20.9 UxRXB

Name: UxRXB
Address: 0x1AF,0x1C3

UART Receive Register

Bit	7	6	5	4	3	2	1	0
	RXB[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – RXB[7:0] Top of Receive FIFO

34.20.10 UxTXB

Name: UxTXB
Address: 0x1B1,0x1C5

UART Transmit Register

Bit	7	6	5	4	3	2	1	0
	TXB[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TXB[7:0] Bottom of Transmit FIFO

34.20.11 UxP1

Name: UxP1

UART Parameter 1

Bit	15	14	13	12	11	10	9	8
								P1[8]
Access								R/W
Reset								0

Bit	7	6	5	4	3	2	1	0
	P1[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 8 – P1[8] Parameter 1 Most Significant bit

UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Most Significant bit of number of bytes to transmit between Start Code and automatic Break generation
n	MODE = DALI Control Device	Most Significant bit of Idle time delay after which a Forward Frame is sent. Measured in half-bit periods.
n	MODE = DALI Control Gear	Most Significant bit of delay between the end of a Forward Frame and the start of the Back Frame. Measured in half-bit periods.
x	All other modes/Limited featured UART	Not used

Bits 7:0 – P1[7:0] Parameter 1 Least Significant bits

UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Least Significant bits of number of bytes to transmit between Start Code and automatic Break generation
n	MODE = DALI Control Device	Least Significant bits of Idle time delay after which a Forward Frame is sent. Measured in half-bit periods.
n	MODE = DALI Control Gear	Least Significant bits of delay between the end of a Forward Frame and the start of the Back Frame. Measured in half-bit periods.
n	MODE = LIN	PID to transmit (Only Least Significant six bits used)
n	MODE = Asynchronous Address	Address to transmit (9th transmit bit automatically set to '1')
x	All other modes	Not used

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- UxP1H: Accesses the high byte P1[8]
- UxP1L: Accesses the low byte P1[7:0]

34.20.12 UxP2

Name: UxP2

UART Parameter 2

Bit	15	14	13	12	11	10	9	8
								P2[8]
Access								R/W
Reset								0

Bit	7	6	5	4	3	2	1	0
	P2[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 8 – P2[8] Parameter 2 Most Significant bit

UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Most Significant bit of first address of receive block
n	MODE = DALI	Most Significant bit of number of half-bit periods of Idle time in Forward Frame detection threshold
x	All other modes/Limited featured UART	Not used

Bits 7:0 – P2[7:0] Parameter 2 Least Significant bits

UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Least Significant bits of first address of receive block
n	MODE = DALI	Least Significant bits of number of half-bit periods of Idle time in Forward Frame detection threshold
n	MODE = LIN	Number of data bytes to transmit
n	MODE = Asynchronous Address	Receiver address
x	All other modes	Not used

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- UxP2H: Accesses the high byte P2[8]
- UxP2L: Accesses the low byte P2[7:0]

34.20.13 UxP3

Name: UxP3

UART Parameter 3

Bit	15	14	13	12	11	10	9	8
								P3[8]
Access								R/W
Reset								0

Bit	7	6	5	4	3	2	1	0
	P3[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 8 – P3[8] Parameter 3 Most Significant bit
UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Most Significant bit of last address of receive block
x	All other modes/Limited featured UART	Not used

Bits 7:0 – P3[7:0] Parameter 3 Least Significant bits
UART mode operating parameter values

Value	Condition	Description
n	MODE = DMX	Least Significant bits of last address of receive block
n	MODE = LIN Client	Number of data bytes to receive
n	MODE = Asynchronous Address	Receiver address mask. Received address is XOR'd with UxP2L, then AND'd with UxP3L. Match occurs when result is zero.
x	All other modes	Not used

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- UxP3H: Accesses the high byte P3[8]
- UxP3L: Accesses the low byte P3[7:0]

34.20.14 UxTXCHK

Name: UxTXCHK
Address: 0x01B2

UART Transmit Checksum Result Register

Bit	7	6	5	4	3	2	1	0
	TXCHK[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TXCHK[7:0] Transmit Checksum Value

Value	Condition	Description
n	MODE = LIN and C0EN = 1	Sum of all transmitted bytes including PID
n	MODE = LIN and C0EN = 0	Sum of all transmitted bytes except PID
n	MODE = All others and C0EN = 1	Sum of all transmitted bytes since last clear
x	MODE = All others and C0EN = 0	Not used

34.20.15 UxRXCHK

Name: UxRXCHK
Address: 0x01B0

UART Receive Checksum Result Register

Bit	7	6	5	4	3	2	1	0
	RXCHK[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – RXCHK[7:0] Receive Checksum Value

Value	Condition	Description
n	MODE = LIN and C0EN = 1	Sum of all received bytes including PID
n	MODE = LIN and C0EN = 0	Sum of all received bytes except PID
n	MODE = All others and C0EN = 1	Sum of all received bytes since last clear
x	MODE = All others and C0EN = 0	Not used

34.21 Register Summary - UART

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x01AE	Reserved									
0x01AF	U1RXB	7:0	RXB[7:0]							
0x01B0	U1RXCHK	7:0	RXCHK[7:0]							
0x01B1	U1TXB	7:0	TXB[7:0]							
0x01B2	U1TXCHK	7:0	TXCHK[7:0]							
0x01B3	U1P1	7:0	P1[7:0]							
		15:8								P1[8]
0x01B5	U1P2	7:0	P2[7:0]							
		15:8								P2[8]
0x01B7	U1P3	7:0	P3[7:0]							
		15:8								P3[8]
0x01B9	U1CON0	7:0	BRGS	ABDEN	TXEN	RXEN	MODE[3:0]			
0x01BA	U1CON1	7:0	ON			WUE	RXBIMD		BRKOVR	SENDB
0x01BB	U1CON2	7:0	RUNOVF	RXPOL	STP[1:0]		C0EN	TXPOL	FLO[1:0]	
0x01BC	U1BRG	7:0	BRG[7:0]							
		15:8	BRG[15:8]							
0x01BE	U1FIFO	7:0	TXWRE	STPMD	TXBE	TXBF	RXIDL	XON	RXBE	RXBF
0x01BF	Reserved									
0x01C0	U1UIR	7:0	WUIF	ABDIF				ABDIE		
0x01C1	U1ERRIR	7:0	TXMTIF	PERIF	ABDOVF	CERIF	FERIF	RXBKIF	RXFOIF	TXCIF
0x01C2	U1ERRIE	7:0	TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	RXFOIE	TXCIE
0x01C3	U2RXB	7:0	RXB[7:0]							
0x01C4	Reserved									
0x01C5	U2TXB	7:0	TXB[7:0]							
0x01C6	Reserved									
0x01C7	U2P1	7:0	P1[7:0]							
		15:8								
0x01C9	U2P2	7:0	P2[7:0]							
		15:8								
0x01CB	U2P3	7:0	P3[7:0]							
		15:8								
0x01CD	U2CON0	7:0	BRGS	ABDEN	TXEN	RXEN	MODE[3:0]			
0x01CE	U2CON1	7:0	ON			WUE	RXBIMD		BRKOVR	SENDB
0x01CF	U2CON2	7:0	RUNOVF	RXPOL	STP[1:0]			TXPOL	FLO[1:0]	
0x01D0	U2BRG	7:0	BRG[7:0]							
		15:8	BRG[15:8]							
0x01D2	U2FIFO	7:0	TXWRE	STPMD	TXBE	TXBF	RXIDL	XON	RXBE	RXBF
0x01D3	Reserved									
0x01D4	U2UIR	7:0	WUIF	ABDIF				ABDIE		
0x01D5	U2ERRIR	7:0	TXMTIF	PERIF	ABDOVF	CERIF	FERIF	RXBKIF	RXFOIF	
0x01D6	U2ERRIE	7:0	TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	RXFOIE	

35. SPI - Serial Peripheral Interface Module

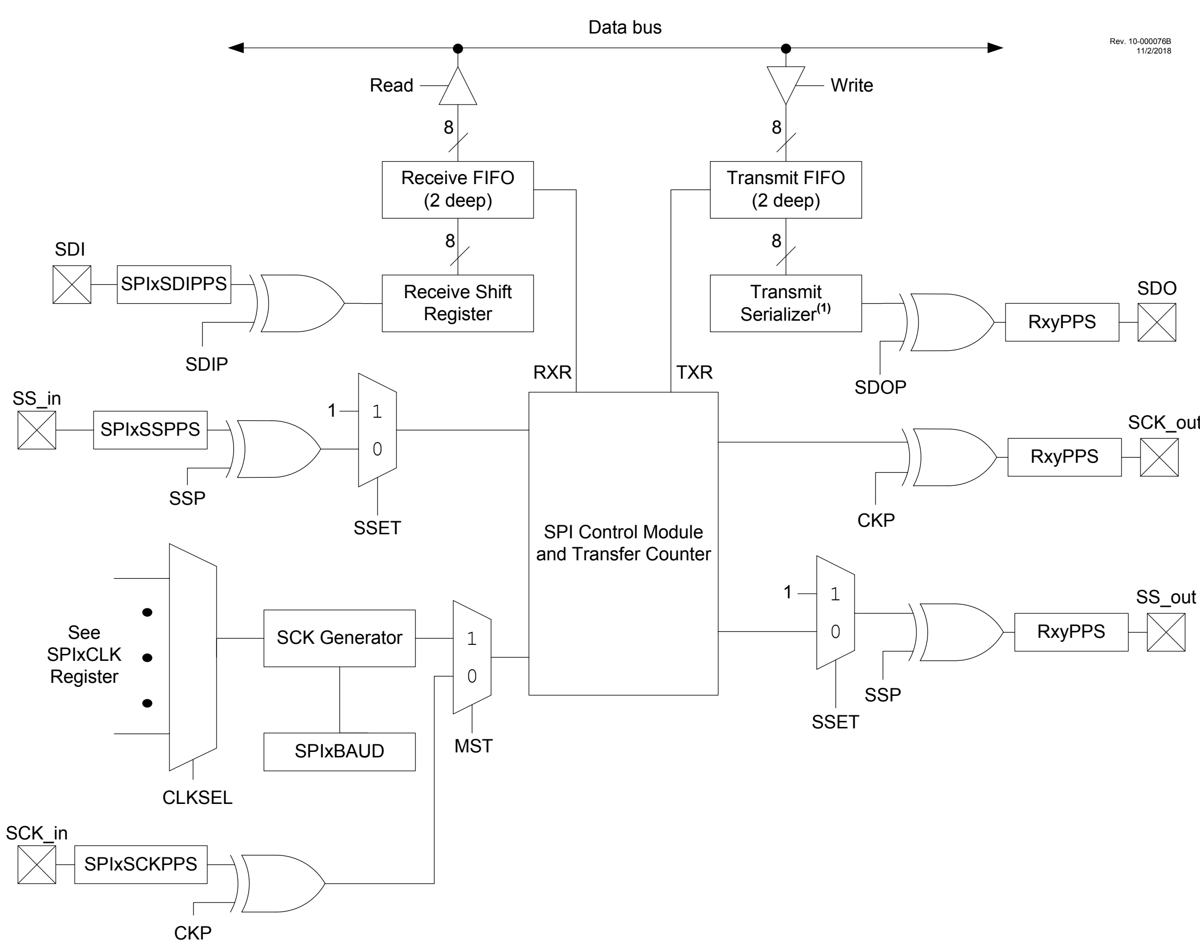
The Serial Peripheral Interface (SPI) module is a synchronous serial data communication bus that operates in Full Duplex mode. Devices communicate in a host/client environment where the host device initiates the communication. A client device is typically controlled through a chip select known as Client Select. Some examples of client devices include serial EEPROMs, shift registers, display drivers, A/D converters and other PIC® devices with SPI capabilities.

The SPI bus specifies four signal connections:

- Serial Clock (SCK)
- Serial Data Out (SDO)
- Serial Data In (SDI)
- Client Select (SS)

The following figure shows the block diagram of the SPI module.

Figure 35-1. SPI Module Simplified Block Diagram



Note: 1. If the transmit FIFO is empty and TXR = `1`, the previous value of the receive shift register will be sent to the transmit serializer.

The SPI transmit output (SDO_out) is available to the remappable PPS SDO pin and internally to the select peripherals.

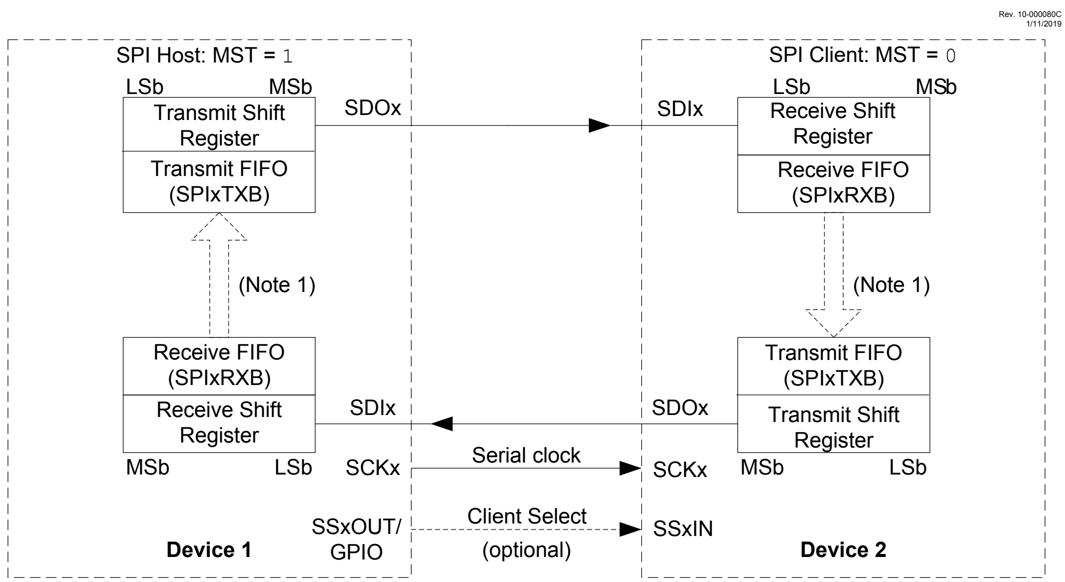
The SPI bus typically operates with a single host device and one or more client devices. When multiple client devices are used, an independent Client Select connection is required from the host device to each client device.

The host selects only one client at a time. Most client devices have tri-state outputs so their output signal appears disconnected from the bus when they are not selected.

Transmissions typically involve Shift registers, eight bits in size, one in the host and one in the client. With either the host or the client device, data are shifted out one bit at a time, with the Most Significant bit (MSb) shifted out first. At the same time, a new bit is shifted into the device. Unlike older Microchip devices, the SPI module on this device contains one register for incoming data and another register for outgoing data. Both registers also have multibyte FIFO buffers and allow for DMA bus connections.

The figure below shows a typical connection between two devices configured as host and client devices.

Figure 35-2. SPI Host/Client Connection with FIFOs



Notes: 1. In some modes, if the Transmit FIFO is empty, the most recently received byte of data will be transmitted.
2. This diagram assumes that the LSBF bit is cleared (communications are MSb-first). When LSBF is set, the communications will be LSb-first.

Data are shifted out of the transmit FIFO on the programmed clock edge and into the receive Shift register on the opposite edge of the clock.

The host device transmits information on its SDO output pin, which is connected to and received by the client's SDI input pin. The client device transmits information on its SDO output pin, which is connected to, and received by, the host's SDI input pin.

The host device sends out the clock signal. Both the host and the client devices need to be configured for the same clock phase and clock polarity.

During each SPI clock cycle, a full-duplex data transmission occurs. This means that while the host device is sending out the MSb from its output register (on its SDO pin) and the client device is reading this bit and saving it as the LSb of its input register. The client device is also sending out the MSb from its Shift register (on its SDO pin) and the host device is reading this bit and saving it as the LSb of its input register.

After eight bits have been shifted out, the host and client have exchanged register values and stored the incoming data into the receiver FIFOs.

If there is more data to exchange, the registers are loaded with new data and the process repeats.

Whether the data are meaningful or not (dummy data) depends on the application software. This leads to three scenarios for data transmission:

- Host sends useful data and client sends dummy data
- Host sends useful data and client sends useful data
- Host sends dummy data and client sends useful data

In this SPI module, dummy data may be sent without software involvement. Dummy transmit data are automatically handled by clearing the TXR bit and receive data are ignored by clearing the RXR bit. See Table 35-1 as well as Host Mode and Client Mode for further TXR/RXR setting details.

This SPI module can send transmissions of any number of bits and can send information in segments of varying size (from 1-8 bits in width). As such, transmissions may involve any number of clock cycles, depending on the amount of data to be transmitted.

When there is no more data to be transmitted, the host stops sending the clock signal and deselects the client. Every client device connected to the bus that has not been selected through its Client Select line disregards the clock and transmission signals and does not transmit out any data of its own.

35.1 SPI Controls

The following registers control the SPI operation:

- SPI Interrupt Flag (SPIxINTF) Register
- SPI Interrupt Enable (SPIxINTE) Register
- SPI Byte Count High and Low (SPIxTCNTH/L) Registers
- SPI Bit Count (SPIxTWIDTH) Register
- SPI Baud Rate (SPIxBAUD) Register
- SPI Control (SPIxCON0) Register 0
- SPI Control (SPIxCON1) Register 1
- SPI Control (SPIxCON2) Register 2
- SPI FIFO Status (SPIxSTATUS) Register
- SPI Receiver Buffer (SPIxRXB) Register
- SPI Transmit Buffer (SPIxTXB) Register
- SPI Clock Select (SPIxCLK) Register

SPIxCON0, SPIxCON1 and SPIxCON2 are control registers for the SPI module.

SPIxSTATUS reflects the status of both the SPI module and the receive and transmit FIFOs.

SPIxBAUD and SPIxCLK control the Baud Rate Generator (BRG) of the SPI module when in Host mode. The SPIxCLK selects the clock source that is used by the BRG. The SPIxBAUD configures the clock divider used on that clock source. More information on the BRG is available in the Host Mode SPI Clock Configuration section.

SPIxTxB and SPIxRxB are the Transmit and Receive Buffer registers used to send and receive data on the SPI bus. The Transmit and Receive Buffer registers offer indirect access to Shift registers that are used for shifting the data in and out. Both registers access the multibyte FIFOs, allowing for multiple transmissions or receptions to be stored between software transfers of the data.

The SPIxTCNTH:L register pair either count or control the number of bits or bytes in a data transfer. When BMODE = `1`, the SPIxTCNT value signifies bytes and the SPIxTWIDTH value signifies the number of bits in a byte. When BMODE = 0, the SPIxTCNT value is concatenated with the SPIxTWIDTH register to signify bits. In Host Receive Only mode (TXR = 0 and RXR = 1), the data transfer is initiated by writing SPIxTCNT with the desired bit or byte value to transfer. In Host Transmit mode (TXR = 1), the data transfer is initiated by writing the SPIxTxB register, in which case the SPIxTCNT is a down counter for the bits or bytes transferred.

The SPIxINTF and SPIxINTE are the flags and enables, respectively, for SPI specific interrupts. They are tied to the SPIxIF flag and SPIxIE enable bit in the PIR and PIE registers, which is triggered when any interrupt contained in the SPIxINTF/SPIxINTE registers is triggered. The PIR/PIE registers also contain SPIxTXIF/SPIxTXIE bits, which are the Interrupt flag and Enable bit for the SPI Transmit Interrupt, as well as the SPIxRXIF/SPIxRXIE bits, which are the Interrupt flag and Enable bit for the SPI receive interrupt.

35.2 SPI Operation

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits of the SPIxCON0, SPIxCON1 and SPIxCON2 registers. These control bits allow the following to be configured:

- Host mode (SCK is the clock output)
- Client mode (SCK is the clock input)
- Clock Polarity (Idle state of SCK)
- Input, Output, and Client Select Polarity
- Data Input Sample Phase (middle or end of data output time)
- Clock Edge (output data on first/second edge of SCK)
- Clock Rate (Host mode only)
- Client Select mode (Host or Client mode)
- MSB-First or LSB-First
- Receive/Transmit modes:
  - Full Duplex
  - Receive Only (receive without transmit)
  - Transmit Only (transmit without receive)
- Transfer Counter mode (only available in Transmit Only mode)

35.2.1 Enabling and Disabling the SPI Module

Setting the EN bit enables the SPI peripheral. However, to reset or reconfigure the SPI mode, the EN bit must be cleared.

Setting the EN bit enables the SPI inputs and outputs: SDI, SDO, SCK_out, SCK_in, SS_out and SS_in. The pins for all of these inputs and outputs are selected by the PPS controls and thus must have their functions mapped properly to the device pins to function. Refer to the **"PPS - Peripheral Pin Select Module"** chapter for more details.

SS_out and SCK_out must have the pins to which they are assigned set as outputs (TRIS bits must be '0') to properly output. Clearing the TRIS bit of the SDO pin will cause the SPI module to always control that pin, but is not necessary for SDO functionality (see the Input and Output Polarity Control section).

Configurations selected by the following registers will not be changed while the EN bit is set:

- SPIxBAUD
- SPIxCON1
- SPIxCON0 (with the exception of clearing the EN bit)

Clearing the EN bit aborts any transmissions in progress, disables the setting of interrupt flags by hardware, and resets the FIFO occupancy (see the Transmit and Receive FIFOs section).

35.2.2 BUSY Bit

While a data transfer is in progress, the SPI hardware sets the BUSY bit. This bit can be polled by the user to determine the current status of the SPI module and to know when a communication is complete. The following registers and bits will not be changed by software while the BUSY bit is set:

- SPIxTCNT
- SPIxTWIDTH
- SPIxCON2
- The CLB bit

Important:

1. The BUSY bit is subject to synchronization delay of up to two instruction cycles. The user must wait for it to set after loading the transmit buffer (SPIxTXB register) before using it to determine the status of the SPI module.
2. It is also not recommended to read SPIxTCNT while the BUSY bit is set, as the value in the registers may not be a reliable indicator of the transfer counter. Use the TCZIF bit to accurately determine that the transfer counter has reached zero.

35.2.3 Transmit and Receive FIFOs

The transmission and reception of data from the SPI module is handled by two FIFOs, one for reception and one for transmission. These are addressed by the SFRs, SPIxRXB and SPIxTXB, respectively.

The transmit FIFO is written to by software and is read by the SPI module to shift the data onto the SDO pin. The receive FIFO is written to by the SPI module as it shifts in the data from the SDI pin and is read by software. Setting the CLB bit resets the occupancy for both FIFOs, emptying both buffers. The FIFOs are also reset by clearing the EN bit, thus disabling the SPI module.

Important: The transmit and receive FIFO occupancy refer to the number of bytes that are currently being stored in each FIFO. These values are used in this chapter to illustrate the function of these FIFOs and are not directly accessible through software.

The SPIxRXB register addresses the receive FIFO and is read-only. Reading from this register will read from the first FIFO location that was written to by hardware and decrease the receive FIFO occupancy. If the FIFO is empty, reading from this register will instead return a value of '0' and set the RXRE (Receive Buffer Read Error) bit. The RXRE bit must then be cleared in software to properly reflect the status of the read error. When the receive FIFO is full, the RXBF bit will be set.

The SPIxTXB register addresses the transmit FIFO and is write-only. Writing to the register will write to the first empty FIFO location and increase the occupancy. If the FIFO is full, writing to this register will not affect the data and will set the TXWE bit. When the transmit FIFO is empty, the TXBE bit will be set.

More details on enabling and disabling the receive and transmit functions is summarized in Table 35-1 and Client Mode Transmit Options.

35.2.4 LSb vs. MSb-First Operation

Typically, the SPI communication outputs the Most Significant bit first, but some devices or buses may not conform to this standard. In this case, the LSBF bit may be used to alter the order in which bits are shifted out during the data exchange. In both Host and Client mode, the LSBF bit controls whether data are shifted to the MSb or LSb first. Clearing the bit (default) configures the data to transfer to the MSb first, which conforms to traditional SPI operation, while setting the bit configures the data to transfer to the LSb first.

35.2.5 Input and Output Polarity Control

SPIxCON1 has three bits that control the polarity of the SPI inputs and outputs:

- The SDIP bit controls the polarity of the SDI input
- The SDOP bit controls the polarity of the SDO output
- The SSP bit controls the polarity of both the client SS input and the host SS output

For all three bits, when the bit is clear, the input or output is active-high, and when the bit is set, the input or output is active-low. When the EN bit is cleared, SS_out and SCK_out both revert to the Inactive state dictated by their polarity bits. The SDO Output state, when the EN bit is cleared, is determined by several factors as follows:

- When the associated TRIS bit for the SDO pin is cleared and the SPI goes Idle after a transmission, the SDO output will remain at the last bit level.
- When the associated TRIS bit for the SDO pin is set, its behavior varies in Client and Host modes:
  - In Client mode, the SDO pin tri-states when any of the following is true:
    - Client Select is inactive
    - EN = `0`
    - TXR = `0`
  - In Host mode:
    - The SDO pin tri-states when TXR = `0`
    - When TXR = `1` and the SPI goes Idle after a transmission, the SDO output will remain at the last bit level. The SDO pin will revert to the Idle state when EN is cleared.

35.2.6 Transfer Counter

In all Host modes, the transfer counter can be used to determine how many data transfers the SPI will send/receive. The transfer counter is comprised of the SPIxTCNT registers and is also partially controlled by the SPIxTWIDTH register.

The transfer counter has two primary modes, determined by the BMODE bit. Each mode uses the SPIxTCNT and SPIxTWIDTH registers to determine the number and size of the transfers. In both modes, when the transfer counter reaches zero, the TCZIF interrupt flag is set.

Important:
In all Client modes and when BMODE = `1` in Host modes, the transfer counter will still decrement as transfers occur and can be used to count the number of messages sent/received, control SS_out, and trigger TCZIF. Also, when BMODE = `1`, the SPIxTWIDTH register can be used in Host and Client modes to determine the size of messages sent and received by the SPI, even if the transfer counter is not being actively used to control the number of messages being sent/received by the SPI module.

35.2.6.1 Total Bit Count Mode (BMODE = 0)

In this mode, SPIxTCNT and SPIxTWIDTH are concatenated to determine the total number of bits to be transferred. These bits will be loaded from/into the transmit/receive FIFOs in 8-bit increments and the transfer counter will be decremented by eight until the total number of remaining bits is less than eight. If there are any remaining bits (SPIxTWIDTH ≠ 0), the transmit FIFO will send out one final message with any extra bits greater than the remainder ignored.

The SPIxTWIDTH is the remaining bit count but the value does not change as it does for the SPIxTCNT value. The receiver will load a final byte into the receiver FIFO and pad the extra bits with zeros. The LSBF bit determines whether the Most Significant or Least Significant bits of this final byte are ignored or padded. For example, when LSBF = 0 and the final transfer contains only two bits, if the last byte sent was 0x5F, the RXB of the receiver will contain 0x40, which are the two MSbs of the final byte padded with zeros in the LSbs.

In this mode, the SPI host will only transmit messages when the SPIxTCNT value is greater than zero, regardless of the TXR and RXR settings.

In Host Transmit mode, the transfer starts with the data write to the SPIxTXB register or the count value written to the SPIxTCNTL register, whichever occurs last.

In Host Receive Only mode, the transfer clocks start when the SPIxTCNTL value is written. Transfer clocks are suspended when the receive FIFO is full and resume as the FIFO is read.

35.2.6.2 Variable Transfer Size Mode (BMODE = 1)

In this mode, SPIxTWIDTH specifies the width of every individual piece of the data transfer in bits. SPIxTCNT specifies the number of transfers of this bit length. If SPIxTWIDTH = 0, each piece is a full byte of data. If SPIxTWIDTH ≠ 0, then only that specified number of bits from the transmit FIFO are shifted out, with the unused bits ignored.

Received data are padded with zeros in the unused bit areas when transferred into the receive FIFO. The LSBF bit determines whether the Most Significant or Least Significant bits of the transfers are ignored or padded.

In this mode, the transfer counter being zero only stops messages from being sent or received when in Receive Only mode.

Important:
With BMODE = 1, it is possible for the transfer counter (SPIxTCNT) to decrement below zero, although when in Host Receive Only mode, transfer clocks will cease when the transfer counter reaches zero.

35.2.6.3 Transfer Counter in Client Mode

In Client mode, the transfer counter will still decrement as data are shifted into and out of the SPI module, but it will not control data transfers. The BMODE bit along with the transfer counter is used to determine when the device will look for Client Select faults.

When BMODE = 0, the SSFLT bit will be set if Client Select transitions from its Active to Inactive state during bytes of data or if it transitions before the last bit sent during the final byte (if SPIxTWIDTH ≠ 0).

When BMODE = 1, the SSFLT bit will be set if Client Select transitions from its Active to Inactive state before the final bit of each individual transfer is completed.

Note: SSFLT does not have an associated interrupt, so it will be checked in the software. An ideal time to do this is when the End of Client Select Interrupt (EOSIF) is triggered (see the Start of Client Select and End of Client Select Interrupts section).

35.3 Host Mode

In Host mode, the device controls the SCK line and, as such, initiates data transfers and determines when any clients broadcast data onto the SPI bus.

Host mode can be configured in four different modes, configured by the TXR and RXR bits:

- Full Duplex mode
- Receive Only mode
- Transmit Only mode
- Transfer Off mode

The modes are illustrated in the following table:

Table 35-1. Host Mode TXR/RXR Settings

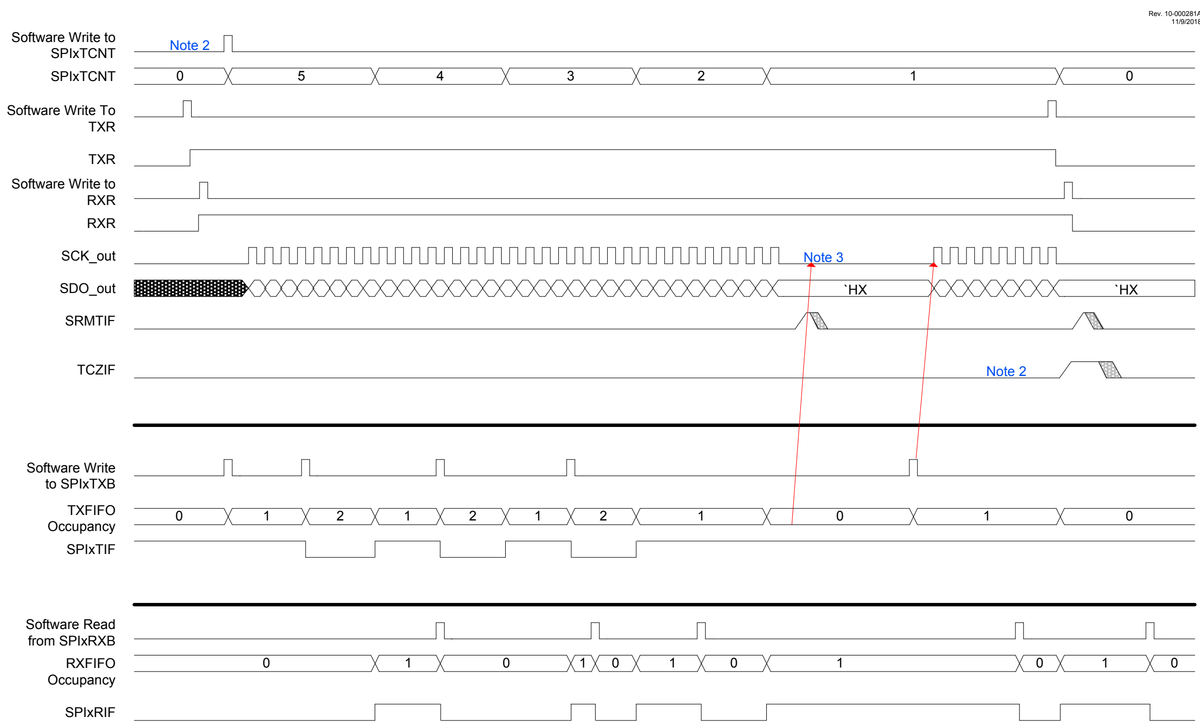
	TXR = 1	TXR = 0
RXR = 1	**Full Duplex mode** BMODE = 1: Transfer when RxFIFO is not full and TxFIFO is not empty BMODE = 0: Transfer when RXFIFO is not full, TXFIFO is not empty, and the Transfer Counter is nonzero	**Receive Only mode** Transfer when RxFIFO is not full and the Transfer Counter is nonzero Transmitted data are either the top of the FIFO or the most recently received data
RXR = 0	**Transmit Only mode** BMODE = 1: Transfer when TxFIFO is not empty BMODE = 0: Transfer when TXFIFO is not empty and the Transfer Counter is nonzero Received data are not stored	No Transfers

35.3.1 Full Duplex Mode

When both TXR and RXR are set, the SPI host is in Full Duplex mode. In this mode, data transfer triggering is affected by the BMODE bit.

When BMODE = 1, data transfers will occur whenever the receive FIFO is not full and data are present in the transmit FIFO. In practice, as long as the receive FIFO is not full, data will be transmitted/received as soon as the SPIxTXB register is written to, matching the functionality of SPI (MSSP) modules on older 8-bit Microchip devices. The SPIxTCNT will decrement with each transfer. However, when SPIxTCNT is zero, the next transfer is not inhibited and the corresponding SPIxTCNT decrement will cause the count to roll over to the maximum value. The following figure shows an example of a communication using this mode.

Figure 35-3. SPI Host Operation - Data Exchange, RXR = 1, TXR = 1



Notes:
1. SS(out) is not shown on this diagram.
2. SPIxTCNT write is optional when TXR/RXR = 1/1 and BMODE = 1. If BMODE = 0, a write to SPIxTCNT is required to start transmission; TCZIF signals the transition of SPIxTCNT from 1 to 0.
3. Transmission gap occurs while waiting for transmitter data.

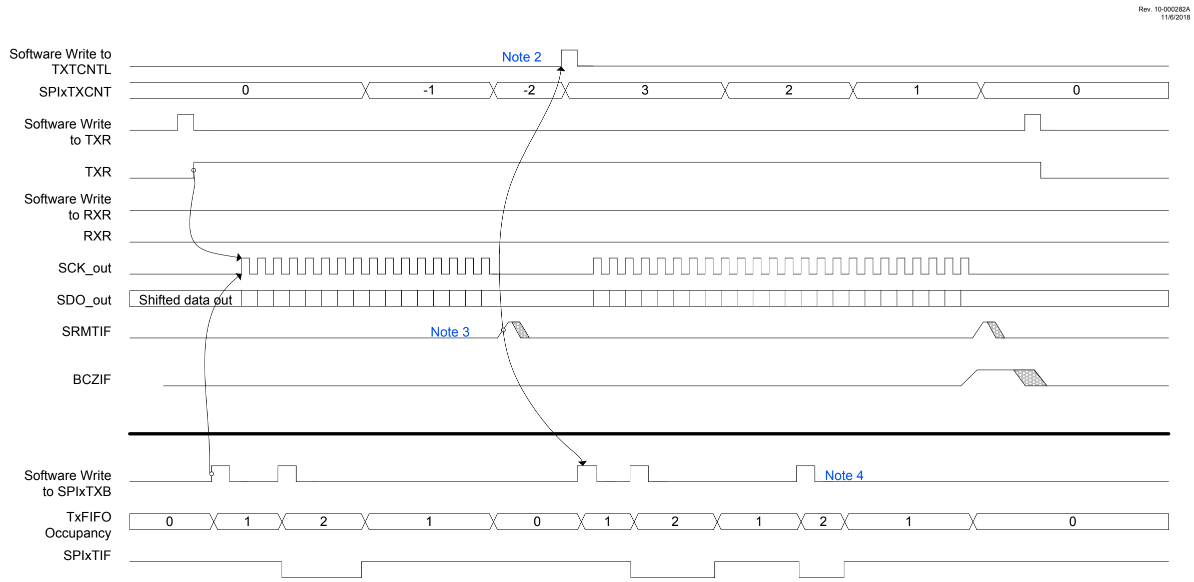
When BMODE = 0, the transfer counter (SPIxTCNT) must also be written to before transfers will occur. Transfers will cease when the transfer counter reaches '0'. For example, if SPIxTXB is written twice and then SPIxTCNTL is written with '3', the transfer will start with the SPIxTCNTL write. The two bytes in the TXFIFO will be sent after which the transfer will suspend until the third and last byte is written to SPIxTXB.

35.3.2 Transmit Only Mode

When TXR is set and RXR is clear, the SPI host is in Transmit Only mode. In this mode, data transfer triggering is affected by the BMODE bit.

When BMODE = 1, data transfers will occur whenever the transmit FIFO is not empty. Data will be transmitted as soon as the SPIxTXB register is written to, matching the functionality of the SPI (MSSP) modules on previous 8-bit devices. The SPIxTCNT will decrement with each transfer. However, when SPIxTCNT is zero, the next transfer is not inhibited and the corresponding SPIxTCNT decrement will cause the count to roll over to the maximum value. Any data received in this mode is not stored in the receive FIFO. The following figure shows an example of sending a command and then sending a byte of data using this mode.

Figure 35-4. SPI Host Operation - Command+Write Data, TXR = `1`, RXR = `0`



Notes:
1. SS_out is not shown.
2. The byte counter is optional when TXR/RXR = `1`/`0`.
3. After the command bytes, wait for SRMTIF before loading SPIxTXB, otherwise the command data will decrement SPIxTXCNT (alternatively, the command bytes can be taken into consideration along with the data being transmitted by loading 0x05 to the SPIxTXCNT register). TCZIF signals the end of the transmission.
4. Transmit data interrupt handler (or DMA) must write only the bytes necessary; the byte counter is not available as an indicator.
5. Reading the SPIxRXB is not required because RXR = `0`.

When BMODE = `0`, the transfer counter (SPIxTCNT) must also be written to before transfers will occur, and transfers will cease when the transfer counter reaches '`0`'.

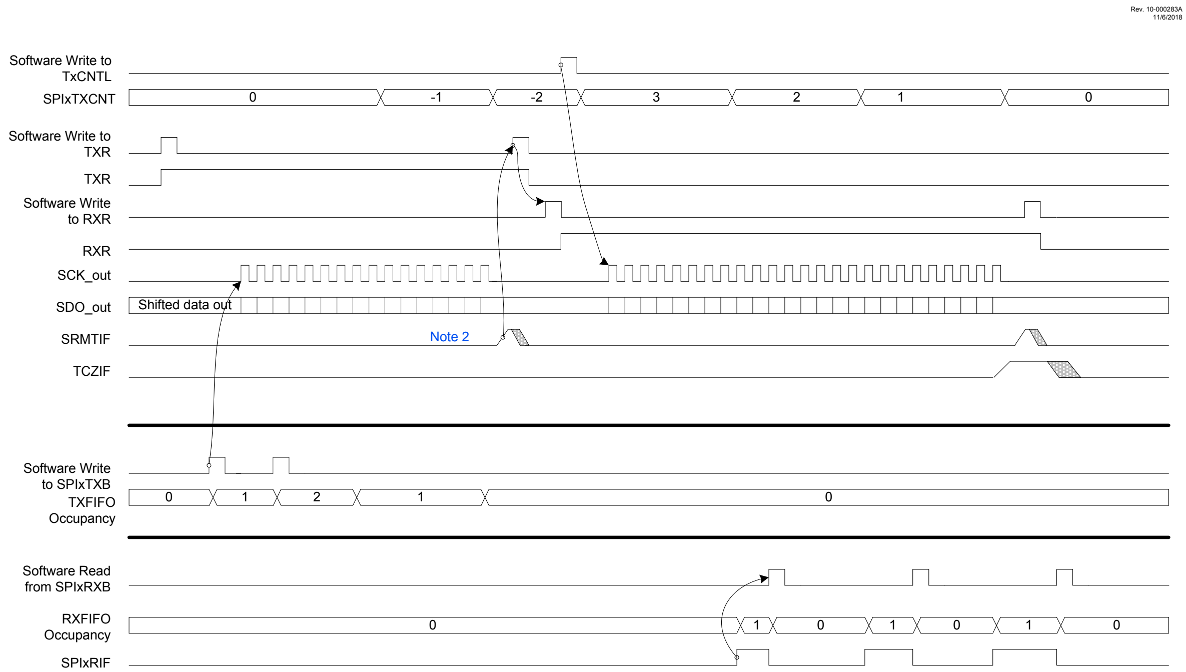
For example, if SPIxTXB is written twice and then SPIxTCNTL is written with '`3`', the transfer will start with the SPIxTCNTL write. The two bytes in the TXFIFO will be sent after which the transfer will suspend until the third and last byte is written to SPIxTXB.

35.3.3 Receive Only Mode

When RXR is set and TXR is clear, the SPI host is in Receive Only mode. In this mode, data transfers when the receive FIFO is not full and the transfer counter is nonzero. In this mode, writing a value to SPIxTCNTL will start the clocks for transfer. The clocks will suspend while the receive FIFO is full and will cease when the SPIxTCNT reaches zero (see the Transfer Counter section). If there is any data in the transmit FIFO, the first data written to SPIxTXB will be transmitted on each data exchange, although the transmit FIFO occupancy will not change, meaning that the same message will be sent on each transmission. If there is no data in the transmit FIFO, the most recently received data will be transmitted. The following figure shows an example of sending a command using the Transmit Only mode and then receiving a byte of data using the Receive Only mode.

> **Important:** When operating in Receive Only mode and the size of every SPI transaction is less than 8 bits, it is recommended to operate in BMODE = `1` mode. The size of the packet can be configured using the SPIxTWIDTH register.

Figure 35-5. SPI Host Operation - Command+Read Data, TXR = `0`, RXR = `1`



Notes: 1. SS_out is not shown.
2. Software must wait for shift-register empty (SRMTIF) before changing TXR, RXR, SPIxTCNT and SPIxTWIDTH controls. In this case, this is not considered an imposition because the client likely needs time to load output data.

35.3.4 Transfer Off Mode

When both TXR and RXR are cleared, the SPI host is in Transfer Off mode. In this mode, SCK will not toggle, and no data are exchanged. However, writes to SPIxTXB will be transferred to the transmit FIFO which will then be transmitted when the TXR bit is set.

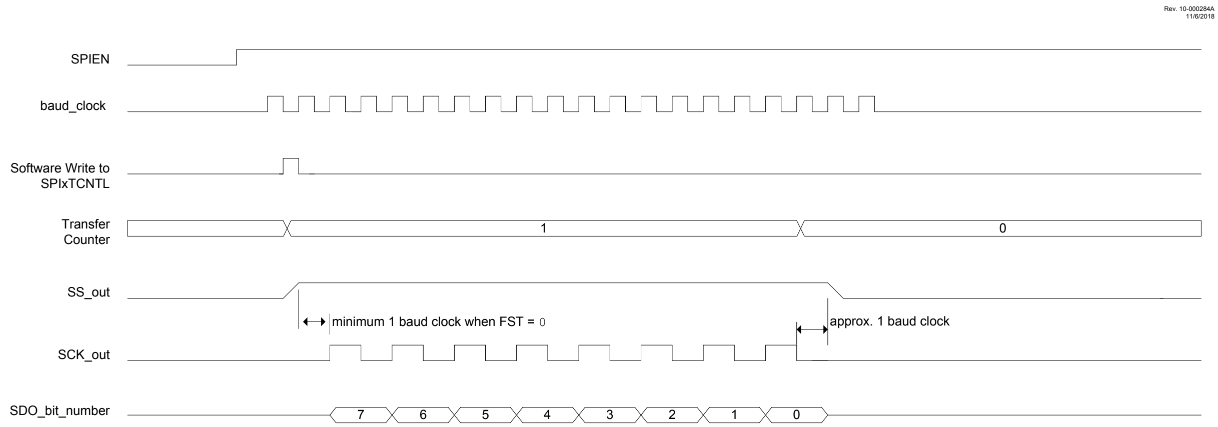
35.3.5 Host Mode Client Select Control

35.3.5.1 Hardware Client Select Control

The SPI module allows for direct hardware control of a Client Select output. The Client Select output (SS_out) is controlled both directly, through the SSET bit, and indirectly by the hardware, while the transfer counter is nonzero (see the Transfer Counter section). The SS_out pin is selected with the PPS controls. The SS_out polarity is controlled by the SSP bit.

Setting the SSET bit will assert SS_out. Clearing the SSET bit will leave SS_out to be controlled by the transfer counter. When the transfer counter is loaded, the SPI module will automatically assert SS_out. When the transfer counter decrements to zero, the SPI module will deassert SS_out either one baud period after the final SCK pulse of the final transfer (when CKE/SMP = `0/1`) or one half baud period otherwise, as shown in the following figure.

Figure 35-6. SPI Host SS Operation - CKE = 0, BMODE = 1, TWIDTH = 0, SSP = 0



Notes: 1. *SDO bit number* illustrates the transmitted bit number and is not intended to imply SDO_out tristate operation.
2. Assumes SPIxTXB holds data when SPIxTCNTL is written.

35.3.5.2 Software Client Select Control

Client Select can be controlled through software via a general purpose I/O pin. In this case, ensure that the desired pin is configured as a general purpose output with the PPS and TRIS controls. In this case, SSET will not affect the Client Select, the Transfer Counter will not automatically control the Client Select output, and all setting and clearing of the Client Select output line must be directly controlled by software.

35.3.6 Host Mode SPI Clock Configuration

35.3.6.1 SPI Clock Selection

The clock source for SPI Host modes is selected by the SPIxCLK register.

The SPIxBAUD register allows for dividing this clock. The frequency of the SCK output is defined by the following equation:

Equation 35-1. SCK Output Frequency

$$F_{BAUD} = \frac{F_{CSEL}}{2 \times (BAUD + 1)}$$

where F_{BAUD} is the baud rate frequency output on the SCK pin, F_{CSEL} is the frequency of the input clock selected by the SPIxCLK register, and BAUD is the value contained in the SPIxBAUD register.

35.3.6.2 Clock and Data Change Alignment

The CKP, CKE and SMP bits control the relationship between the SCK clock output, SDO output data changes, and SDI input data sampling. The bit functions are as follows:

- CKP controls SCK output polarity
- CKE controls SDO output change relative to the SCK clock
- SMP controls SDI input sampling relative to the clock edges

The CKE bit, when set, inverts the low Idle state of the SCK output to a high Idle state.

The following figures illustrate the eight possible combinations of the CKP, CKE and SMP bit selections.

Important: All timing diagrams assume the LSBF bit is cleared.

Figure 35-7. Clocking Detail - Host Mode, CKE = 0, SMP = 0

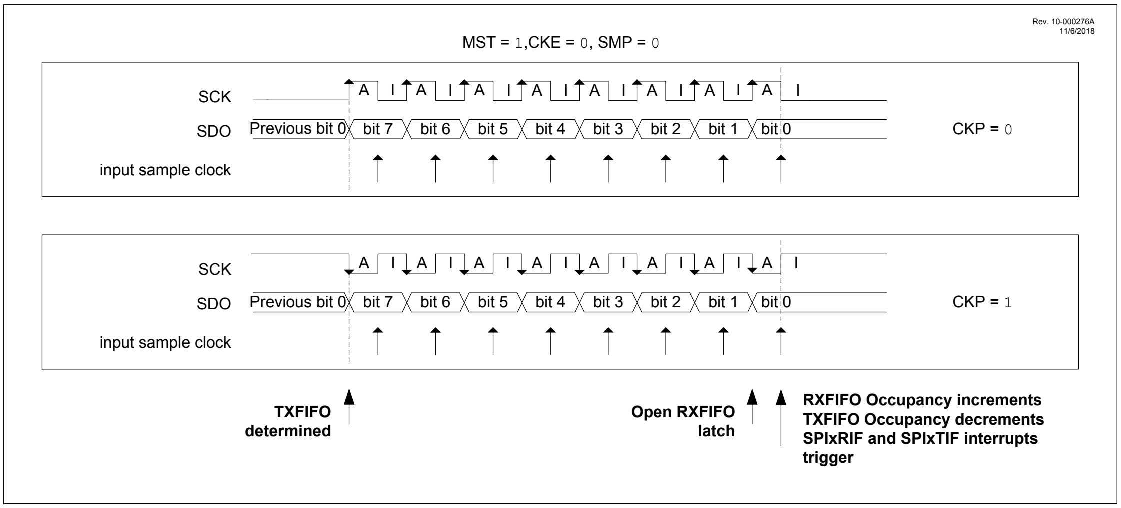


Figure 35-8. Clocking Detail - Host Mode, CKE = 1, SMP = 1

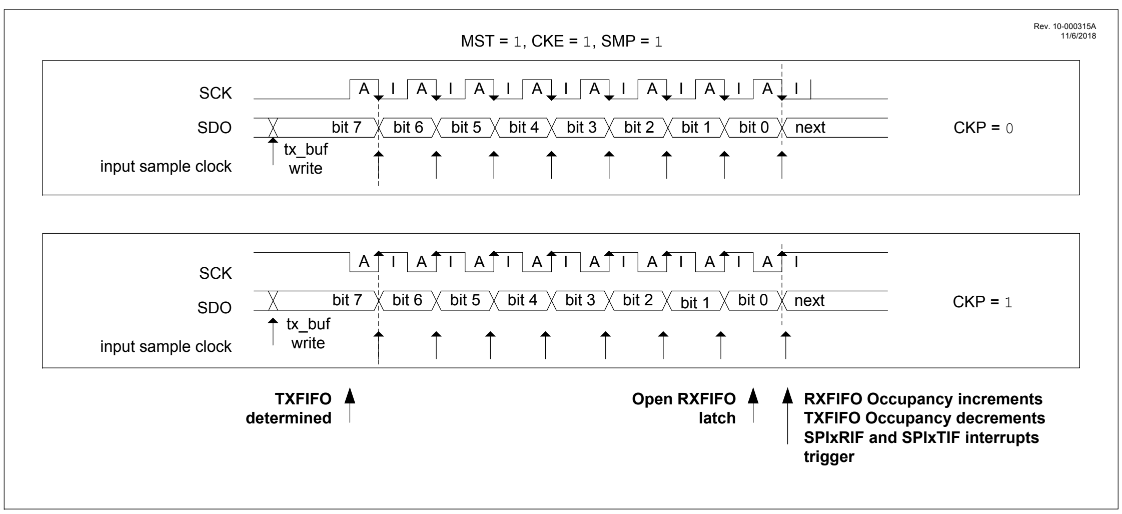


Figure 35-9. Clocking Detail - Host Mode, CKE = 0, SMP = 1

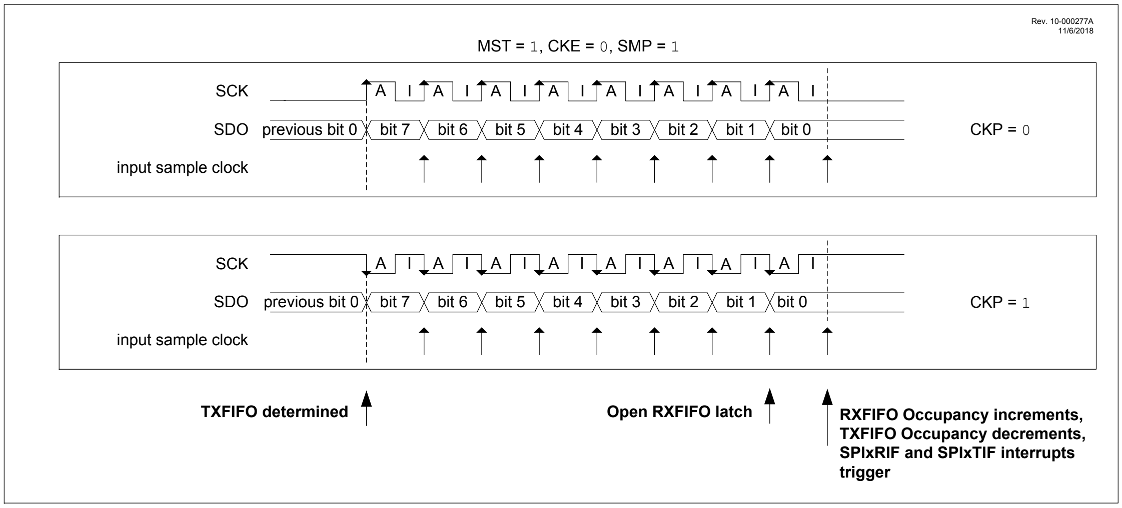
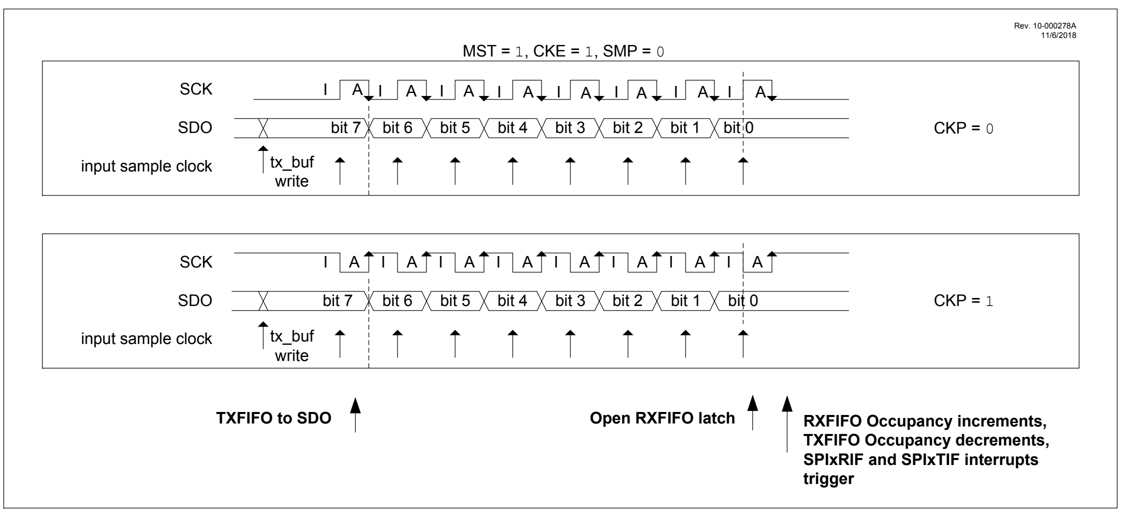


Figure 35-10. Clocking Detail - Host Mode, CKE = 1, SMP = 0



35.3.6.3 SCK Start-Up Delay

When starting an SPI data exchange, the host device asserts the SS output by either setting the SSET bit or loading the TCNT value, which then triggers the module to send data by writing SPIxTXB. These data triggers are synchronized to the clock selected by the SPIxCLK register before the first SCK pulse appears, usually requiring one or two clock periods of the selected SPI source clock.

The SPI module includes additional synchronization delays on SCK generation specifically designed to ensure that the Client Select output timing is correct, without requiring precision software timing loops. By default, this synchronization delay is ½ baud period.

When the value of the SPIxBAUD register is a small number (indicating higher SCK frequencies), the code execution delay between asserting SS and writing SPIxTXB is relatively long compared to the added synchronization delay before the first SCK edge. With larger values of SPIxBAUD (indicating lower SCK frequencies), the code execution delay is much smaller relative to the synchronization delay. Therefore, the first SCK edge after SS is asserted will be closer to the synchronization delay.

Setting the FST bit removes the synchronization delay, allowing systems with low SPIxBAUD values (and thus, long synchronization delays) to forgo this extra delay, in which case the time between the SS assertion and the first SCK edge depends entirely on the code execution delay.

35.4 Client Mode

35.4.1 Client Mode Transmit Options

The SDO output of the SPI module in Client mode is controlled by the following:

- TXR bit
- TRIS bit associated with the SDO pin
- Client Select input
- Current state of the transmit FIFO

This control is summarized in the following table where TRISxn refers to the bit in the TRIS register corresponding to the pin that SDO has been assigned with PPS, TXR is the Transmit Data Required Control bit, SS is the state of the Client Select input, and TXBE is the transmit FIFO Buffer Empty bit.

Table 35-2. Client Mode Transmit

TRISxn(1)	TXR	SS	TXBE	SDO State
0	0	FALSE	0	Drives state determined by LATxn(2)
0	0	FALSE	1	Drives state determined by LATxn(2)
0	0	TRUE	0	Outputs the oldest byte in the transmit FIFO Does not remove data from the transmit FIFO
0	0	TRUE	1	Outputs the most recently received byte
0	1	FALSE	0	Drives state determined by LATxn(2)
0	1	FALSE	1	Drives state determined by LATxn(2)
0	1	TRUE	0	Outputs the oldest byte in the transmit FIFO Removes transmitted byte from the transmit FIFO Decrements occupancy of transmit FIFO
0	1	TRUE	1	Outputs the most recently received byte Sets the TXUIF bit
1	0	FALSE	0	Tri-stated
1	0	FALSE	1	Tri-stated
1	0	TRUE	0	Tri-stated
1	0	TRUE	1	Tri-stated
1	1	FALSE	0	Tri-stated
1	1	FALSE	1	Tri-stated
1	1	TRUE	0	Outputs the oldest byte in the transmit FIFO Removes transmitted byte from the transmit FIFO Decrements the FIFO occupancy
1	1	TRUE	1	Outputs the most recently received byte Sets the TXUIF bit

Notes:

1. TRISxn is the bit in the TRISx register corresponding to the pin to which SDO has been assigned with PPS.
2. LATxn is the bit in the LATx register corresponding to the pin to which SDO has been assigned with PPS.

35.4.1.1 SDO Drive/Tri-State

The TRIS bit associated with the SDO pin controls whether the SDO pin will tri-state. When this TRIS bit is cleared, the pin will always be driving to a level, even when the SPI module is inactive. When the SPI module is inactive (either due to the host not clocking the SCK line or the SS being false), the SDO pin will be driven to the value of the LAT bit associated with the SDO pin. When the SPI module is active, its output is determined by both TXR and whether there is data in the transmit FIFO.

When the TRIS bit associated with the SDO pin is set, the pin will only have an output level driven to it when TXR = 1 and the Client Select input is true. In all other cases, the pin will be tri-stated.

Table 35-3. Client Mode Transmit

TRISxn[(1)]	TXR	SS	TXBE	SDO State
0	0	FALSE	0	Output level determined by LATxn[(2)]
0	0	FALSE	1	Output level determined by LATxn[(2)]
0	0	TRUE	0	Outputs the oldest byte in the TXFIFO. Does not remove data from the TXFIFO.
0	0	TRUE	1	Outputs the most recently received byte
0	1	FALSE	0	Output level determined by LATxn[(2)]
0	1	FALSE	1	Output level determined by LATxn[(2)]
0	1	TRUE	0	Outputs the oldest byte in the TXFIFO. Removes transmitted byte from the TXFIFO. Decrements occupancy of TXFIFO.
0	1	TRUE	1	Outputs the most recently received byte. Sets the TXUIF bit.
1	0	FALSE	0	Tri-stated
1	0	FALSE	1	Tri-stated
1	0	TRUE	0	Tri-stated
1	0	TRUE	1	Tri-stated
1	1	FALSE	0	Tri-stated
1	1	FALSE	1	Tri-stated
1	1	TRUE	0	Outputs the oldest byte in the TXFIFO. Removes transmitted byte from the TXFIFO. Decrements occupancy of TXFIFO.
1	1	TRUE	1	Outputs the most recently received byte. Sets the TXUIF bit.

Notes:
1. TRISxn is the bit in the TRISx register corresponding to the pin that SDO has been assigned with PPS.
2. LATxn is the bit in the LATx register corresponding to the pin that SDO has been assigned with PPS.

35.4.1.2 SDO Output Data

The TXR bit controls the nature of the data that is transmitted in Client mode. When TXR is set, transmitted data are taken from the transmit FIFO. If the FIFO is empty, the most recently received data will be transmitted and the TXUIF flag will be set to indicate that a transmit FIFO underflow has occurred.

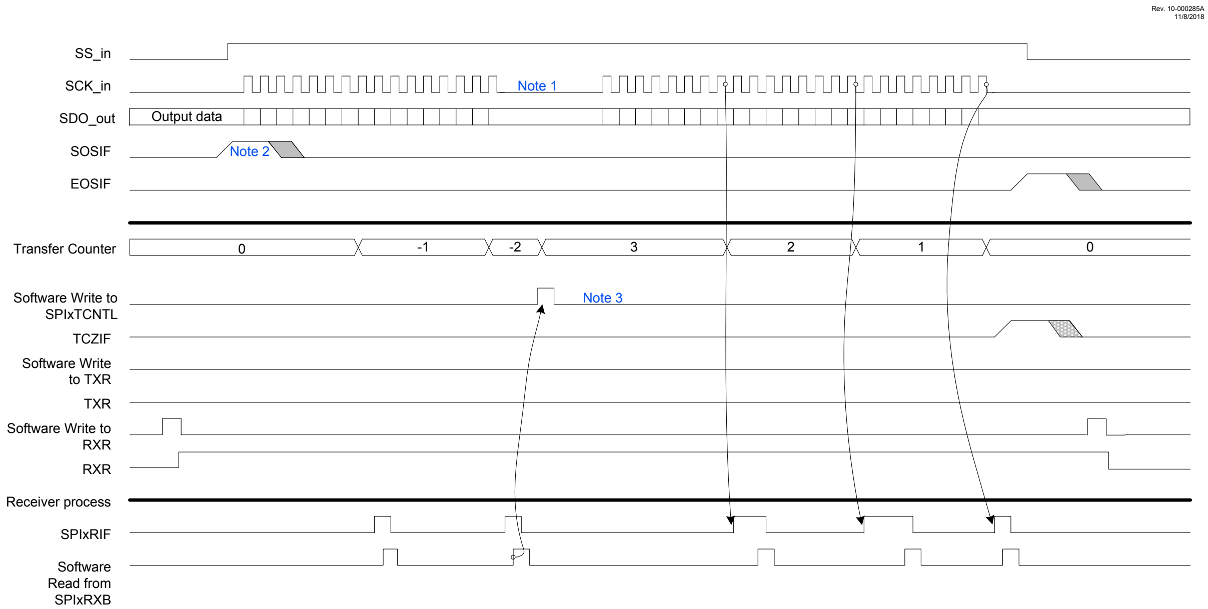
When TXR is cleared, the data will be taken from the transmit FIFO, and the FIFO occupancy will not decrease. If the transmit FIFO is empty, the most recently received data will be transmitted, and the TXUIF bit will not be set. However, if the TRIS bit associated with the SDO pin is set, clearing the TXR bit will cause the SPI module to not output any data to the SDO pin.

35.4.2 Client Mode Receive Options

The RXR bit controls the nature of receptions in Client mode. When RXR is set, the SDI input data will be stored in the receive FIFO if it is not full. If the receive FIFO is full, the RXOIF bit will be set to indicate a receive FIFO overflow error and the data are discarded. When RXR is cleared, all received data will be ignored and not stored in the receive FIFO (although it may still be used for transmission if the transmit FIFO is empty).

The following figure presents a typical Client mode communication, showing a case where the host writes two and then three bytes, showing interrupts as well as the behavior of the transfer counter in Client mode (see the Transfer Counter in Client Mode section for more details on the transfer counter in Client mode as well as the SPI Interrupts section for more information on interrupts).

Figure 35-11. SPI Client Mode Operation – Interrupt-Driven, Host Writes 2+3 Bytes



Notes: 1. This delay is exaggerated for illustration and can be as short as1/2 bit period.
2. If the device is sleeping, SOSIF will wake it up for interrupt service.
3. Setting SPIxTCNTL is optional in this example, otherwise it will count -3, -4, -5, and TCZIF will not occur.

35.4.3 Client Mode Client Select

In Client mode, an external Client Select signal can be used to synchronize communication with the host device. The Client Select line is held in its Inactive state (high by default) until the host device is ready to communicate. When the Client Select transitions to its Active state, the client knows that a new transmission is starting.

When the Client Select goes false at the end of the transmission, the receive function of the selected SPI client device returns to the Inactive state. The client is then ready to receive a new transmission when the Client Select goes true again.

The Client Select signal is received on the SS input pin. This pin is selected with the SPIxSSPPS register (refer to the **"PPS Inputs"** section). When the input on this pin is true, transmission and reception are enabled, and the SDO pin is driven. When the input on this pin is false, the SDO pin is either tri-stated (if the TRIS bit associated with the SDO pin is set) or driven to the value of the LAT bit associated with the SDO pin (if the TRIS bit associated with the SDO pin is cleared). The SCK input is ignored when the SS input is false.

If the SS input goes false while a data transfer is still in progress, it is considered a Client Select fault. The SSFLT bit indicates whether such an event has occurred. The transfer counter value determines the number of bits in a valid data transfer (see the Transfer Counter section for more details).

The Client Select polarity is controlled by the SSP bit. When SSP is set (its default state), the Client Select input is active-low, and when it is cleared, the Client Select input is active-high.

The Client Select for the SPI module is controlled by the SSET bit. When SSET is cleared (its default state), the Client Select will act as described above. When the bit is set, the SPI module will behave as if the SS input is always in its Active state.

Important:
When SSET is set, the effective SS_in signal is always active. Hence, the SSFLT bit may be disregarded.

35.4.4 Client Mode Clock Configuration

In Client mode, SCK is an input and must be configured to the same polarity and clock edge as the host device. As in Host mode, the polarity of the clock input is controlled by the CKP bit and the clock edge used for transmitting data are controlled by the CKE bit.

35.4.5 Daisy-Chain Configuration

The SPI bus can be connected in a daisy-chain configuration, where the first client output is connected to the second client input, the second client output is connected to the third client input, and so on. The final client output is connected to the host input. Each client sends out, during a second group of clock pulses, an exact copy of what was received during the first group of clock pulses. The whole chain acts as one large communication shift register. The daisy-chain feature only requires a single Client Select line from the host device connected to all client devices (alternately, the client devices can be configured to ignore the Client Select line by setting the SSET bit).

In a typical daisy-chain configuration, the SCK signal from the host is connected to each of the client device SCK inputs. However, the SCK input and output are separate signals selected by the PPS control. When the PPS selection is made to configure the SCK input and SCK output on separate pins, the SCK output will follow the SCK input, allowing for SCK signals to be daisy-chained like the SDO/SDI signals.

The following two figures show block diagrams of a typical daisy-chain connection and a daisy-chain connection with daisy-chained SPI clocks, respectively.

Figure 35-12. Traditional SPI Daisy-Chain Connection

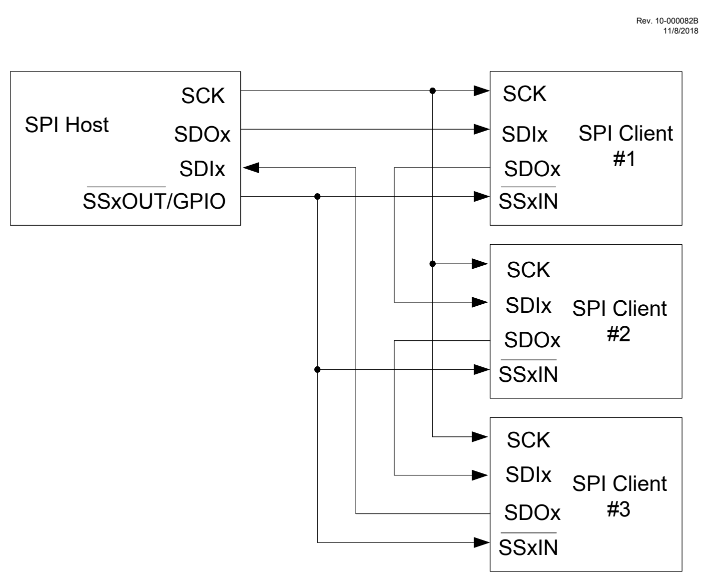
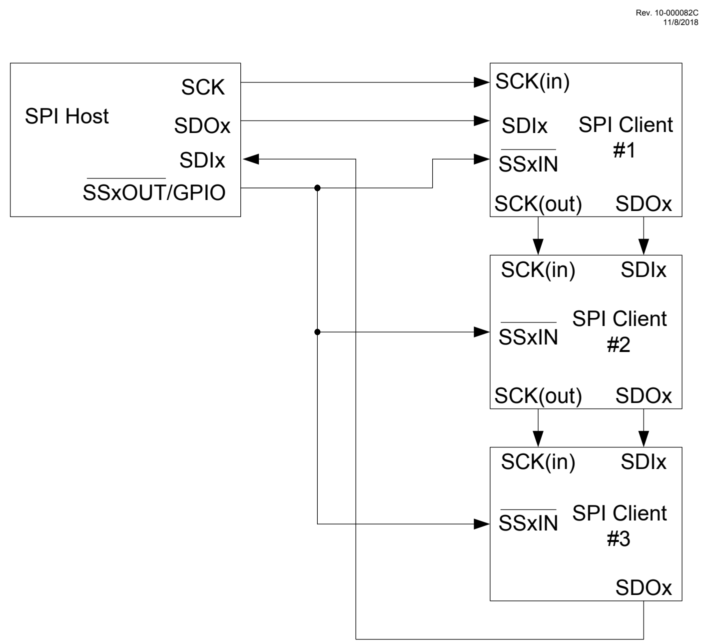


Figure 35-13. SPI Daisy-Chain Connection with Chained SCK



35.5 SPI Operation in Sleep Mode

The SPI Host mode will operate in Sleep, provided that the clock source selected by SPIxCLK is active in Sleep mode. FIFOs will operate as they do when the part is awake. When TXR = 1, the transmit FIFO will need to contain data for transfers to take place in Sleep. All interrupts will still set the interrupt flags in Sleep, but only enabled interrupts will wake the device from Sleep.

The SPI Client mode will operate in Sleep because the clock is provided by an external host device. FIFOs will still operate, interrupts will set interrupt flags, and enabled interrupts will wake the device from Sleep.

35.6 SPI Interrupts

There are three top level SPI interrupts in the PIRx register:

- SPI Transmit (SPIxTXIF)
- SPI Receive (SPIxRXIF)
- SPI Module status (SPIxIF)

The SPI Module status interrupts are enabled at the module level in the SPIxINTE register. Only enabled status interrupts will cause the single top level SPIxIF flag to be set.

35.6.1 SPI Receive Interrupt

The SPI receive interrupt is set when the receive FIFO contains data and is cleared when the receive FIFO is empty. The interrupt flag, SPIxRXIF, is located in one of the PIR registers. The interrupt enable, SPIxRXIE, is located in the corresponding PIE register. The SPIxRXIF interrupt flag is read-only.

35.6.2 SPI Transmit Interrupt

The SPI Transmit interrupt is set when the transmit FIFO is not full and can accept a character and is cleared when the transmit FIFO is full and cannot accept a character. The interrupt flag, SPIxTXIF, is located in one of the PIR registers. The interrupt enable, SPIxTXIE, is located in the corresponding PIE register. The SPIxTXIF interrupt flag is read-only.

35.6.3 SPI Status Interrupts

The SPIxIF flag is located in one of the PIR registers. This flag is set when any of the individual status flags in SPIxINTF and their respective SPIxINTE bits are set. For any specific interrupt flag to interrupt normal program flow, both the SPIxIE bit in the PIE register corresponding to the PIR register and the specific bit in SPIxINTE associated with that interrupt must be set.

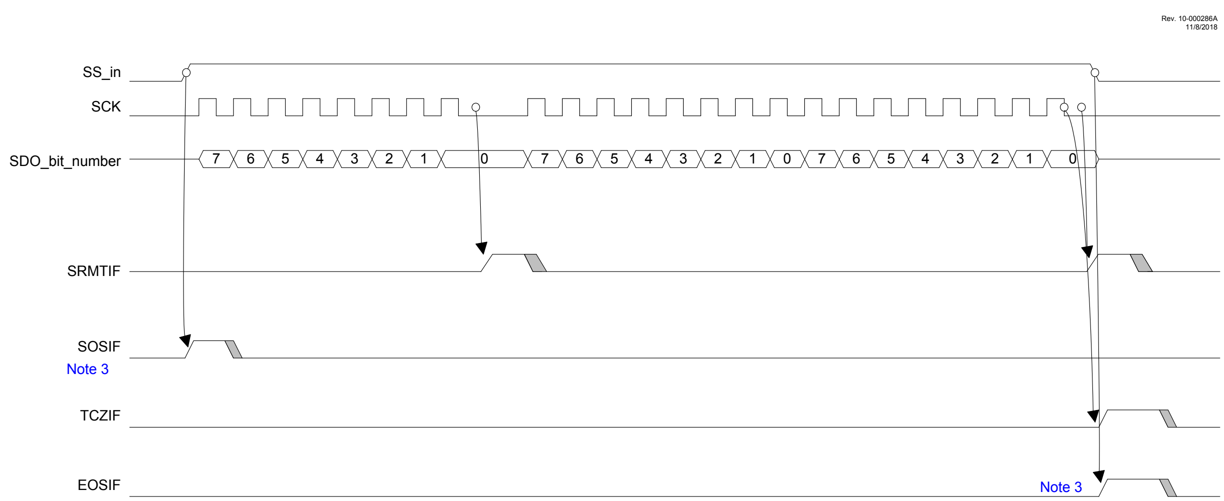
The Status Interrupts include the following:

- Shift Register Empty (SRMTIF)
- Transfer Counter is Zero (TCZIF)
- Start of Client Select (SOSIF)
- End of Client Select (EOSIF)
- Receiver Overflow (RXOIF)
- Transmitter Underflow (TXUIF)

35.6.3.1 Shift Register Empty Interrupt

The Shift Register Empty Interrupt Flag and Shift Register Empty Interrupt Enable are the SRMTIF and SRMTIE bits, respectively. This interrupt is only available in Host mode and triggers when a data transfer completes and conditions are not present to start a new transfer, as dictated by the TXR and RXR bits (see Table 35-1 for conditions for starting a new Host mode data transfer with different TXR/RXR settings). This interrupt will be triggered at the end of the last full bit period after SCK has been low for one ½-baud period. See the figure below for more details of the timing of this interrupt as well as other interrupts. This bit will not clear itself when the conditions for starting a new transfer occur and must be cleared in software.

Figure 35-14. Transfer And Client Select Interrupt Timing



Notes:
1. SRMTIF available only in Host mode.
2. Clearing of interrupt flags is shown for illustration; actual interrupt flags must be cleared in software.
3. SOSIF and EOSIF are set according to SS_in, even in Host mode.

35.6.3.2 Transfer Counter Is Zero Interrupt

The Transfer Counter Is Zero Interrupt Flag and Transfer Counter Is Zero Interrupt Enable are the TCZIF and TCZIE bits, respectively. This interrupt will trigger when the transfer counter (defined by BMODE, SPIxTCNT and SPIxTWIDTH) decrements from one to zero. See Figure 35-14 for more details on the timing of this interrupt as well as other interrupts. This bit must be cleared in software.

Important:
The TCZIF flag only indicates that the transfer counter has decremented from one to zero and may not indicate that the entire data transfer process is complete. Either poll the BUSY bit and wait for it to be cleared or use the Shift Register Empty Interrupt (SRMTIF) to determine when a data transfer is fully complete.

35.6.3.3 Start of Client Select and End of Client Select Interrupts

The Start of Client Select Interrupt Flag and Start of Client Select Interrupt Enable are the SOSIF and SOSIE bits, respectively. The End of Client Select Interrupt Flag and End of Client Select Interrupt Enable are the EOSIF and EOSIE bits, respectively. These interrupts trigger at the leading and trailing edges of the Client Select input.

The interrupts are active in both Host and Client mode and will trigger on transitions of the Client Select input, regardless of which mode the SPI is in. In Host mode, the PPS controls will be used to assign the Client Select input to the same pin as the Client Select output, allowing these interrupts to trigger on changes to the Client Select output.

In Client mode, changing the SSET bit can trigger these interrupts, as it changes the effective input value of Client Select.

Both SOSIF and EOSIF must be cleared in software.

35.6.3.4 Receiver Overflow and Transmitter Underflow Interrupts

The receiver overflow interrupt triggers if data are received when the receive FIFO is already full and RXR = `1`. In this case, the data will be discarded, and the RXOIF bit will be set. The Receiver Overflow Interrupt Enable bit is RXOIE.

The Transmitter Underflow Interrupt flag triggers if a data transfer begins when the transmit FIFO is empty and TXR = `1`. In this case, the most recently received data will be transmitted and the TXUIF bit will be set. The Transmitter Underflow Interrupt Enable bit is TXUIE.

Both these interrupts will only occur in Client mode, as Host mode will not allow the receive FIFO to overflow or the transmit FIFO to underflow.

35.7 Register Definitions: Serial Peripheral Interface

Long bit name prefixes for the SPI peripherals are shown in the table below where “x” refers to the SPI instance number. Refer to the **“Long Bit Names”** section in the **“Register and Bit Naming Conventions”** chapter for more information.

Table 35-4. SPI Long Bit Name Prefixes

Peripheral	Bit Name Prefix
SPI1	SPI1

35.7.1 SPIxCON0

Name: SPIxCON0
Address: 0x01DB

SPI Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN					LSBF	MST	BMODE
Access	R/W					R/W	R/W	R/W
Reset	0					0	0	0

Bit 7 – EN SPI Enable

Value	Description
1	SPI is enabled
0	SPI is disabled

Bit 2 – LSBF LSb-First Data Exchange Select[(1)]

Value	Description
1	Data are exchanged LSb first
0	Data are exchanged MSb first (traditional SPI operation)

Bit 1 – MST SPI Host Operating Mode Select[(1)]

Value	Description
1	SPI module operates as the bus host
0	SPI module operates as a bus client

Bit 0 – BMODE Bit-Length Mode Select[(1)]

Value	Description
1	SPIxTWIDTH setting applies to every byte: total bits sent is SPIxTWIDTH*SPIxTCNT, end-of-packet occurs when SPIxTCNT = 0
0	SPIxTWIDTH setting applies only to the last byte exchanged; total bits sent is SPIxTWIDTH + (SPIxTCNT*8)

Note:
1. Do not change this bit when EN = 1.

35.7.2 SPIxCON1

Name: SPIxCON1
Address: 0x01DC

SPI Control Register 1

Bit	7	6	5	4	3	2	1	0
	SMP	CKE	CKP	FST		SSP	SDIP	SDOP
Access	R/W	R/W	R/W	R/W		R/W	R/W	R/W
Reset	0	0	0	0		1	0	0

Bit 7 – SMP SPI Input Sample Phase Control

Value	Mode	Description
1	Client	Reserved
1	Host	SDI input is sampled at the end of data output time
0	Client or Host	SDI input is sampled in the middle of data output time

Bit 6 – CKE Clock Edge Select

Value	Description
1	Output data changes on transition from Active to Idle clock state
0	Output data changes on transition from Idle to Active clock state

Bit 5 – CKP Clock Polarity Select

Value	Description
1	Idle state for SCK is high level
0	Idle state for SCK is low level

Bit 4 – FST Fast Start Enable

Value	Mode	Description
x	Client	This bit is ignored
1	Host	Delay to first SCK may be less than ½ baud period
0	Host	Delay to first SCK will be at least ½ baud period

Bit 2 – SSP Client Select Input/Output Polarity Control

Value	Description
1	SS is active-low
0	SS is active-high

Bit 1 – SDIP SPI Input Polarity Control

Value	Description
1	SDI input is active-low
0	SDI input is active-high

Bit 0 – SDOP SPI Output Polarity Control

Value	Description
1	SDO output is active-low
0	SDO output is active-high

35.7.3 SPIxCON2

Name: SPIxCON2
Address: 0x01DD

SPI Control Register 2[3]

Bit	7	6	5	4	3	2	1	0
	BUSY	SSFLT				SSET	TXR	RXR
Access	R	R				R/W	R/W	R/W
Reset	0	0				0	0	0

Bit 7 – BUSY SPI Module Busy Status[1]

Value	Description
1	Data exchange is busy
0	Data exchange is not taking place

Bit 6 – SSFLT SS_in Fault Status

Value	Condition	Description
x	SSET = 1	This bit is unchanged
1	SSET = 0	SS_in ends the transaction unexpectedly, and the data byte being received is lost
0	SSET = 0	SS_in ends normally

Bit 2 – SSET Client Select Enable

Value	Mode	Description
1	Host	SS_out is driven to the Active state continuously
0	Host	SS_out is driven to the Active state while the transmit counter is not zero
1	Client	SS_in is ignored and data are clocked on all SCK_in (as though SS = TRUE at all times)
0	Client	SS_in enables/disables data input and tri-states SDO if the TRIS bit associated with the SDO pin is set (see the Client Mode Transmit table for details)

Bit 1 – TXR Transmit Data-Required Control[2]

Value	Description
1	TxFIFO data are required for a transfer
0	TxFIFO data are not required for a transfer

Bit 0 – RXR Receive FIFO Space-Required Control[2]

Value	Description
1	Data transfers are suspended when RxFIFO is full
0	Received data are not stored in the FIFO

Notes:

1. The BUSY bit is subject to synchronization delay of up to two instruction cycles. The user must wait after loading the transmit buffer (the SPIxTXB register) before using it to determine the status of the SPI module.
2. See the Host Mode TXR/RXR Settings table as well as the Host Mode and Client Mode sections for more details pertaining to TXR and RXR function.
3. This register will not be written to while a transfer is in progress (the BUSY bit is set).

35.7.4 SPIxCLK

Name: SPIxCLK
Address: 0x01E3

SPI Clock Selection Register

Bit	7	6	5	4	3	2	1	0
					CLKSEL[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CLKSEL[3:0] SPI Clock Source Selection

Table 35-5. SPI CLK Source Selections

CLK	Selection
1111 - 1110	Reserved
1101	CLC4_OUT
1100	CLC3_OUT
1011	CLC2_OUT
1010	CLC1_OUT
1001	TU16B_OUT
1000	TU16A_OUT
0111	TMR4_Postscaler_OUT
0110	TMR2_Postscaler_OUT
0101	TMR0_OUT
0100	Clock Reference Output
0011	EXTOSC
0010	MFINTOSC (500 kHz)
0001	HFINTOSC
0000	F_{OSC} (System Clock)

35.7.5 SPIxBAUD

Name: SPIxBAUD
Address: 0x01E0

SPI Baud Rate Register

Bit	7	6	5	4	3	2	1	0
	BAUD[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – BAUD[7:0] Baud Clock Prescaler Select

Value	Description
n	SCK high or low time: TSC = SPI Clock Period*(n+1) SCK toggle frequency: FSCK = FBAUD = SPI Clock Frequency/(2*(n+1))

35.7.6 SPIxTCNT

Name: SPIxTCNT
Address: 0x01D9

SPI Transfer Counter Register

Bit	15	14	13	12	11	10	9	8
						TCNTH[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bit	7	6	5	4	3	2	1	0
	TCNTL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 10:8 – TCNTH[2:0] SPI Transfer Counter Most Significant Byte

Value	Condition	Description
n	BMODE = 0	Bits 13-11 of the transfer bit count
n	BMODE = 1	Bits 10-8 of the transfer byte count

Bits 7:0 – TCNTL[7:0] SPI Transfer Counter Least Significant Byte

Value	Condition	Description
n	BMODE = 0	Bits 10-3 of the transfer bit count
n	BMODE = 1	Bits 7-0 of the transfer byte count

35.7.7 SPIxTWIDTH

Name: SPIxTWIDTH
Address: 0x01DF

SPI Transfer Width Register

Bit	7	6	5	4	3	2	1	0
						TWIDTH[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – TWIDTH[2:0] SPI Transfer Count Byte Width or three LSbs of the Transfer Bit Count

Value	Condition	Description
n	BMODE = 0	Bits 2-0 of the transfer bit count
n	BMODE = 1	Number of bits in each transfer byte count. Bits = n (when n > 0) or 8 (when n = 0).

35.7.8 SPIxSTATUS

Name: SPIxSTATUS
Address: 0x01DE

SPI Status Register

Bit	7	6	5	4	3	2	1	0
	TXWE		TXBE		RXRE	CLB		RXBF
Access	R/C/HS		R		R/C/HS	S		R
Reset	0		1		0	0		0

Bit 7 – TXWE Transmit Buffer Write Error

Value	Description
1	SPIxTXB was written while TxFIFO was full
0	No error has occurred

Bit 5 – TXBE Transmit Buffer Empty

Value	Description
1	Transmit buffer TxFIFO is empty
0	Transmit buffer is not empty

Bit 3 – RXRE Receive Buffer Read Error

Value	Description
1	SPIxRXB was read while RxFIFO was empty
0	No error has occurred

Bit 2 – CLB Clear Buffer Control

Value	Description
1	Reset the receive and transmit buffers, making both buffers empty
0	Take no action

Bit 0 – RXBF Receive Buffer Full

Value	Description
1	Receive buffer is full
0	Receive buffer is not full

35.7.9 SPIxRXB

Name: SPIxRXB
Address: 0x01D7

SPI Receive Buffer

Bit	7	6	5	4	3	2	1	0
	RXB[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – RXB[7:0] Receive Buffer

Value	Condition	Description
n	Receive buffer is not empty	Contains the top-most byte of the RXFIFO. Reading this register will remove the RXFIFO top-most byte and decrease the occupancy of the RXFIFO by 1.
0	Receive buffer is empty	Reading this register will return '0', leave the occupancy unchanged, and set the RXRE Status bit

35.7.10 SPIxTXB

Name: SPIxTXB
Address: 0x01D8

SPI Transmit Buffer

Bit	7	6	5	4	3	2	1	0
	TXB[7:0]							
Access	W	W	W	W	W	W	W	W
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – TXB[7:0] Transmit Buffer

Value	Condition	Description
n	Transmit buffer is not full	Writing to this register adds the data to the top of the TXFIFO and increases the occupancy of the TXFIFO by 1.
x	Transmit buffer is full	Writing to this register does not affect the data in the TXFIFO or the occupancy count. The TXWE Status bit will be set.

35.7.11 SPIxINTE

Name: SPIxINTE
Address: 0x01E2

SPI Interrupt Enable Register

Bit	7	6	5	4	3	2	1	0
	SRMTIE	TCZIE	SOSIE	EOSIE		RXOIE	TXUIE	
Access	R/W	R/W	R/W	R/W		R/W	R/W	
Reset	0	0	0	0		0	0	

Bit 7 – SRMTIE Shift Register Empty Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

Bit 6 – TCZIE Transfer Counter is Zero Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

Bit 5 – SOSIE Start of Client Select Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

Bit 4 – EOSIE End of Client Select Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

Bit 2 – RXOIE Receiver Overflow Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

Bit 1 – TXUIE Transmitter Underflow Interrupt Enable

Value	Description
1	Interrupt is enabled
0	Interrupt is not enabled

35.7.12 SPIxINTF

Name: SPIxINTF
Address: 0x01E1

SPI Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0
	SRMTIF	TCZIF	SOSIF	EOSIF		RXOIF	TXUIF	
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS		R/W/HS	R/W/HS	
Reset	0	0	0	0		0	0	

Bit 7 – SRMTIF Shift Register Empty Interrupt Flag

Value	Mode	Description
x	Client	This bit is ignored
1	Host	The data transfer is complete
0	Host	Either no data transfers have occurred or a data transfer is in progress

Bit 6 – TCZIF Transfer Counter is Zero Interrupt Flag

Value	Description
1	The transfer counter has decremented to zero
0	No interrupt pending

Bit 5 – SOSIF Start of Client Select Interrupt Flag

Value	Description
1	SS_in transitioned from false to true
0	No interrupt pending

Bit 4 – EOSIF End of Client Select Interrupt Flag

Value	Description
1	SS_in transitioned from true to false
0	No interrupt pending

Bit 2 – RXOIF Receiver Overflow Interrupt Flag

Value	Description
1	Data transfer completed when RXBF = 1 (edge-triggered) and RXR = 1
0	No interrupt pending

Bit 1 – TXUIF Transmitter Underflow Interrupt Flag

Value	Description
1	Client Data transfer started when TXBE = 1 and TXR = 1
0	No interrupt pending

35.8 Register Summary - SPI Control

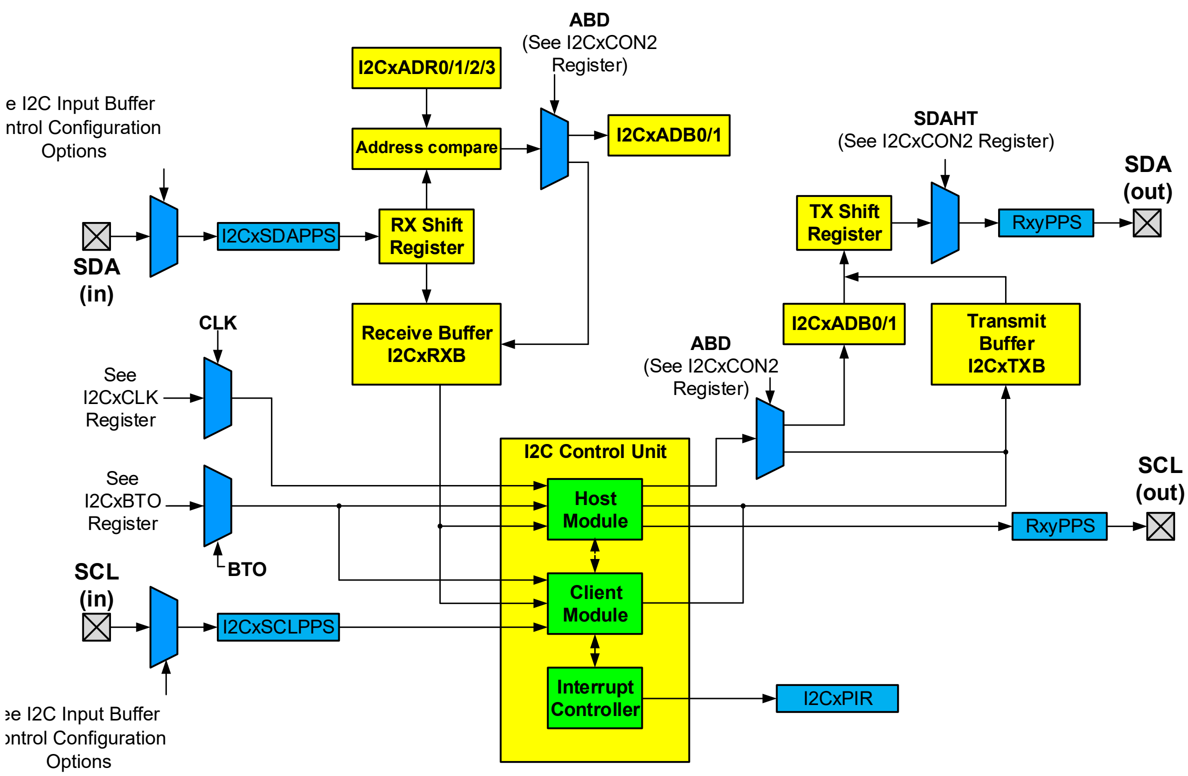
Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x01D6	Reserved									
0x01D7	SPI1RXB	7:0	RXB[7:0]							
0x01D8	SPI1TXB	7:0	TXB[7:0]							
0x01D9	SPI1TCNT	7:0	TCNTL[7:0]							
		15:8						TCNTH[2:0]		
0x01DB	SPI1CON0	7:0	EN					LSBF	MST	BMODE
0x01DC	SPI1CON1	7:0	SMP	CKE	CKP	FST		SSP	SDIP	SDOP
0x01DD	SPI1CON2	7:0	BUSY	SSFLT				SSET	TXR	RXR
0x01DE	SPI1STATUS	7:0	TXWE		TXBE		RXRE	CLB		RXBF
0x01DF	SPI1TWIDTH	7:0						TWIDTH[2:0]		
0x01E0	SPI1BAUD	7:0	BAUD[7:0]							
0x01E1	SPI1INTF	7:0	SRMTIF	TCZIF	SOSIF	EOSIF		RXOIF	TXUIF	
0x01E2	SPI1INTE	7:0	SRMTIE	TCZIE	SOSIE	EOSIE		RXOIE	TXUIE	
0x01E3	SPI1CLK	7:0					CLKSEL[3:0]			

36. I²C - Inter-Integrated Circuit Module

The Inter-Integrated Circuit (I²C) bus is a multi-host serial data communication bus. Devices communicate in a host/client environment where the host devices initiate the communication. A client device is controlled through addressing.

The following figure shows a block diagram of the I²C interface module and shows both Host and Client modes together.

Figure 36-1. I²C Block Diagram



36.1 I²C Features

The I²C supports the following modes and features:

- Modes
  - Host mode
  - Client mode
  - Multi-Host mode
- Features
  - Supports Standard mode (100 kHz), Fast mode (400 kHz) and Fast mode Plus (1 MHz) modes of operation
  - Dedicated address, receive, and transmit buffers
  - Up to four unique client addresses
  - General Call addressing

- 7-bit and 10-bit addressing with optional masking
- Interrupts for:
  - Start condition
  - Restart condition
  - Stop condition
  - Address match
  - Data Write
  - Acknowledge Status
  - NACK detection
  - Data Byte Count
  - Bus Collision
  - Bus Time-out
- Clock stretching for:
  - RX buffer full
  - TX buffer empty
  - Incoming address match
  - Data Write
  - Acknowledge Status
- Bus Collision Detection with Arbitration
- Bus Time-out Detection
  - Selectable clock sources
  - Clock prescaler
- Selectable Serial Data (SDA) Hold Time
- Dedicated I^{2}C Pad (I/O) control
  - Standard GPIO or I^{2}C-specific slew rate control
  - Selectable I^{2}C pull-up levels
  - I^{2}C-specific, SMBus 2.0/3.0, or standard GPIO input threshold level selections
- Integrated Direct Memory Access (DMA) support
- Remappable Pin Locations Using Peripheral Pin Select (PPS)

36.2 I^{2}C Terminology

The I^{2}C communication protocol terminology used throughout this document has been adapted from the Phillips I^{2}C Specification and can be found in the table below.

I^{2}C Bus Terminology and Definitions

Term	Definition
Host	The device that initiates a transfer, generates the clock signal and terminates a transfer
Client	The device addressed by the host
Multi-Host	A bus containing more than one host device that can initiate communication
Transmitter	The device that shifts data out onto the bus
Receiver	The device that shifts data in from the bus
Arbitration	Procedure that ensures only one host at a time controls the bus
Synchronization	Procedure that synchronizes the clock signal between two or more devices on the bus
Idle	The state in which no activity occurs on the bus and both bus lines are at a high logic level

Active	The state in which one or more devices are communicating on the bus
Matching Address	The address byte received by a client that matches the value that is stored in the I2CxADR0/1/2/3 registers
Addressed Client	Client device that has received a matching address and is actively being clocked by a host device
Write Request	Host transmits an address with the R/$\overline{W}$ bit clear indicating that it wishes to transmit data to a client device
Read Request	Host transmits an address with the R/$\overline{W}$ bit set indicating that it wishes to receive data from a client device
Clock Stretching	The action in which a device holds the SCL line low to stall communication
Bus Collision	Occurs when the module samples the SDA line and returns a low state while expecting a high state
Bus Time-out	Occurs whenever communication stalls for a period longer than acceptable

36.3 I^{2}C Module Overview

The I^{2}C module provides a synchronous serial interface between the microcontroller and other I^{2}C-compatible devices using a bidirectional two-wire bus. Devices operate in a host/client environment that may contain one or more host devices and one or more client devices. The host device always initiates communication.

The I^{2}C bus consists of two signal connections:

- Serial Clock (SCL)
- Serial Data (SDA)

Both the SCL and SDA connections are open-drain lines, each line requiring pull-up resistors to the application's supply voltage. Pulling the line to ground is considered a logic '0', while allowing the line to float is considered a logic '1'. It is important to note that the voltage levels of the logic low and logic high are not fixed and are dependent on the bus supply voltage. According to the I^{2}C Specification, a logic low input level is up to 30% of V_{DD} ($V_{IL} \leq 0.3V_{DD}$), while the logic high input level is 70% to 100% of V_{DD} ($V_{IH} \geq 0.7V_{DD}$). Both signal connections are considered bidirectional, although the SCL signal can only be an output in Host mode and an input in Client mode.

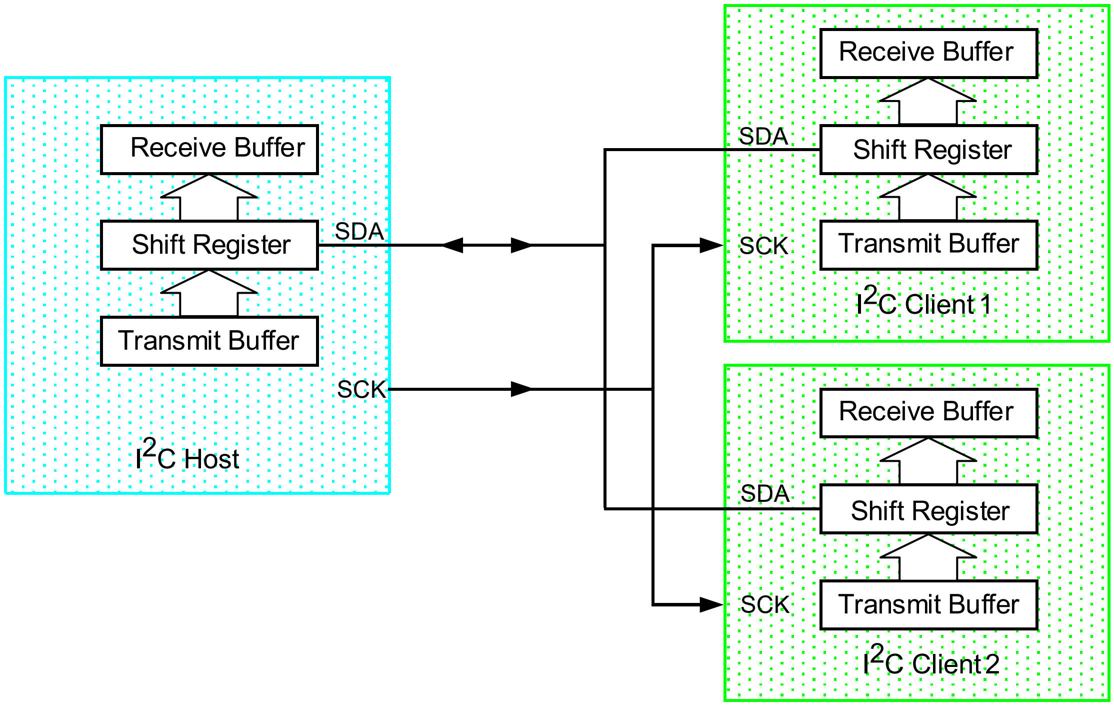
All transactions on the bus are initiated and terminated by the host device. Depending on the direction of the data being transferred, there are four main operations performed by the I^{2}C module:

- Host Transmit: The host is transmitting data to a client
- Host Receive: The host is receiving data from a client
- Client Transmit: The client is transmitting data to a host
- Client Receive: The client is receiving data from a host

The I^{2}C interface allows for a multi-host bus, meaning that there can be several host devices present on the bus. A host can select a client device by transmitting a unique address on the bus. When the address matches a client's address, the client responds with an Acknowledge condition ($\overline{ACK}$), and communication between the host and that client can commence. All other devices connected to the bus must ignore any transactions not intended for them.

The following figure shows a typical I^{2}C bus configuration with one host and two clients.

Figure 36-2. I²C Host-Client Connections



36.3.1 Byte Format

As previously mentioned, all I²C communication is performed in 9-bit segments. The transmitting device sends a byte to a receiver, and once the byte is processed by the receiver, the receiver returns an Acknowledge bit. There are no limits to the amount of data bytes in a I²C transmission.

After the 8th falling edge of the SCL line, the transmitting device releases control of the SDA line to allow the receiver to respond with either an Acknowledge ($\overline{\text{ACK}}$) sequence or a Not Acknowledge (NACK) sequence. At this point, if the receiving device is a client, it can hold the SCL line low (clock stretch) to allow itself time to process the incoming byte. Once the byte has been processed, the receiving device releases the SCL line, allowing the host device to provide the 9th clock pulse, within which the client responds with either an $\overline{\text{ACK}}$ or a NACK sequence. If the receiving device is a host, it may also hold the SCL line low until it has processed the received byte. Once the byte has been processed, the host device will generate the 9th clock pulse and transmit the $\overline{\text{ACK}}$ or NACK sequence.

Data are valid to change only while the SCL signal is in a low state and is sampled on the rising edge of SCL. Changes on the SDA line while the SCL line is high indicate either a Start or Stop condition.

36.3.2 SDA and SCL Pins

The SDA and SCL pins must be configured as open-drain outputs. Open-drain configuration is accomplished by setting the appropriate bits in the Open-Drain Control (ODCONx) registers, while output direction configuration is handled by clearing the appropriate bits in the Tri-State Control (TRISx) registers.

Input threshold and slew rate settings are configured using the RxyFEAT registers. The RxyFEAT registers are used exclusively on the default I²C pin locations and provide the following selections:

- Input threshold levels:

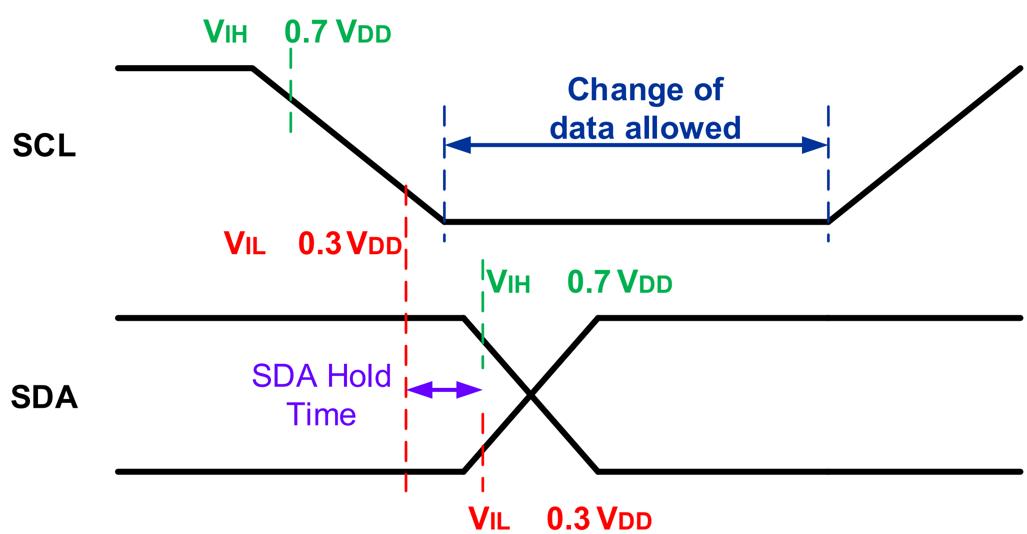
  - SMBus 3.0 (1.35V) input threshold
  - SMBus 2.0 (2.1V) input threshold
  - I^{2}C-specific input thresholds
  - Standard GPIO input thresholds (controlled by the Input Level Control (INLVLx) registers)
- Slew rate limiting:
  - I^{2}C-specific slew rate limiting
  - Standard GPIO slew rate (controlled by the Slew Rate Control (SLRCONx) registers)

Important: The pin locations for SDA and SCL are remappable through the Peripheral Pin Select (PPS) registers. If new pin locations for SDA and SCL are desired, user software must configure the INLVLx, SLRCONx, ODCONx and TRISx registers for each new pin location. The RxyFEAT registers cannot be used since they are dedicated to the default pin locations. The internal pull-ups not strong enough to drive the pins; therefore, external pull-up resistors must be used.

36.3.2.1 SDA Hold Time

SDA hold time refers to the amount of time between the low threshold region of the falling edge of SCL ($V_{IL} \leq 0.3\ V_{DD}$) and either the low threshold region of the rising edge of SDA ($V_{IL} \leq 0.3\ V_{DD}$) or the high threshold region of the falling edge of SDA ($V_{IH} \geq 0.7\ V_{DD}$) (see the figure below). If the SCL fall time is long or close to the maximum allowable time set by the I^{2}C Specification, data may be sampled in the undefined logic state between the 70% and 30% region of the falling SCL edge, leading to data corruption. The I^{2}C module offers selectable SDA hold times, which can be useful to ensure valid data transfers at various bus data rates and capacitance loads.

Figure 36-3. SDA Hold Time



36.3.3 Start Condition

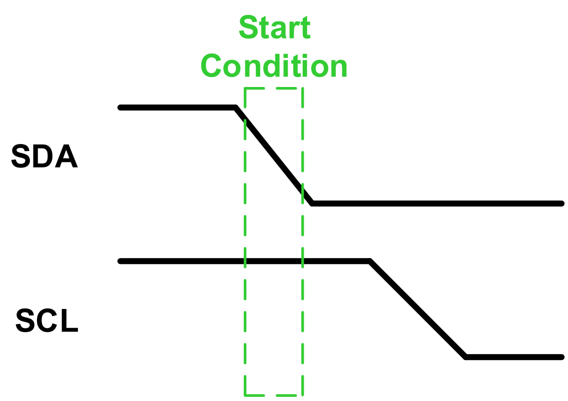
All I^{2}C transmissions begin with a Start condition. The Start condition is used to synchronize the SCL signals between the host and client devices. The I^{2}C Specification defines a Start condition as a transition of the SDA line from a logic high level (Idle state) to a logic low level (Active state) while the SCL line is at a logic high (see the figure below). A Start condition is always generated by the host and is initiated by either writing to the Start (S) bit or by writing to the I^{2}C Transmit Buffer (I2CxTXB) register, depending on the Address Buffer Disable (ABD) bit setting.

When the I^{2}C module is configured in Host mode, module hardware waits until the bus is free (Idle state). Module hardware checks the Bus Free Status (BFRE) bit to ensure the bus is Idle before initiating a Start condition. When the BFRE bit is set, the bus is considered Idle and indicates that the SCL and SDA lines have been in a Logic High state for the amount of I^{2}C clock cycles as selected by the Bus Free Time Selection (BFRET) bits. When a Start condition is detected on the bus, module hardware clears the BFRE bit, indicating an active bus.

In Multi-Host mode, it is possible for two host devices to issue Start conditions at the same time. If two or more hosts initiate a Start at the same time, a bus collision will occur; however, the I^{2}C Specification states that a bus collision cannot occur on a Start. In this case, the competing host devices must go through bus arbitration during the addressing phase.

The figure below shows a Start condition.

Figure 36-4. Start Condition



36.3.4 Acknowledge Sequence

The 9th SCL pulse for any transferred address/data byte is reserved for the Acknowledge ($\overline{\text{ACK}}$) sequence. During an Acknowledge sequence, the transmitting device relinquishes control of the SDA line to the receiving device. At this time, the receiving device must decide whether to pull the SDA line low ($\overline{\text{ACK}}$) or allow the line to float high (NACK). Since the Acknowledge sequence is an active-low signal, pulling the SDA line low informs the transmitter that the receiver has successfully received the transmitted data.

The Acknowledge Data (ACKDT) bit holds the value to be transmitted during an Acknowledge sequence while the I2CxCNT register is nonzero (I2CxCNT != 0). When a client device receives a matching address, or a receiver receives valid data, the ACKDT bit is cleared by user software to indicate an $\overline{\text{ACK}}$. If the client does not receive a matching address, user software sets the ACKDT bit, indicating a NACK. In Client or Multi-Host modes, if the Address Interrupt and Hold Enable (ADRIE) or Write Interrupt and Hold Enable (WRIE) bits are set, the clock is stretched after receiving a matching address or after the 8th falling edge of SCL when a data byte is received. This allows user software time to determine the $\overline{\text{ACK}}$/NACK response to send back to the transmitter.

The Acknowledge End of Count (ACKCNT) bit holds the value that will be transmitted once the I2CxCNT register reaches a zero value (I2CxCNT = 0). When the I2CxCNT register reaches a zero value, the ACKCNT bit can be cleared (ACKCNT = 0), indicating an $\overline{\text{ACK}}$, or ACKCNT can be set (ACKCNT = 1), indicating a NACK.

Important: The ACKCNT bit is only used when the I2CxCNT register is zero, otherwise the ACKDT bit is used for $\overline{ACK}$/NACK sequences.

In Host Write or Client Read modes, the Acknowledge Status (ACKSTAT) bit holds the result of the Acknowledge sequence transmitted by the receiving device. The ACKSTAT bit is cleared when the receiver sends an $\overline{ACK}$ and is set when the receiver does not Acknowledge (NACK).

The Acknowledge Time Status (ACKT) bit indicates whether or not the bus is in an Acknowledge sequence. The ACKT bit is set during an $\overline{ACK}$/NACK sequence on the 8th falling edge of SCL and is cleared on the 9th rising edge of SCL, indicating that the bus is not in an $\overline{ACK}$/NACK sequence.

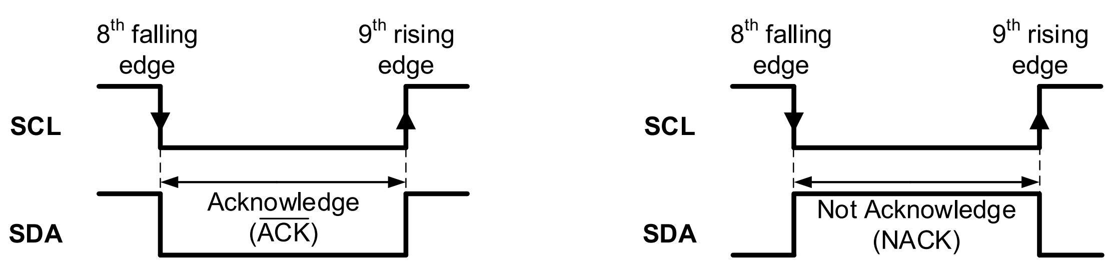
Certain conditions will cause a NACK sequence to be sent automatically. A NACK sequence is generated by module hardware when any of the following bits are set:

- Transmit Write Error Status (TXWE)
- Transmit Underflow Status (TXU)
- Receive Read Error Status (RXRE)
- Receive Overflow Status (RXO)

Important: Once a NACK is detected on the bus, all subsequent Acknowledge sequences will consist of a NACK until all error conditions are cleared.

The following figure shows $\overline{ACK}$ and NACK sequences.

Figure 36-5. $\overline{ACK}$/NACK Sequences



36.3.5 Restart Condition

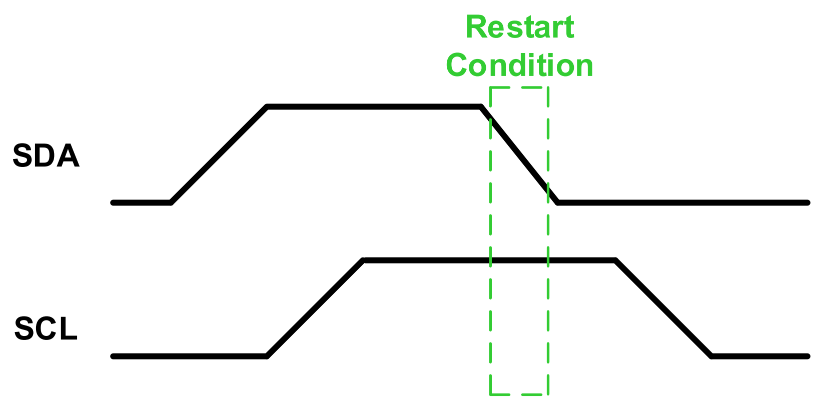
A Restart condition is essentially the same as a Start condition – the SDA line transitions from an idle level to an active level while the SCL line is Idle – but may be used in place of a Stop condition whenever the host device has completed its current transfer but wishes to keep control of the bus. A Restart condition has the same effect as a Start condition, resetting all client logic and preparing it to receive an address.

A Restart condition is also used when the host wishes to use a combined data transfer format. A combined data transfer format is used when a host wishes to communicate with a specific register address or memory location. In a combined format, the host issues a Start condition, followed by the client's address, followed by a data byte which represents the desired client register or memory address. Once the client address and data byte have been acknowledged by the client, the host issues a Restart condition, followed by the client address. If the host wishes to write data to the client, the LSb of the client address, the Read/not Write (R/$\overline{W}$) bit will be clear. If the host wishes to read data from the client, the R/$\overline{W}$ bit will be set. Once the client has acknowledged the second address byte, the host issues a Restart condition, followed by the upper byte of the client address with the R/$\overline{W}$ bit set. Client logic will then acknowledge the upper byte and will begin to transmit data to the host.

Important: In 10-bit Client mode, a Restart is required for the host to read data out of the client, regardless of which data transfer format is used – host read-only or combined. For example, if the host wishes to perform a bulk read, it will transmit the client's 10-bit address with the R/$\overline{W}$ bit clear.

The figure below shows a Restart condition.

Figure 36-6. Restart Condition

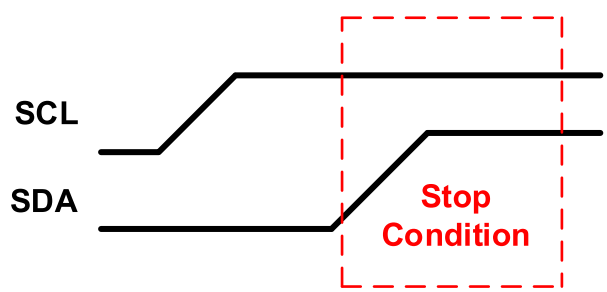


36.3.6 Stop Condition

All I^{2}C transmissions end with a Stop condition. A Stop condition occurs when the SDA line transitions from a logic low (active) level to a logic high (idle) level while the SCL line is at a logic high level. A Stop condition is always generated by the host device and is generated by module hardware when a Not Acknowledge (NACK) is detected on the bus, a bus time-out event occurs, or when the I^{2}C Byte Count (I2CxCNT) register reaches a zero count. A Stop condition may also be generated through software by setting the Stop (P) bit.

The figure below shows a Stop condition.

Figure 36-7. Stop Condition



36.3.7 Bus Time-Out

The SMBus protocol requires a bus watchdog to prevent a stalled device from holding the bus indefinitely. The I^{2}C Bus Time-out Clock Source Selection (I2CxBTOC) register provides several clock sources that can be used as the time-out time base. The I^{2}C Bus Time-out (I2CxBTO) register is used to determine the actual bus time-out time period, as well as how the module responds to a time-out.

The bus time-out hardware monitors for the following conditions:

- SCL = `0` (regardless of whether or not the bus is Active)
- SCL = `1` and SDA = `0` while the bus is Active

If either condition is true, an internal time-out counter increments and continues to increment as long as the condition stays true or until the time-out period has expired. If these conditions change (e.g., SCL = `1`), the internal time-out counter is reset by module hardware.

The Bus Time-out Clock Source Selection (BTOC) bits select the time-out clock source. If an oscillator is selected as the time-out clock source, such as the LFINTOSC, the time-out clock base period is determined by the oscillator frequency. If a timer is selected as the time-out clock source, the timer can be configured to produce a variety of time periods.

Remember: The SMBus protocol dictates a 25 ms time-out for client devices and a 35 ms time-out for host devices.

The Time-out Time Selection (TOTIME) bits and the Time-out Prescaler Extension Enable (TOBY32) bit are used to determine the time-out period. The value written into TOTIME multiplies the base time-out clock period. If the TOBY32 bit is set (TOBY32 = `1`), the time-out period determined by the TOTIME bits is multiplied by 32. If TOBY32 is clear (TOBY32 = `0`), the time-out period determined by the TOTIME bits is used as the time-out period. For example, if a value of '35' is written into the TOTIME bits and LFINTOSC is selected as the time-out clock source with TOBY32 bit set, the time-out period is approximately 35 ms as demonstrated in Example 36-1.

Example 36-1. 35 ms BTO Period Configuration

```
void Init_BTO_35(void)          // Selections produce a 35 ms BTO period
{
  I2C1BTOC = 0x06;                // LFINTOSC as BTO clock source
  I2C1BTObits.TOREC = 1;          // Reset I2C interface, set BTOIF
  I2C1BTObits.TOBY32 = 1;         // BTO time = TOTIME * TBTOCLK * 32
  I2C1BTObits.TOTIME = 35;      // TOTIME = TBTOCLK * 35
                                  // = 1 ms * 35 = 35 ms

}
```

The Time-out Recovery Selection (TOREC) bit determines how the module will respond to a bus time-out. When a bus time-out occurs and TOREC is set (TOREC = `1`), the I^{2}C module is reset and module hardware sets the Bus Time-out Interrupt Flag (BTOIF). If the Bus Time-out Interrupt Enable (BTOIE) is also set, an interrupt will be generated. If a bus time-out occurs and TOREC is clear (TOREC = `0`), the BTOIF bit is set, but the module is not reset.

If the module is configured in Client mode with TOREC set (TOREC = `1`) and a bus time-out event occurs (regardless of the state of the Client Mode Active (SMA) bit), the module is immediately reset, the SMA and Client Clock Stretching (CSTR) bits are cleared, and the Bus Time-out Interrupt Flag (BTOIF) bit is set.

If the module is configured in Client mode with TOREC clear (TOREC = `0`) and a bus time-out event occurs (regardless of the state of the Client Mode Active (SMA) bit), the BTOIF bit is set, but the user software must reset the module.

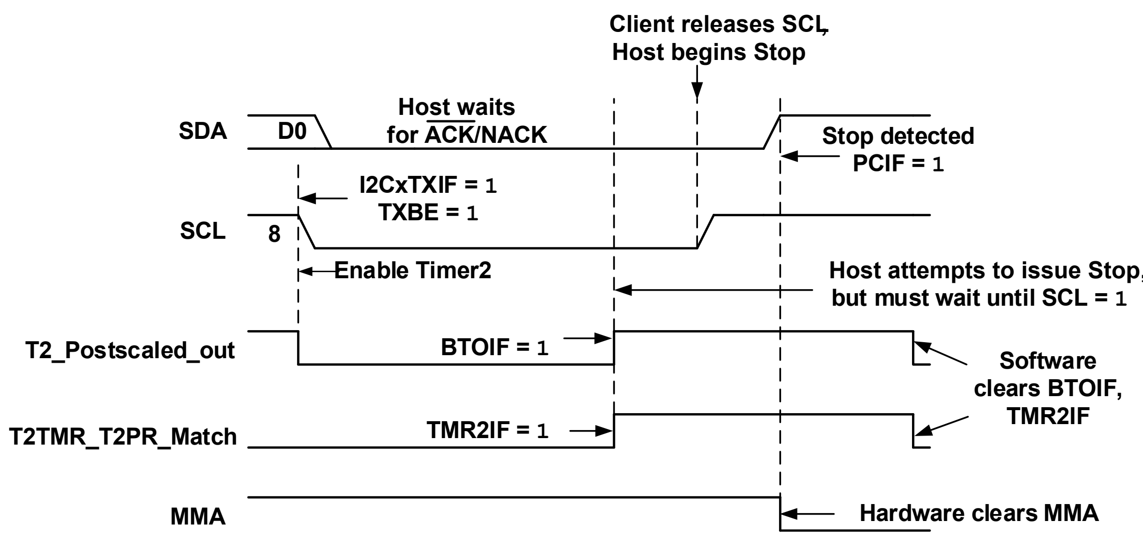
Important: It is recommended to set TOREC (TOREC = 1) when operating in Client mode.

If the module is configured in Host mode with TOREC set (TOREC = 1) and the bus time-out event occurs while the host is active (Host Mode Active (MMA) = 1), the Host Data Ready (MDR) bit is cleared, the module will immediately attempt to transmit a Stop condition, and the BTOIF bit is set. Stop condition generation may be delayed if a client device is stretching the clock but will resume once the clock is released or if the client holding the bus also has a time-out event occur. The MMA bit is only cleared after the Stop condition has been generated.

If the module is configured in Host mode with TOREC clear (TOREC = 0), and the bus time-out event occurs while the host is active (Host Mode Active (MMA) = 1), the MDR bit is cleared and the BTOIF bit is set, but user software must initiate the Stop condition by setting the P bit.

The figure below shows an example of a Bus Time-out event when the module is operating in Host mode.

Figure 36-8. Host Mode Bus Time-Out Example



36.3.8 Address Buffers

The I^{2}C module has two address buffer registers, I2CxADB0 and I2CxADB1, which can be used as address receive buffers in Client mode, address transmit buffers in Host mode, or both address transmit and address receive buffers in 7-bit Multi-Host mode (see the table below). The address buffers are enabled/disabled via the Address Buffer Disable (ABD) bit.

When the ABD bit is cleared (ABD = 0), the buffers are enabled, which means:

- In 7-bit Host mode, the desired client address with the R/$\overline{\text{W}}$ value is transmitted from the I2CxADB1 register, bypassing the I^{2}C Transmit Buffer (I2CxTXB). I2CxADB0 is unused.
- In 10-bit Host mode, I2CxADB1 holds the upper bits and R/$\overline{\text{W}}$ value of the desired client address, while I2CxADB0 holds the lower eight bits of the desired client address. Host hardware copies the contents of I2CxADB1 to the transmit shift register and waits for an $\overline{\text{ACK}}$ from the client. Once the $\overline{\text{ACK}}$ is received, host hardware copies the contents of I2CxADB0 to the transmit shift register.

- In 7-bit Client mode, a matching received address is loaded into I2CxADB0, bypassing the I^{2}C Receive Buffer (I2CxRXB). I2CxADB1 is unused.
- In 10-bit Client mode, I2CxADB0 is loaded with the lower eight bits of the matching received address, while I2CxADB1 is loaded with the upper bits and R/$\overline{W}$ value of the matching received address
- In 7-bit Multi-Host mode, the device can be both a host and a client depending on the sequence of events on the bus. When being addressed as a client, the matching received address with R/$\overline{W}$ value is stored into I2CxADB0. When being used as a host, the desired client address and R/$\overline{W}$ value are loaded into the I2CxADB1 register.

When the ABD bit is set (ABD = `1`), the buffers are disabled, which means:

- In Host mode, the desired client address is transmitted from the I2CxTXB register
- In Client mode, a matching received address is loaded into the I2CxRXB register

Table 36-1. Address Buffer Direction

Mode	I2CxADB0	I2CxADB1
Client (7-bit)	RX	Unused
Client (10-bit)	RX (address low byte)	RX (address high byte)
Host (7-bit)	Unused	TX
Host (10-bit)	TX (address low byte)	TX (address high byte)
Multi-Host (7-bit)	RX	TX

36.3.9 Transmit Buffer

The I^{2}C module has a dedicated transmit buffer, I2CxTXB, which is independent from the receive buffer.

The transmit buffer is loaded with an address byte (when ABD = `1`), or a data byte, that is copied into the transmit shift register and transmitted onto the bus. When the I2CxTXB register does not contain any transmit data, the Transmit Buffer Empty Status (TXBE) bit is set (TXBE = `1`), allowing user software or the DMA to load a new byte into the buffer. When the TXBE bit is set and the I2CxCNT register is nonzero (I2CxCNT != `0`), the I^{2}C Transmit Interrupt Flag (I2CxTXIF) bit of the PIR registers is set and can be used as a DMA trigger. A write to I2CxTXB will clear both the TXBE and I2CxTXIF bits. Setting the Clear Buffer (CLRBF) bit clears I2CxTXIF, the I2Cx Receive Buffer (I2CxRXB) and I2CxTXB.

If user software attempts to load I2CxTXB while it is full, the Transmit Write Error Status (TXWE) bit is set, a NACK is generated, and the new data are ignored. If TXWE is set, user software must clear the bit before attempting to load the buffer again.

When module hardware attempts to transfer the contents of I2CxTXB to the transmit shift register while I2CxTXB is empty (TXBE = `1`), the Transmit Underflow Status (TXU) bit is set, I2CxTXB is loaded with `0xFF`, and a NACK is generated.

Important: A transmit underflow can only occur when clock stretching is disabled (Clock Stretching Disable (CSD) bit = `1`). Clock stretching prevents transmit underflows because the clock is stretched after the 8th falling SCL edge and is only released upon the write of new data into I2CxTXB.

36.3.10 Receive Buffer

The I^{2}C module has a dedicated receive buffer, I2CxRXB, which is independent from the transmit buffer.

Data received through the shift register is transferred to I2CxRXB when the byte is complete. User software or the DMA can access the byte by reading the I2CxRXB register. When new data are loaded into I2CxRXB, the Receive Buffer Full Status (RXBF) bit is set, allowing user software or the DMA to read the new data. When the RXBF bit is set, the I^{2}C Receive Interrupt Flag (I2CxRXIF) bit of the PIR registers is set and can be used to trigger the DMA. A read of the I2CxRXB register will clear both RXBF and I2CxRXIF bits. Setting the CLRBF bit clears the I2CxRXIF bit as well as the I2CxRXB and I2CxTXB registers.

If the buffer is read while empty (RXBF = `0`), the Receive Read Error Status (RXRE) bit is set, and the module generates a NACK. User software must clear RXRE to resume normal operation.

When the module attempts to transfer the contents of the receive shift register to I2CxRXB while I2CxRXB is full (RXBF = `1`), the Receive Overflow Status (RXO) bit is set, and a NACK is generated. The data currently stored in I2CxRXB remains unchanged, but the data in the receive shift register is lost.

Important: A receive overflow can only occur when clock stretching is disabled. Clock stretching prevents receive overflows because the receive shift register cannot receive any more data until user software or the DMA reads I2CxRXB and the SCL line is released.

36.3.11 Clock Stretching

Clock stretching occurs when a client device holds the SCL line low to pause bus communication. A client device may stretch the clock to allow more time to process incoming data, to prepare a response for the host device, or to prevent receive overflow or transmit underflow conditions. Clock stretching is enabled by clearing the Clock Stretch Disable (CSD) bit and is only available in Client and Multi-Host modes.

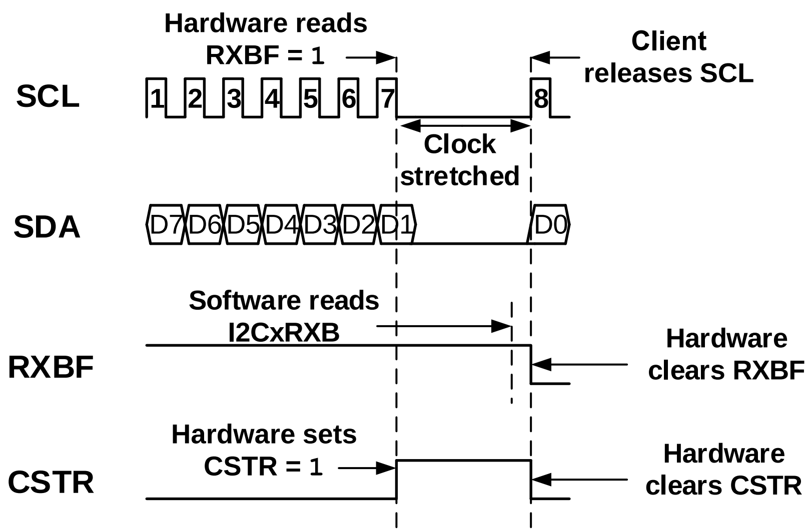
When clock stretching is enabled (CSD = `0`), the Client Clock Stretching (CSTR) bit can be used to determine if the clock is currently being stretched. While the client is actively stretching the clock, CSTR is set by hardware (CSTR = `1`). Once the client has completed its current transaction and clock stretching is no longer required, either module hardware or user software must clear CSTR to release the clock and resume communication.

36.3.11.1 Clock Stretching for Buffer Operations

When enabled (CSD = `0`), clock stretching is forced during buffer read/write operations. This allows the client device time to either load I2CxTXB with transmit data, or to read data from I2CxRXB to clear the buffer.

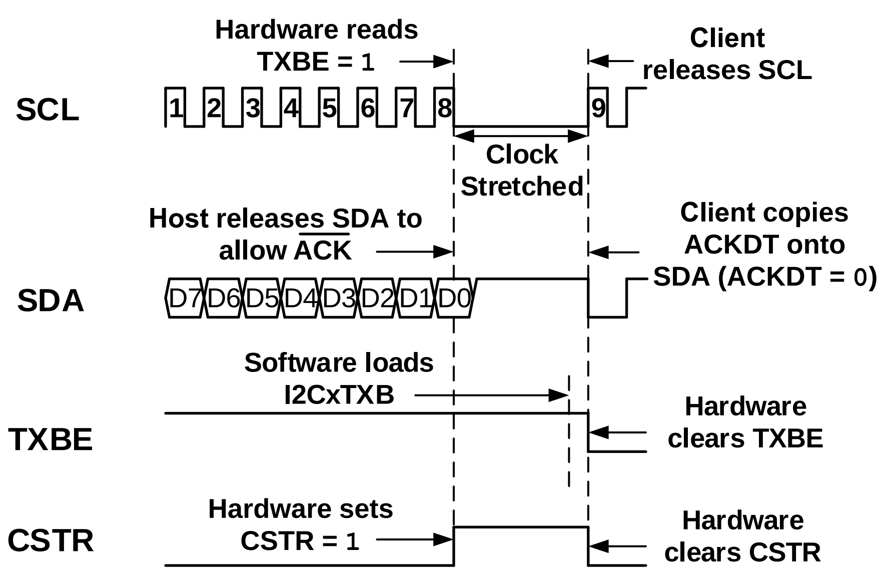
In Client Receive mode, clock stretching prevents receive data overflows. When the first seven bits of a new byte are received into the receive shift register while I2CxRXB is full (RXBF = `1`), client hardware automatically stretches the clock and sets CSTR. When the client has read the data in I2CxRXB, client hardware automatically clears CSTR to release the SCL line and continue communication (see the figure below).

Figure 36-9. Receive Buffer Clock Stretching



In Client Transmit mode, clock stretching prevents transmit underflows. When I2CxTXB is empty (TXBE = 1) and the I2CxCNT register is nonzero (I2CxCNT != 0), client hardware stretches the clock and sets CSTR upon the 8th falling SCL edge. Once the client has loaded new data into I2CxTXB, client hardware automatically clears CSTR to release the SCL line and allow further communication (see the figure below).

Figure 36-10. Transmit Buffer Clock Stretching



36.3.11.2 Clock Stretching for Other Client Operations

The I^{2}C module provides three Interrupt and Hold Enable features:

- Address Interrupt and Hold Enable
- Data Write Interrupt and Hold Enable
- Acknowledge Status Time Interrupt and Hold Enable

When clock stretching is enabled (CSD = `0`), the Interrupt and Hold Enable features provide an interrupt response and stretch the clock to allow time for address recognition, data processing, or an $\overline{\text{ACK}}$/NACK response.

The Address Interrupt and Hold Enable feature will generate an interrupt event and stretch the SCL line when a matching address is received. This feature is enabled by setting the Address Interrupt and Hold Enable (ADRIE) bit. When enabled (ADRIE = `1`), the CSTR bit and the Address Interrupt Flag (ADRIF) bit are set by module hardware, and the SCL line is stretched following the 8th falling SCL edge of a received matching address. Once the client has completed processing the address, software determines whether to send an $\overline{\text{ACK}}$ or a NACK back to the host device. Client software must clear both the ADRIF and CSTR bits to resume communication.

> **Important:** In 10-bit Client Addressing mode, clock stretching occurs only after the client receives a matching low address byte or a matching high address byte with the R/$\overline{\text{W}}$ bit = `1` (Host read) while the Client Mode Active (SMA) bit is set (SMA = `1`). Clock stretching does not occur after the client receives a matching high address byte with the R/$\overline{\text{W}}$ bit = `0` (Host write).

The Data Write Interrupt and Hold Enable feature provides an interrupt event and stretches the SCL signal after the client receives a data byte. This feature is enabled by setting the Data Write Interrupt and Hold Enable (WRIE) bit. When enabled (WRIE = `1`), module hardware sets both the CSTR bit and the Data Write Interrupt Flag (WRIF) bit and stretches the SCL line after the 8th falling edge of SCL. Once the client has read the new data, software determines whether to send an $\overline{\text{ACK}}$ or a NACK back to the host device. Client software must clear both the CSTR and WRIF bits to resume communication.

The Acknowledge Status Time Interrupt and Hold Enable feature generates an interrupt event and stretches the SCL line after the acknowledgement phase of a transaction. This feature is enabled by setting the Acknowledge Status Time Interrupt and Hold Enable (ACKTIE) bit. When enabled (ACKTIE = `1`), module hardware sets the CSTR bit and the Acknowledge Status Time Interrupt Flag (ACKTIF) bit and stretches the clock after the 9th falling edge of SCL for all address, read, or write operations. Client software must clear both the ACKTIF and CSTR bits to resume communication.

36.3.12 Data Byte Count

The data byte count refers to the number of data bytes in a complete I^{2}C packet. The data byte count does not include address bytes. The I2C Byte Count (I2CxCNT) register is used to specify the length, in bytes, of the complete transaction. The value loaded into I2CxCNT will be decremented by module hardware each time a data byte is transmitted or received by the module.

> **Important:** The I2CxCNT register will not decrement past a zero value.

When a byte transfer causes the I2CxCNT register to decrement to '`0`', the Byte Count Interrupt Flag (CNTIF) bit is set, and if the Byte Count Interrupt Enable (CNTIE) is set, the general purpose I2C Interrupt Flag (I2CxIF) bit of the Peripheral Interrupt Registers (PIR) is also set. If the I2C Interrupt Enable (I2CxIE) bit of the Peripheral Interrupt Enable (PIE) registers is set, module hardware will generate an interrupt event.

Important: The I2CxIF bit is read-only and can only be cleared by clearing all the interrupt flag bits of the I2CxPIR register.

The I2CxCNT register can be read at any time, but it is recommended that a double read is performed to ensure a valid count value.

The I2CxCNT register can be written to; however, care is required to prevent register corruption. If the I2CxCNT register is written to during the 8th falling SCL edge of a reception or during the 9th falling SCL edge of a transmission, the register value may be corrupted. In Client mode, I2CxCNT can be safely written to any time the clock is not being stretched (CSTR = 0) or after a Stop condition has been received (Stop Condition Interrupt Flag (PCIF) = 1). In Host mode, I2CxCNT can be safely written to any time the Host Data Ready (MDR) or Bus Free (BFRE) bits are set. If the I^{2}C packet is longer than 65,536 bytes, the I2CxCNT register can be updated mid-message to prevent the count from reaching zero; however, the preventative measures listed above must be followed.

When in Client Read or Host Write mode and the I2CxCNT value is nonzero (I2CxCNT != 0), the value of the ACKDT bit is used as the acknowledgement response. When I2CxCNT reaches zero (I2CxCNT = 0), the value of the Acknowledge End of Count (ACKCNT) bit is used for the acknowledgement response.

In Host read or write operations, when the I2CxCNT register is clear (I2CxCNT = 0) and the Restart Enable (RSEN) bit is clear, host hardware automatically generates a Stop condition upon the 9th falling edge of SCL. When I2CxCNT is clear (I2CxCNT = 0) and RSEN is set (RSEN = 1), host hardware will stretch the clock while it waits for the Start (S) bit to be set (S = 1). When the Start bit has been set, module hardware transmits a Restart condition followed by the address of the client it wishes to communicate with.

36.3.12.1 Auto-Load I2CxCNT

The I2CxCNT register can be automatically loaded. Auto-loading of the I2CxCNT register is enabled when the Auto-Load I^{2}C Count Register Enable (ACNT) bit is set (ACNT = 1). The ACNT Mode Selection (ACNTMD) bits determine how the received bytes are loaded into I2CxCNT register. The user can choose between lower byte, upper byte, or both.

Important: It is not necessary to preload the I2CxCNT register when using the auto-load feature. If no value is loaded by the 9th falling SCL edge, following an address transmission or reception, the Byte Count Interrupt Flag (CNTIF) will be set by module hardware and must be cleared by software to prevent an interrupt event before I2CxCNT is updated. Alternatively, I2CxCNT can be preloaded with a nonzero value to prevent CNTIF from being set. In this case, the preloaded value will be overwritten once the new count value has been loaded into I2CxCNT.

36.3.12.1.1 ACNTMD = 0 (8 bits are loaded into the low byte of I2CxCNT)

In Host Transmit mode, the first byte following either the 7-bit or 10-bit client address is transferred from I2CxTXB into the low byte of the I2CxCNT register in addition to the transmit shift register.

In Host Reception mode, the first byte received from the client is loaded into the low byte of the I2CxCNT register in addition to the I2CxRXB register. The value of the Acknowledge Data (ACKDT) bit is used as the host's acknowledgement response to prevent a false NACK from being generated before the I2CxCNT register is updated with the new count value.

In Client Reception mode, the first byte received after receiving a matching 7-bit or 10-bit address is loaded into the low byte of the I2CxCNT register in addition to the I2CxRXB register, and the value of the ACKDT bit is used as the client's acknowledgement response.

In Client Transmit mode, the first byte loaded into I2CxTXB following the reception of a matching 7-bit or 10-bit address is transferred into the low byte of the I2CxCNT register in addition to the transmit shift register.

36.3.12.1.2 ACNTMD = 1 (8 bits are loaded into the high byte of I2CxCNT)

In Host Transmit mode, the first byte following either the 7-bit or 10-bit client address is transferred from I2CxTXB into the high byte of the I2CxCNT register in addition to the transmit shift register.

In Host Reception mode, the first byte received from the client is loaded into the high byte of the I2CxCNT register in addition to the I2CxRXB register. The value of the Acknowledge Data (ACKDT) bit is used as the host's acknowledgement response to prevent a false NACK from being generated before the I2CxCNT register is updated with the new count value.

In Client Reception mode, the first byte received after receiving a matching 7-bit or 10-bit address is loaded into the high byte of the I2CxCNT register in addition to the I2CxRXB register, and the value of the ACKDT bit is used as the client's acknowledgement response.

In Client Transmit mode, the first byte loaded into I2CxTXB following the reception of a matching 7-bit or 10-bit address is transferred into the high byte of the I2CxCNT register in addition to the transmit shift register.

36.3.12.1.3 ACNTMD = 2 (16 bits are loaded into I2CxCNT)

In Host Transmit mode, the first two bytes following either the 7-bit or 10-bit client address are transferred from I2CxTXB into both high and low bytes of the I2CxCNT register in addition to the transmit shift register.

Important: When using the auto-load feature in any Transmit mode (Client, Host, Multi-Host), the first of the two bytes following the address is the I2CxCNT register's high byte, followed by the I2CxCNT register's low byte. If the order of these two bytes is switched, the value loaded into the I2CxCNT register will not be correct.

In Host Reception mode, the first two bytes received from the client are loaded into both high and low bytes of the I2CxCNT register in addition to the I2CxRXB register. The value of the Acknowledge Data (ACKDT) bit is used as the host's acknowledgement response to prevent a false NACK from being generated before the I2CxCNT register is updated with the new count value.

In Client Reception mode, the first two bytes received after a receiving a matching 7-bit or 10-bit address are loaded into both high and low bytes of the I2CxCNT register in addition to the I2CxRXB register, and the value of the ACKDT bit is used as the client's acknowledgement response.

In Client Transmit mode, the first two bytes loaded into I2CxTXB following the reception of a matching 7-bit or 10-bit address are transferred into both high and low bytes of the I2CxCNT register in addition to the transmit shift register.

36.3.13 DMA Integration

The I^2C module can be used with the DMA for data transfers. The DMA can be triggered through software via the DMA Transaction (DGO) bit or through the use of the following hardware triggers:

- I^2C Transmit Interrupt Flag (I2CxTXIF)
- I^2C Receive Interrupt Flag (I2CxRXIF)
- I^2C Interrupt Flag (I2CxIF)
- I^2C Error Interrupt Flag (I2CxEIF)

For I^2C communication, the I2CxTXIF is commonly used as the hardware trigger source for host or client transmission, and I2CxRXIF is commonly used as the hardware trigger source for host or client reception.

36.3.13.1 7-Bit Host Transmission

When address buffers are enabled (ABD = 0), I2CxADB1 is loaded with the client address, and I2CxCNT is loaded with a count value. At this point, I2CxTXB does not contain data and the Transmit Buffer Empty (TXBE) bit is set (TXBE = 1). The I2CxTXIF bit is not set since it can only be set when the Host Mode Active (MMA) and TXBE bits are set. Once software sets the Start (S) bit, the MMA bit is set, and hardware transmits the client address. Upon the 8th falling SCL edge, since TXBE = 1, the Host Data Request (MDR) and I2CxTXIF bits are set, and hardware stretches the clock while the DMA loads I2CxTXB with data. Once the DMA loads I2CxTXB, the TXBE, MDR and I2CxTXIF bits are cleared by hardware, and the DMA waits for the next occurrence of I2CxTXIF being set.

When address buffers are disabled (ABD = 1), software must load I2CxTXB with the client address to begin transmission. Therefore, I2CxTXIF can only be set when MMA = 1, and since a Start has not occurred, MMA = 0. Once the address has been transmitted, I2CxTXIF will be set, triggering the DMA to load I2CxTXB with data.

36.3.13.2 10-Bit Host Transmission

When address buffers are enabled (ABD = 0), I2CxADB1 is loaded with the client high address, I2CxADB0 is loaded with the client low address, and I2CxCNT is loaded with a count value. Once software sets the Start (S) bit, the MMA bit is set, and hardware transmits the 10-bit client address. Upon the 8th falling SCL edge of the transmitted address low byte, since TXBE = 1, the MDR and I2CxTXIF bits are set, and hardware stretches the clock while the DMA loads I2CxTXB with data. Once the DMA loads I2CxTXB, the TXBE, MDR and I2CxTXIF bits are cleared by hardware, and the DMA waits for the next occurrence of I2CxTXIF being set.

When address buffers are disabled (ABD = 1), software must load I2CxTXB with the client high address to begin transmission. Once the client high address has been transmitted, I2CxTXIF will be set, triggering the DMA to load I2CxTXB with client low address. Once the DMA loads I2CxTXB with the client low address, the TXBE, MDR and I2CxTXIF bits are cleared by hardware, and the DMA waits for the next occurrence of I2CxTXIF being set.

36.3.13.3 7/10-Bit Host Reception

In both 7-bit and 10-bit Host Receive modes, the state of the ABD bit is ignored. Once the complete 7-bit or 10-bit address has been received by the client, the client will transmit a data byte. Once the byte has been received by the host, hardware sets the I2CxRXIF bit, which triggers the DMA to read I2CxRXB. Once the DMA has read I2CxRXB, I2CxRXIF is cleared by hardware and the DMA waits for the next occurrence of I2CxRXIF being set.

36.3.13.4 7-Bit Client Transmission

In 7-bit Client Transmission mode, the state of ABD is ignored. If the client receives the matching 7-bit address and TXBE is set, I2CxTXIF is set by hardware, triggering the DMA to load data into I2CxTXB. Once the data are transmitted from I2CxTXB, I2CxTXIF is set by hardware, triggering the DMA to once again load I2CxTXB with data. The DMA will continue to load data into I2CxTXB until I2CxCNT reaches a zero value. Once I2CxCNT reaches zero and the data are transmitted from I2CxTXB, I2CxTXIF will not be set, and the DMA will stop loading data.

36.3.13.5 10-Bit Client Transmission

In 10-bit Client Transmission mode, the state of ABD is ignored. If there is no data in I2CxTXB after the client has received the address high byte with the R/$\overline{\text{W}}$ bit set, hardware sets I2CxTXIF, triggering the DMA to load I2CxTXB. The DMA will continue to load data into I2CxTXB until I2CxCNT reaches a zero value. Once I2CxCNT reaches zero and the data are transmitted from I2CxTXB, I2CxTXIF will not be set, and the DMA will stop loading data.

36.3.13.6 7/10-Bit Client Reception

When address buffers are enabled (ABD = 0), client hardware loads I2CxADB0/I2CxADB1 with the matching address, while all data are received by I2CxRXB. Once the client loads I2CxRXB with a received data byte, hardware sets I2CxRXIF, which triggers the DMA to read I2CxRXB. The DMA will continue to read I2CxRXB whenever I2CxRXIF is set.

When address buffers are disabled (ABD = `1`), the client loads I2CxRXB with the matching address byte(s) as they are received. Each received address byte sets I2CxRXIF, which triggers the DMA to read I2CxRXB. The DMA will continue to read I2CxRXB whenever I2CxRXIF is set.

36.3.14 Interrupts

The I^2C module offers several interrupt features designed to assist with communication functions. The interrupt hardware contains four high-level interrupts and several condition-specific interrupts.

36.3.14.1 High-Level Interrupts

Module hardware provides four high-level interrupts:

- Transmit
- Receive
- General Purpose
- Error

These flag bits are read-only bits and cannot be cleared by software.

The I2C Transmit Interrupt Flag (I2CxTXIF) bit is set when the I2CxCNT register is nonzero (I2CxCNT != `0`) and the transmit buffer, I2CxTXB, is empty as indicated by the Transmit Buffer Empty Status (TXBE) bit (TXBE = `1`). If the I2C Transmit Interrupt Enable (I2CxTXIE) bit is set, an interrupt event will occur when the I2CxTXIF bit becomes set. Writing new data to I2CxTXB or setting the Clear Buffer (CLRBF) bit will clear the interrupt condition. The I2CxTXIF bit is also used by the DMA as a trigger source.

Important: I2CxTXIF can only be set when either the Client Mode Active (SMA) or Host Mode Active (MMA) bits are set, and the I2CxCNT register is nonzero (I2CxCNT != `0`). The SMA bit is only set after an address has been successfully acknowledged by a client device, which prevents false interrupts from being triggered on address reception. The MMA bit is set once the host completes the transmission of a Start condition.

The I2C Receive Interrupt Flag (I2CxRXIF) bit is set when the receive shift register has loaded new data into the receive buffer, I2CxRXB. When new data are loaded into I2CxRXB, the Receive Buffer Full Status (RXBF) bit is set (RXBF = `1`), which also sets I2CxRXIF. If the I2C Receive Interrupt Enable (I2CxRXIE) bit is set, an interrupt event will occur when the I2CxRXIF bit becomes set. Reading data from I2CxRXB or setting the CLRBF bit will clear the interrupt condition. The I2CxRXIF bit is also used by the DMA as a trigger source.

Important: I2CxRXIF can only be set when either the Client Mode Active (SMA) or Host Mode Active (MMA) bits are set.

The I2C Interrupt Flag (I2CxIF) is the general purpose interrupt. I2CxIF is set whenever any of the interrupt flag bits contained in the I2C Peripheral Interrupt Register (I2CxPIR) and the associated interrupt enable bits contained in the I2C Peripheral Interrupt Enable Register (I2CxPIE) are set. If I2CxIF becomes set while the I2C Interrupt Enable (I2CxIE) bit is set, an interrupt event will occur. I2CxIF is cleared by module hardware when all enabled interrupt flag bits in I2CxPIR are clear.

The I2C Error Interrupt Flag (I2CxEIF) is set whenever any of the interrupt flag bits contained in the I2C Error Register (I2CxERR) and their associated interrupt enable bits are set. If I2CxEIF becomes set while the I2C Error Interrupt Enable (I2CxEIE) bit is set, an interrupt event will occur. I2CxEIF is cleared by hardware when all enabled error interrupt flag bits in the I2CxERR register are clear.

36.3.14.2 Condition-Specific Interrupts

In addition to the high-level interrupts, module hardware provides several condition-specific interrupts.

The I2C Peripheral Interrupt Register (I2CxPIR) contains the following interrupt flag bits:

- CNTIF: Byte Count Interrupt Flag
- ACKTIF: Acknowledge Status Time Interrupt Flag
- WRIF: Data Write Interrupt Flag
- ADRIF: Address Interrupt Flag
- PCIF: Stop Condition Interrupt Flag
- RSCIF: Restart Condition Interrupt Flag
- SCIF: Start Condition Interrupt Flag

When any of the flag bits in I2CxPIR become set and the associated interrupt enable bits in I2CxPIE are set, the generic I2CxIF is also set. If the generic I2CxIE bit is set, an interrupt event is generated whenever one of the I2CxPIR flag bits becomes set. If the I2CxIE bit is clear, the I2CxPIR flag bit will still be set by hardware; however, no interrupt event will be triggered.

CNTIF becomes set (CNTIF = `1`) when the I2CxCNT register value reaches zero, indicating that all data bytes in the I^{2}C packet have been transmitted or received. CNTIF is set after the 9th falling SCL edge when I2CxCNT reaches zero (I2CxCNT = `0`).

ACKTIF is set (ACKTIF = `1`) by the 9th falling edge of SCL for any byte when the device is addressed as a client in any Client or Multi-Host mode. If the Acknowledge Interrupt and Hold Enable (ACKTIE) bit is set and ACKTIF becomes set:

- If an $\overline{\text{ACK}}$ is detected, clock stretching is also enabled (CSTR = `1`).
- If a NACK is detected, no clock stretching occurs (CSTR = `0`).

WRIF is set (WRIF = `1`) after the 8th falling edge of SCL when the module receives a data byte in Client or Multi-Host modes. Once the data byte is received, WRIF is set, as is the Receive Buffer Full Status (RXBF) bit, the I2CxRXIF bit, and if the Data Write Interrupt and Hold Enable (WRIE) bit is set, the generic I2CxIF bit is also set. WRIF is a read/write bit and must be cleared in software, while the RXBF, I2CxRXIF, and I2CxIF bits are read-only and are cleared by reading I2CxRXB or by setting the Clear Buffer bit (CLRBF = `1`).

ADRIF is set on the 8th falling edge of SCL after the module has received a matching 7-bit address, after receiving a matching 10-bit upper address byte, and after receiving a matching 10-bit lower address byte in Client or Multi-Host modes. Upon receiving a matching 7-bit address or 10-bit upper address, the address is copied to I2CxADB0, the R/$\overline{\text{W}}$ bit setting is copied to the Read Information (R) bit, the Data (D) bit is cleared, and the ADRIF bit is set. If the Address Interrupt and Hold Enable (ADRIE) bit is set, I2CxIF is set, and the clock will be stretched while the module determines whether to $\overline{\text{ACK}}$ or NACK the transmitter. Upon receiving the matching 10-bit lower address, the address is copied to I2CxADB1, and the ADRIF bit is set. If ADRIE is also set, the clock is stretched while the module determines the $\overline{\text{ACK}}$/NACK response to return to the transmitter.

PCIF is set whenever a Stop condition is detected on the bus.

RSCIF is set upon the detection of a Restart condition.

SCIF is set upon the detection of a Start condition.

In addition to the I2CxPIR register, the I2C Error (I2CxERR) register contains three interrupt flag bits that are used to detect bus errors. These read/write bits are set by module hardware but must be cleared by user software. The I2CxERR register also includes the interrupt enable bits for these three error conditions and, when set, will cause an interrupt event whenever the associated interrupt flag bit becomes set.

I2CxERR contains the following interrupt flag bits:

- BTOIF: Bus Time-out Interrupt Flag
- BCLIF: Bus Collision Interrupt Flag
- NACKIF: NACK Detect Interrupt Flag

BTOIF is set when a bus time-out occurs. The bus time-out period is configured using one of the time-out sources selected by the I2C Bus Time-out Clock Source Selection (I2CxBTOC) register.

If the module is configured in Client mode with TOREC set (TOREC = `1`) and a bus time-out event occurs (regardless of the state of the Client Mode Active (SMA) bit), the module is immediately reset, the SMA and Client Clock Stretching (CSTR) bits are cleared, and the BTOIF bit is set. If the Bus Time-out Interrupt Enable (BTOIE) bit is set, the generic I2C Error Interrupt Flag (I2CxEIF) bit is set.

If the module is configured in Client mode with TOREC clear (TOREC = `0`) and a bus time-out event occurs (regardless of the state of the Client Mode Active (SMA) bit), the BTOIF bit is set, but user software must reset the module. If the Bus Time-out Interrupt Enable (BTOIE) bit is set, the generic I2C Error Interrupt Flag (I2CxEIF) bit is set.

If the module is configured in Host mode with TOREC set (TOREC = `1`) and the bus time-out event occurs while the Host is active (Host Mode Active (MMA) = `1`), the Host Data Ready (MDR) bit is cleared, the module will immediately attempt to transmit a Stop condition, and the BTOIF bit is set. Stop condition generation may be delayed if a client device is stretching the clock but will resume once the clock is released or if the client holding the bus also has a time-out event occur. The MMA bit is only cleared after the Stop condition has been generated. If the Bus Time-out Interrupt Enable (BTOIE) bit is set, the generic I2C Error Interrupt Flag (I2CxEIF) bit is set.

If the module is configured in Host mode with TOREC clear (TOREC = `0`) and the bus time-out event occurs while the Host is active (Host Mode Active (MMA) = `1`), the MDR bit is cleared and the BTOIF bit is set, but user software must initiate the Stop condition by setting the P bit. If the Bus Time-out Interrupt Enable (BTOIE) bit is set, the generic I2C Error Interrupt Flag (I2CxEIF) bit is set.

BCLIF is set upon the detection of a bus collision. A bus collision occurs any time the SDA line is sampled at a logic low while the module expects both SCL and SDA lines to be at a high logic level. When a bus collision occurs, BCLIF is set, and if the Bus Collision Detect Interrupt Enable (BCLIE) bit is set, I2CxEIF is also set, and the module is reset.

NACKIF is set when either the host or client is active (SMA = `1` || MMA = `1`) and a NACK response is detected on the bus. A NACK response occurs during the 9th SCL pulse in which the SDA line is released to a logic high. In Host mode, a NACK can be issued when the host has finished receiving data from a client or when the host receives incorrect data. In Client mode, a NACK is issued when the client does not receive a matching address or when it receives incorrect data. A NACK can also be automatically issued when any of the following bits become set, which will also set NACKIF and I2CxEIF:

- TXWE: Transmit Write Error Status
- RXRE: Receive Read Error Status
- TXU: Transmit Underflow Status
- RXO: Receive Overflow Status

Important: The I2CxEIF bit is read-only and is only cleared by hardware after all enabled I2CxERR error flags have been cleared.

36.3.15 Operation in Sleep

The I^2C module can operate while in Sleep mode.

In Client mode, the module can transmit and receive data as long as the system clock source operates in Sleep. If the generic I2C Interrupt Enable (I2CxIE) bit is set and the client receives or transmits a complete byte, I2CxIF is set and the device wakes up from Sleep.

In Host mode, both the system clock and the selected I2CxCLK source must be able to operate in Sleep. If the I2CxIE bit is set and the I2CxIF bit becomes set, the device wakes from Sleep.

36.4 I^{2}C Operation

All I^{2}C communication is performed in 9-bit segments consisting of an 8-bit address/data segment followed by a 1-bit acknowledgement segment. Address and data bytes are transmitted with the Most Significant bit (MSb) first. Interaction between the I^{2}C module and other devices on the bus is controlled and monitored through several I^{2}C Control, Status, and Interrupt registers.

To begin any I^{2}C communication, host hardware checks to ensure that the bus is in an Idle state as indicated by the Bus Free Status (BFRE) bit. When BFRE = `1`, both SDA and SCL lines are floating to a logic high and the bus is considered Idle. When the host detects an Idle bus, it transmits a Start condition, followed by the address of the client it intends to communicate with. The client address can be either 7-bit or 10-bit, depending on the application design.

In 7-bit Addressing mode, the Least Significant bit (LSb) of the 7-bit client address is reserved for the Read/not Write (R/$\overline{\text{W}}$) bit, while in 10-bit Addressing mode, the LSb of the high address byte is reserved as the R/$\overline{\text{W}}$ bit. If the R/$\overline{\text{W}}$ bit is clear (R/$\overline{\text{W}}$ = `0`), the host intends to read information from the client. If R/$\overline{\text{W}}$ is set (R/$\overline{\text{W}}$ = `1`), the host intends to write information to the client. If the addressed client exists on the bus, it must respond with an Acknowledgement ($\overline{\text{ACK}}$) sequence.

Once a client has been successfully addressed, the host will continue to receive data from the client, write data to the client, or a combination of both. Data are always transmitted Most Significant bit (MSb) first. When the host has completed its transactions, it can either issue a Stop condition, signaling to the client that communication is to be terminated, or a Restart condition, informing the bus that the current host wishes to hold the bus to communicate with the same or other client devices.

36.4.1 I^{2}C Client Mode Operation

The I^{2}C module provides four Client Operation modes as selected by the I^{2}C Mode Select (MODE) bits:

- I^{2}C Client mode with recognition of up to four 7-bit addresses
- I^{2}C Client mode with recognition of up to two masked 7-bit addresses
- I^{2}C Client mode with recognition of up to two 10-bit addresses
- I^{2}C Client mode with recognition of one masked 10-bit address

During operation, the client device waits until module hardware detects a Start condition on the bus. Once the Start condition is detected, the client waits for the incoming address information to be received by the receive shift register. The address is then compared to the addresses stored in the I^{2}C Address 0/1/2/3 registers (I2CxADR0, I2CxADR1, I2CxADR2, I2CxADR3), and if an address match is detected, client hardware transfers the matching address into either the I2CxADB0/I2CxADB1 registers or the I2CxRXB register, depending on the state of the Address Buffer Disable (ABD) bit. If there are no address matches, there is no response from the client.

36.4.1.1 Client Addressing Modes

The I2CxADR0, I2CxADR1, I2CxADR2 and I2CxADR3 registers contain the client's addresses. The first byte (7-bit mode) or first and second bytes (10-bit mode) following a Start or Restart condition are compared to the values stored in the I2CxADR registers (see the figure below). If an address match occurs, the valid address is transferred to the I2CxADB0/I2CxADB1 registers or I2CxRXB register, depending on the Addressing mode and the state of the ABD bit.

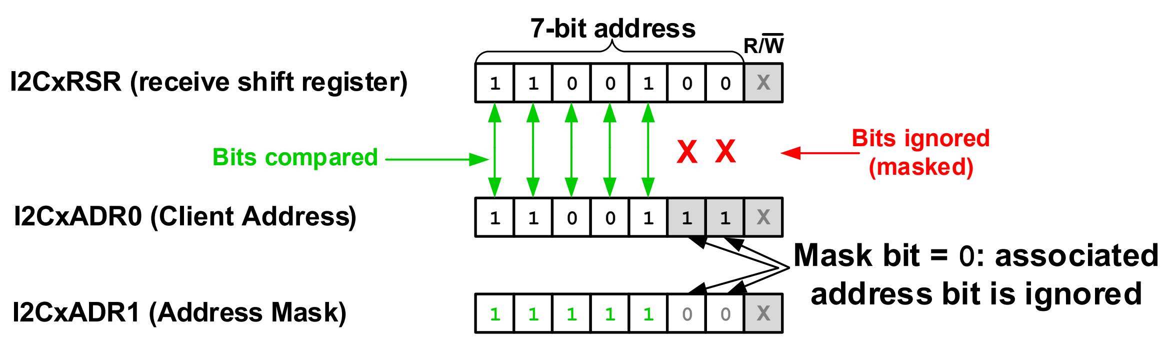
Table 36-2. I^2C Address Registers

Mode	I2CxADR0	I2CxADR1	I2CxADR2	I2CxADR3
7-bit	7-bit address	7-bit address	7-bit address	7-bit address
7-bit w/ masking	7-bit address	7-bit mask for I2CxADR0	7-bit address	7-bit mask for I2CxADR2
10-bit	Address low byte	Address high byte	Address low byte	Address high byte
10-bit w/ masking	Address low byte	Address high byte	Address low byte mask	Address high byte mask

In 7-bit Address mode, the received address byte is compared to all four I2CxADR registers independently to determine a match. The R/$\overline{W}$ bit is ignored during address comparison. If a match occurs, the matching received address is transferred from the receive shift register to either the I2CxADB0 register (when ABD = 0) or to the I2CxRXB register (when ABD = 1), and the value of the R/$\overline{W}$ bit is loaded into the Read Information (R) bit.

In 7-bit Address with Masking mode, I2CxADR0 holds one client address and I2CxADR1 holds the mask value for I2CxADR0, while I2CxADR2 holds a second client address and I2CxADR3 holds the mask value for I2CxADR2. A zero bit in a mask register means that the associated bit in the address register is a 'don't care', which means that the particular address bit is not used in the address comparison between the received address in the shift register and the address stored in either I2CxADR0 or I2CxADR2 (see the figure below).

Figure 36-11. 7-Bit Address with Masking Example



In 10-bit Address mode, I2CxADR0 and I2CxADR1, and I2CxADR2 and I2CxADR3, are combined to create two 10-bit addresses. I2CxADR0 and I2CxADR2 hold the lower eight bits of the address, while I2CxADR1 and I2CxADR3 hold the upper two bits of the address, the R/$\overline{W}$ bit, and the five-digit '11110' code assigned to the five Most Significant bits of the high address byte.

Important: The '11110' code is specified by the I^2C Specification, but is not supported by Microchip. It is up to the user to ensure the correct bit values are loaded into the address high byte. If a host device has included the five-digit code in the address it intends to transmit, the client must also include those bits in client address.

The upper received address byte is compared to the values in I2CxADR1 and I2CxADR3, and if a match occurs, the address is stored in either I2CxADB1 (when ABD = 0) or in I2CxRXB (when ABD = 1), and the value of the R/$\overline{W}$ bit is transferred into the R bit. The lower received address byte is compared to the values in I2CxADR0 and I2CxADR2, and if a match occurs, the address is stored in either I2CxADB0 (when ABD = 0) or in I2CxRXB (when ABD = 1).

In 10-bit Address with Masking mode, I2CxADR0 and I2CxADR1 are combined to form the 10-bit address, while I2CxADR2 and I2CxADR3 are combined to form the 10-bit mask. The upper received address byte is compared to the masked value in I2CxADR1, and if a match occurs, the address is stored in either I2CxADB1 (when ABD = 0) or in I2CxRXB (when ABD = 1), and the value of the R/$\overline{\text{W}}$ bit is transferred into the R bit. The lower received address byte is compared to the value in I2CxADR0, and if a match occurs, the address is stored in either I2CxADB0 (when ABD = 0) or in I2CxRXB (when ABD = 1).

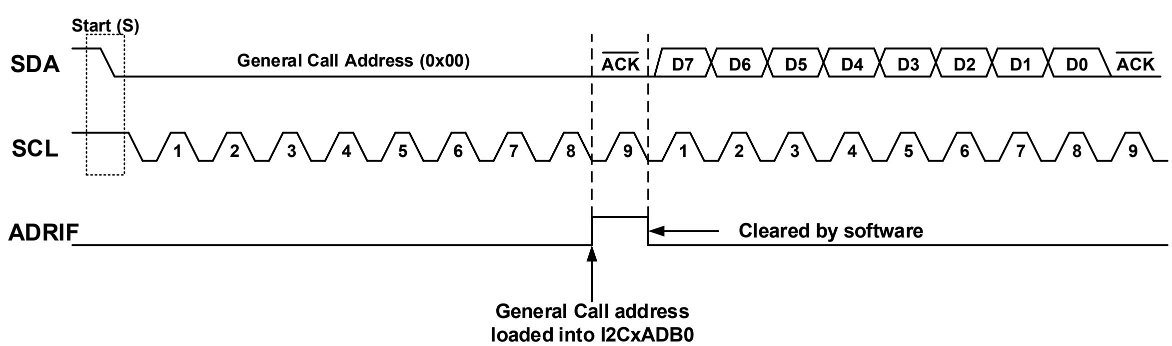
36.4.1.2 General Call Addressing Support

The I²C Specification reserves the address 0x00 as the General Call address. The General Call address is used to address all client modules connected to the bus at the same time. When a host issues a General Call, all client devices may, in theory, respond with an $\overline{\text{ACK}}$. The General Call Enable (GCEN) bit determines whether client hardware will respond to a General Call address. When GCEN is set (GCEN = 1), client hardware will respond to a General Call with an $\overline{\text{ACK}}$, and when GCEN is clear (GCEN = 0), the General Call is ignored, and the client responds with a NACK.

When the module receives a General Call, the ADRIF bit is set and the address is stored in I2CxADB0. If the ADRIE bit is set, the module will generate an interrupt and stretch the clock after the 8th falling edge of SCL. This allows the client to determine the acknowledgement response to return to the host (see the figure below).

Important: When using the General Call addressing feature, loading the I2CxADR0/1/2/3 registers with the 0x00 address is not recommended. Additionally, client hardware only supports General Call addressing in 7-bit Addressing modes.

Figure 36-12. General Call Addressing



36.4.1.3 Client Operation in 7-Bit Addressing Modes

The upper seven bits of an address byte are used to determine a client's address, while the LSb of the address byte is reserved as the Read/not Write (R/$\overline{\text{W}}$) bit. When R/$\overline{\text{W}}$ is set (R/$\overline{\text{W}}$ = 1), the host device intends to read data from the client. When R/$\overline{\text{W}}$ is clear (R/$\overline{\text{W}}$ = 0), the host device intends to write data to the client. When an address match occurs, the R/$\overline{\text{W}}$ bit is copied to the Read Information (R) bit, and the 7-bit address is copied to I2CxADB0.

36.4.1.3.1 Client Transmission (7-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is transmitting data in 7-bit Addressing mode:

1. The host device issues a Start condition. Once the Start condition has been detected, client hardware sets the Start Condition Interrupt Flag (SCIF) bit. If the Start Condition Interrupt Enable (SCIE) bit is also set, the generic I2CxIF is also set.
2. Host hardware transmits the 7-bit client address with the $R/\overline{W}$ bit set, indicating that it intends to read data from the client.
3. The received address is compared to the values in the I2CxADR registers. If the client is configured in 7-bit Addressing mode (no masking), the received address is independently compared to each of the I2CxADR0/1/2/3 registers. In 7-bit Addressing with Masking mode, the received address is compared to the masked value of I2CxADR0 and I2CxADR2.
   If an address match occurs:
   - The Client Mode Active (SMA) bit is set by module hardware.
   - The $R/\overline{W}$ bit value is copied to the Read Information (R) bit by module hardware.
   - The Data (D) bit is cleared by hardware, indicating the last received byte was an address.
   - The Address Interrupt Flag (ADRIF) bit is set. If the Address Interrupt and Hold Enable (ADRIE) bit is set, and the Clock Stretching Disable (CSD) bit is clear, hardware sets the Client Clock Stretching (CSTR) bit and the generic I2CxIF bit. This allows time for the client to read either I2CxADB0 or I2CxRXB and selectively $\overline{ACK}$/NACK based on the received address. When the client has finished processing the address, software must clear CSTR to resume operation.
   - The matching received address is loaded into either the I2CxADB0 register or into the I2CxRXB register as determined by the Address Buffer Disable (ABD) bit. When ABD is clear (ABD = `0`), the matching address is copied to I2CxADB0. When ABD is set (ABD = `1`), the matching address is copied to I2CxRXB, which also sets the Receive Buffer Full Status (RXBF) bit and the I2C Receive Interrupt Flag (I2CxRXIF) bit. I2CxRXIF is a read-only bit, and must be cleared by either reading I2CxRXB or by setting the Clear Buffer (CLRBF) bit (CLRBF = `1`).

   If no address match occurs, the module remains Idle.
4. If the Transmit Buffer Empty Status (TXBE) bit is set (TXBE = `1`), I2CxCNT has a nonzero value (I2CxCNT != `0`), and the I2C Transmit Interrupt Flag (I2CxTXIF) is set (I2CxTXIF = `1`), client hardware sets CSTR, stretches the clock (when CSD = `0`), and waits for software to load I2CxTXB with data. I2CxTXB must be loaded to clear I2CxTXIF. Once data are loaded into I2CxTXB, hardware automatically clears CSTR to resume communication.
5. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive overflow (RXO = `1`), client hardware automatically generates a NACK condition. NACKIF is set, and the module goes Idle.
6. Upon the 9th falling SCL edge, the data byte in I2CxTXB is transferred to the transmit shift register, and I2CxCNT is decremented by one. Additionally, the Acknowledge Status Time Interrupt Flag (ACKTIF) bit is set. If the Acknowledge Status Time Interrupt and Hold Enable (ACKTIE) bit is also set, the generic I2CxIF is set, and if client hardware generated an $\overline{ACK}$, the CSTR bit is also set and the clock is stretched (when CSD = `0`). If a NACK was generated, the CSTR bit remains unchanged. Once complete, software must clear CSTR and ACKTIF to release the clock and continue operation.
7. If the client generated an $\overline{ACK}$ and I2CxCNT is nonzero, host hardware transmits eight clock pulses, and client hardware begins to shift the data byte out of the shift register starting with the Most Significant bit (MSb).
8. After the 8th falling edge of SCL, client hardware checks the status of TXBE and I2CxCNT. If TXBE is set and I2CxCNT has a nonzero count value, hardware sets CSTR and the clock is stretched (when CSD = `0`) until software loads I2CxTXB with new data. Once I2CxTXB has been loaded, hardware clears TXBE, I2CxTXIF, and CSTR to resume communication.

9. Once the host hardware clocks in all eight data bits, it transmits the 9th clock pulse along with the $\overline{\text{ACK}}$/NACK response back to the client. Client hardware copies the $\overline{\text{ACK}}$/NACK value to the Acknowledge Status (ACKSTAT) bit and sets ACKTIF. If ACKTIE is also set, client hardware sets the generic I2CxIF bit and CSTR and stretches the clock (when CSD = 0). Software must clear CSTR to resume operation.
10. After the 9th falling edge of SCL, data currently loaded in I2CxTXB is transferred to the transmit shift register, setting both TXBE and I2CxTXIF. I2CxCNT is decremented by one. If I2CxCNT is zero (I2CxCNT = 0), CNTIF is set.
11. If I2CxCNT is nonzero and the host issued an $\overline{\text{ACK}}$ on the last byte (ACKSTAT = 0), the host transmits eight clock pulses, and client hardware begins to shift data out of the shift register.
12. Repeat steps 8–11 until the host has received all the requested data (I2CxCNT = 0). Once all data has been received, the host issues a NACK, followed by either a Stop or Restart condition. Once the NACK has been received by the client, hardware sets NACKIF and clears SMA. If the NACK Detect Interrupt Enable (NACKIE) bit is also set, the generic I2C Error Interrupt Flag (I2CxEIF) is set. If the host issued a Stop condition, client hardware sets the Stop Condition Interrupt Flag (PCIF). If the host issued a Restart condition, client hardware sets the Restart Condition Interrupt Flag (RSCIF). If the associated interrupt enable bits are also set, the generic I2CxIF is also set.

Important: I2CxEIF is read-only and is cleared by hardware when all enable interrupt flag bits in I2CxERR are cleared.

Figure 36-13. 7-Bit Client Mode Transmission (No Clock Stretching)

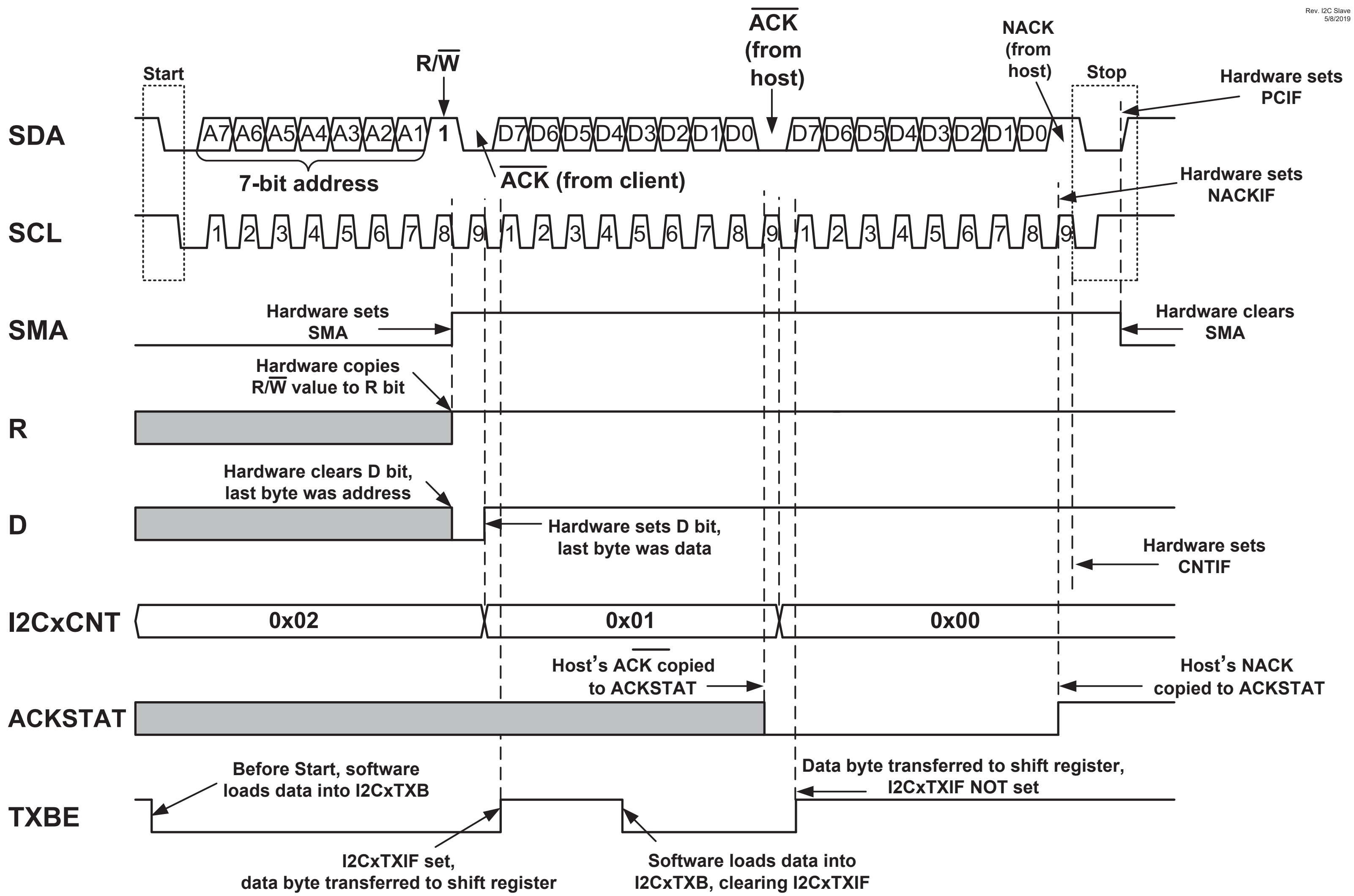


Figure 36-14. 7-Bit Client Mode Transmission (ADRIE = 1)

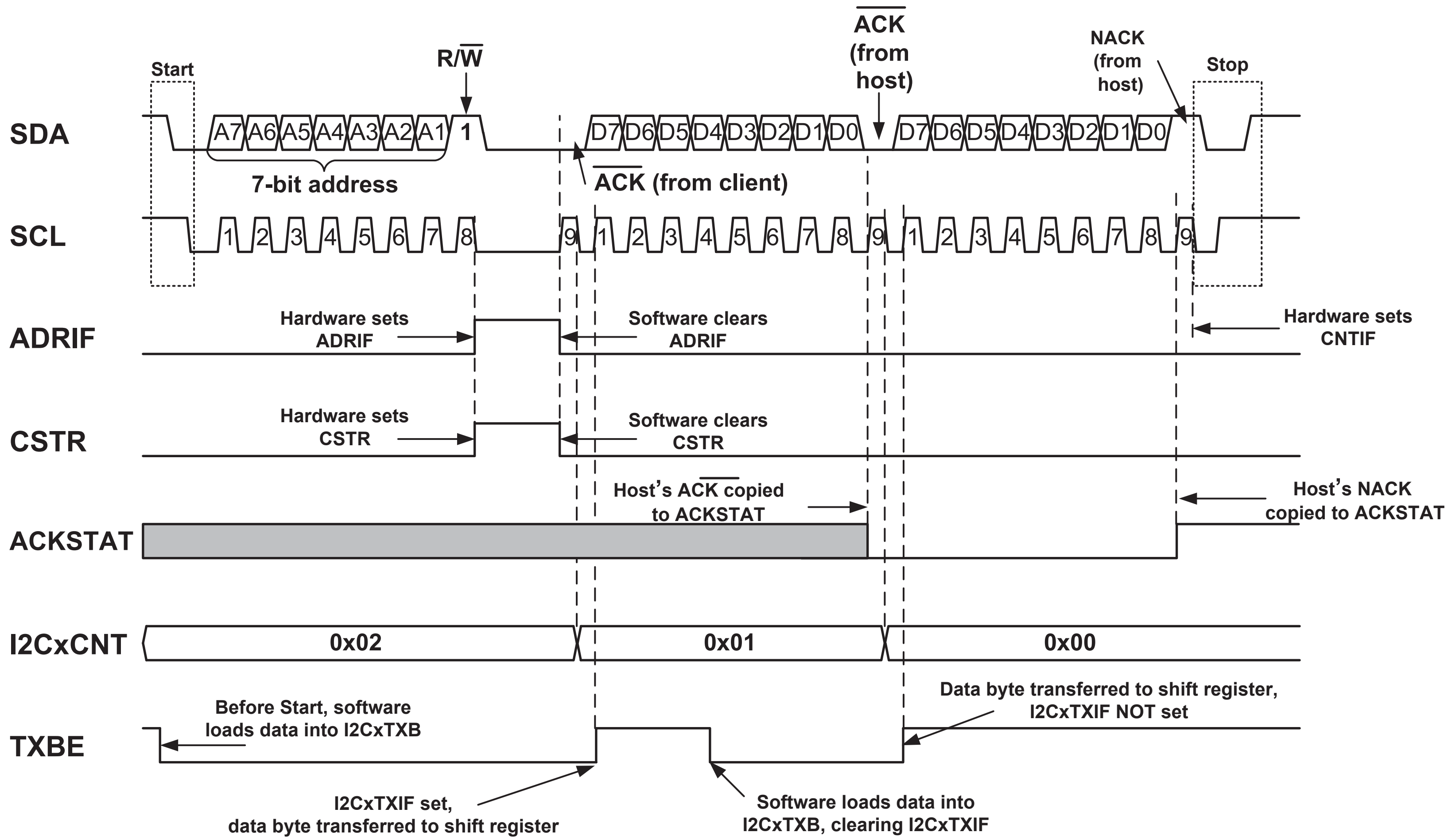
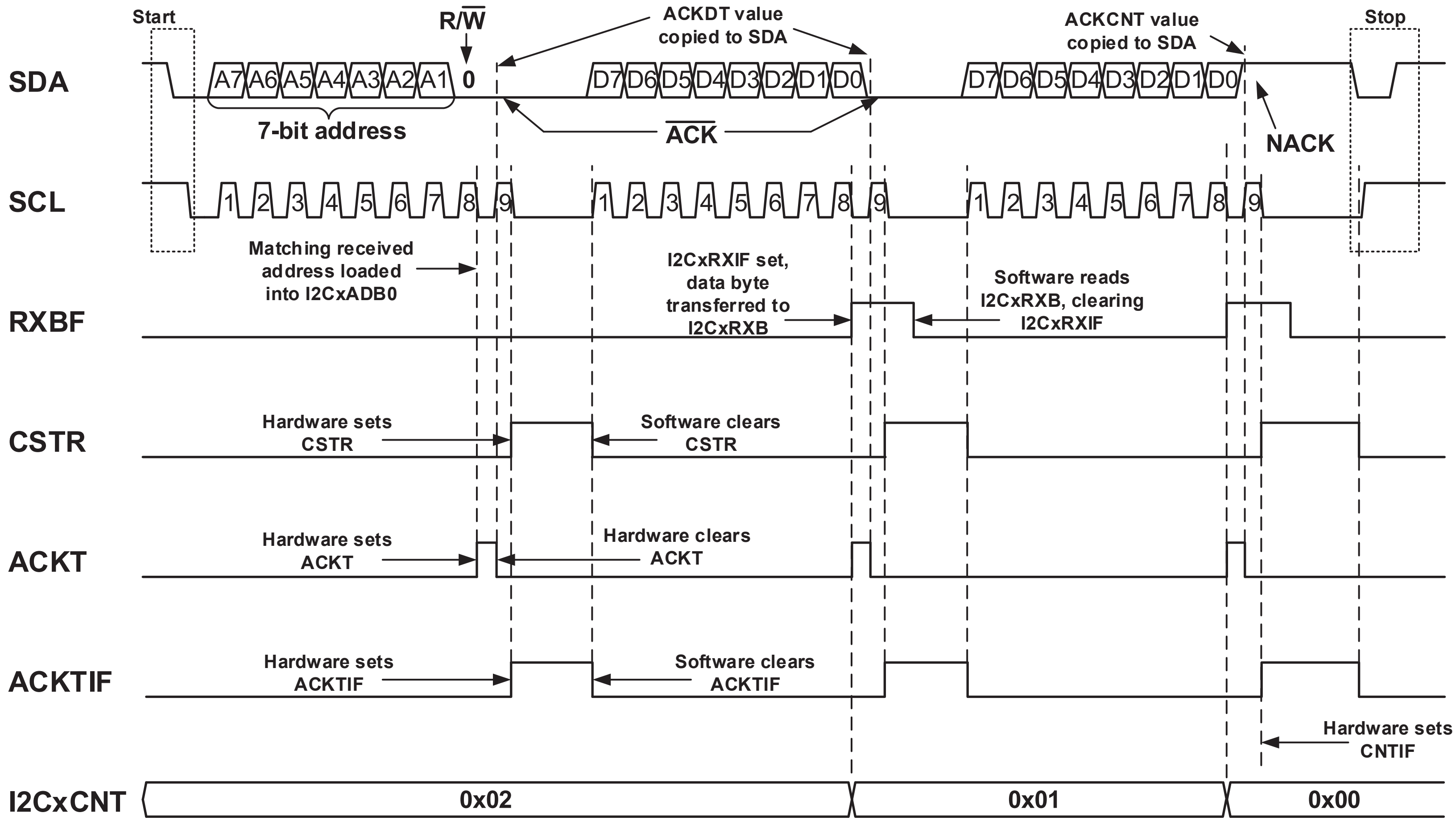


Figure 36-15. 7-Bit Client Mode Transmission (ACKTIE = 1)



36.4.1.3.2 Client Reception (7-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is receiving data in 7-bit Addressing mode:

1. The host issues a Start condition. Once the Start is detected, client hardware sets the Start Condition Interrupt Flag (SCIF) bit. If the Start Condition Interrupt Enable (SCIE) bit is also set, the generic I2CxIF bit is also set.
2. The host transmits the 7-bit client address with the R/$\overline{\text{W}}$ bit clear, indicating that it intends to write data to the client.
3. The received address is compared to the values in the I2CxADR registers. If the client is configured in 7-bit Addressing mode (no masking), the received address is independently compared to each of the I2CxADR0/1/2/3 registers. In 7-bit Addressing with Masking mode, the received address is compared to the masked value of I2CxADR0 and I2CxADR2.
   If an address match occurs:
   - The Client Mode Active (SMA) bit is set by module hardware.
   - The R/$\overline{\text{W}}$ bit value is copied to the Read Information (R) bit by module hardware.
   - The Data (D) bit is cleared (D = `0`) by hardware, indicating the last received byte was an address.
   - The Address Interrupt Flag (ADRIF) bit is set (ADRIF = `1`). If the Address Interrupt and Hold Enable (ADRIE) bit is set (ADRIE = `1`) and the Clock Stretching Disable (CSD) bit is clear (CSD = `0`), hardware sets the Client Clock Stretching (CSTR) bit and the generic I2CxIF bit. This allows time for the client to read either I2CxADB0 or I2CxRXB and selectively $\overline{\text{ACK}}$/NACK based on the received address. When the client has finished processing the address, software must clear CSTR to resume operation.
   - The matching received address is loaded into either the I2CxADB0 register or into the I2CxRXB register as determined by the Address Buffer Disable (ABD) bit. When ABD is clear (ABD = `0`), the matching address is copied to I2CxADB0. When ABD is set (ABD = `1`), the matching address is copied to I2CxRXB, which also sets the Receive Buffer Full Status (RXBF) bit and the I2C Receive Interrupt Flag (I2CxRXIF) bit. I2CxRXIF is a read-only bit and must be cleared by either reading I2CxRXB or by setting the Clear Buffer (CLRBF) bit (CLRBF = `1`).

   If no address match occurs, the module remains Idle.
4. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive overflow (RXO = `1`), client hardware automatically generates a NACK condition. NACKIF is set, and the module goes Idle.
5. Upon the 9th falling SCL edge, the Acknowledge Status Time Interrupt Flag (ACKTIF) bit is set. If the Acknowledge Interrupt and Hold Enable (ACKTIE) bit is also set, the generic I2CxIF is set, and if client hardware generated an $\overline{\text{ACK}}$, the CSTR bit is also set and the clock is stretched (when CSD = `0`). If a NACK was generated, the CSTR bit remains unchanged. Once complete, software must clear CSTR and ACKTIF to release the clock and continue operation.
6. If client hardware generated a NACK, host hardware generates a Stop condition, the Stop Condition Interrupt Flag (PCIF) bit is set when client hardware detects the Stop condition, and the client goes Idle. If an $\overline{\text{ACK}}$ was generated, host hardware transmits the first seven bits of the 8-bit data byte.
7. If data remains in I2CxRXB (RXBF = `1` and I2CxRXIF = `1`) when the first seven bits of the new byte are received by the shift register, CSTR is set, and if CSD is clear, the clock is stretched after the 7th falling edge of SCL. This allows time for the client to read I2CxRXB, which clears RXBF and I2CxRXIF, and prevents a receive buffer overflow. Once RXBF and I2CxRXIF are cleared, hardware releases SCL.

8. Host hardware transmits the 8th bit of the current data byte into the client receive shift register. Client hardware then transfers the complete byte into I2CxRXB on the 8th falling edge of SCL and sets the following bits:
   – I2CxRXIF
   – I2CxIF
   – Data Write Interrupt Flag (WRIF)
   – Data (D)
   – RXBF

   I2CxCNT is decremented by one. If the Data Write Interrupt and Hold Enable (WRIE) is set (WRIE = 1), hardware sets CSTR (when CSD = 0) and stretches the clock, allowing time for client software to read I2CxRXB and determine the state of the ACKDT bit that is transmitted back to the host. Once the client determines the Acknowledgment response, software clears CSTR to allow further communication.
9. Host hardware transmits the 9th clock pulse. If there are pending errors, such as receive buffer overflow, client hardware automatically generates a NACK condition, sets NACKIF, and the module goes Idle. If I2CxCNT is nonzero (I2CxCNT != 0), client hardware transmits the value of ACKDT as the acknowledgment response to the host. It is up to software to configure ACKDT appropriately. In most cases, the ACKDT bit must be clear (ACKDT = 0) so that the host receives an $\overline{\text{ACK}}$ response (logic low level on SDA during the 9th clock pulse).
   If I2CxCNT is zero (I2CxCNT = 0), client hardware transmits the value of the Acknowledge End of Count (ACKCNT) bit as the Acknowledgement response, rather than the value of ACKDT. It is up to software to configure ACKCNT appropriately. In most cases, ACKCNT must be set (ACKCNT = 1), which represents a NACK condition. When host hardware detects a NACK on the bus, it will generate a Stop condition. If ACKCNT is clear (ACKCNT = 0), an $\overline{\text{ACK}}$ will be issued, and host hardware will not issue a Stop condition.
10. Upon the 9th falling edge of SCL, the ACKTIF bit is set. If ACKTIE is also set, the generic I2CxIF is set, and if CSD is clear, client hardware sets CSTR and stretches the clock. This allows time for software to read I2CxRXB. Once complete, software must clear both CSTR and ACKTIF to release the clock and continue communication.
11. Repeat steps 6-10 until the host has transmitted all the data (I2CxCNT = 0) or until the host issues a Stop or Restart condition.

Figure 36-16. 7-Bit Client Mode Reception (No Clock Stretching)

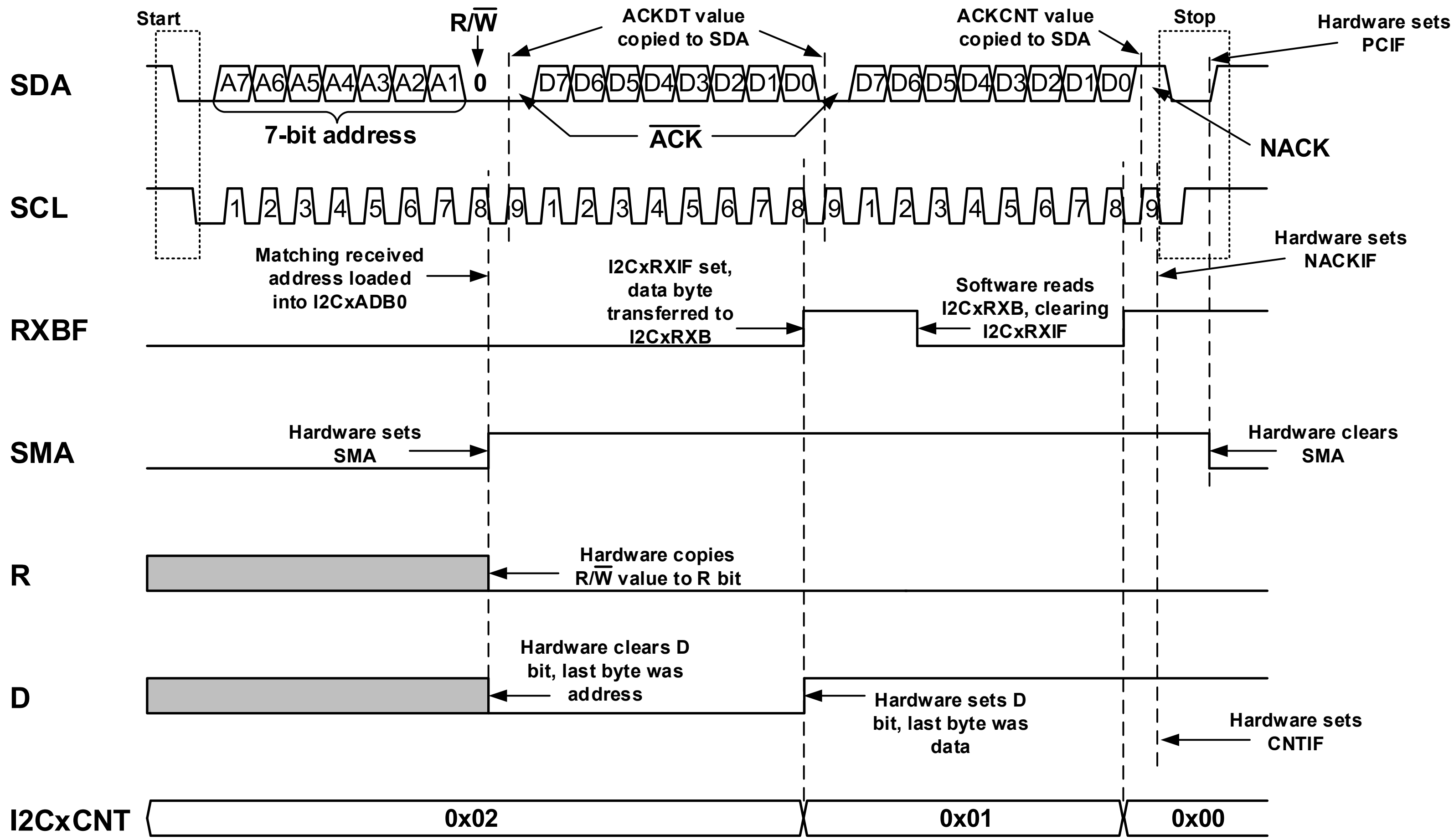


Figure 36-17. 7-Bit Client Mode Reception (ADRIE = 1)

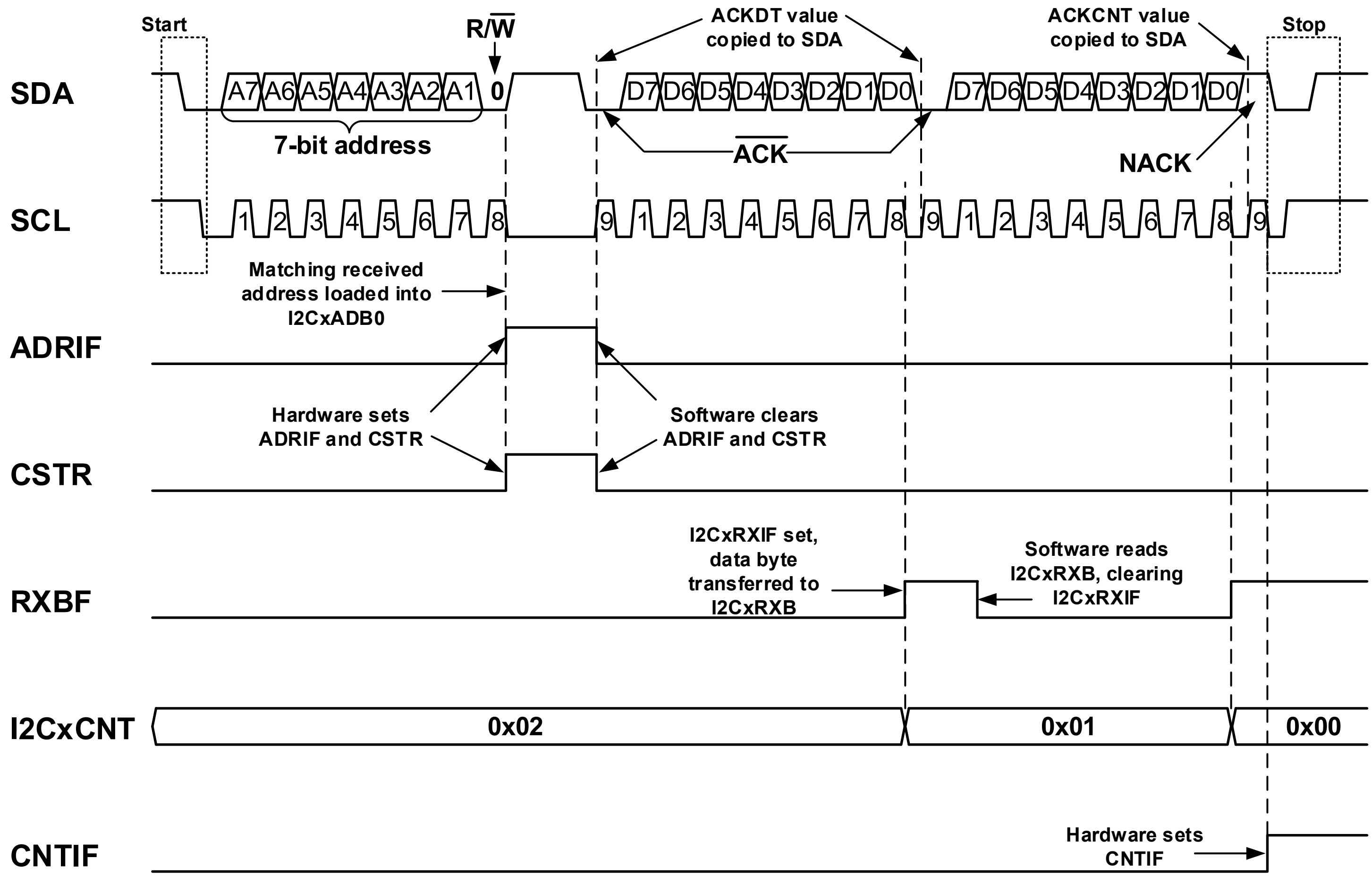


Figure 36-18. 7-Bit Client Mode Reception (ACKTIE = 1)

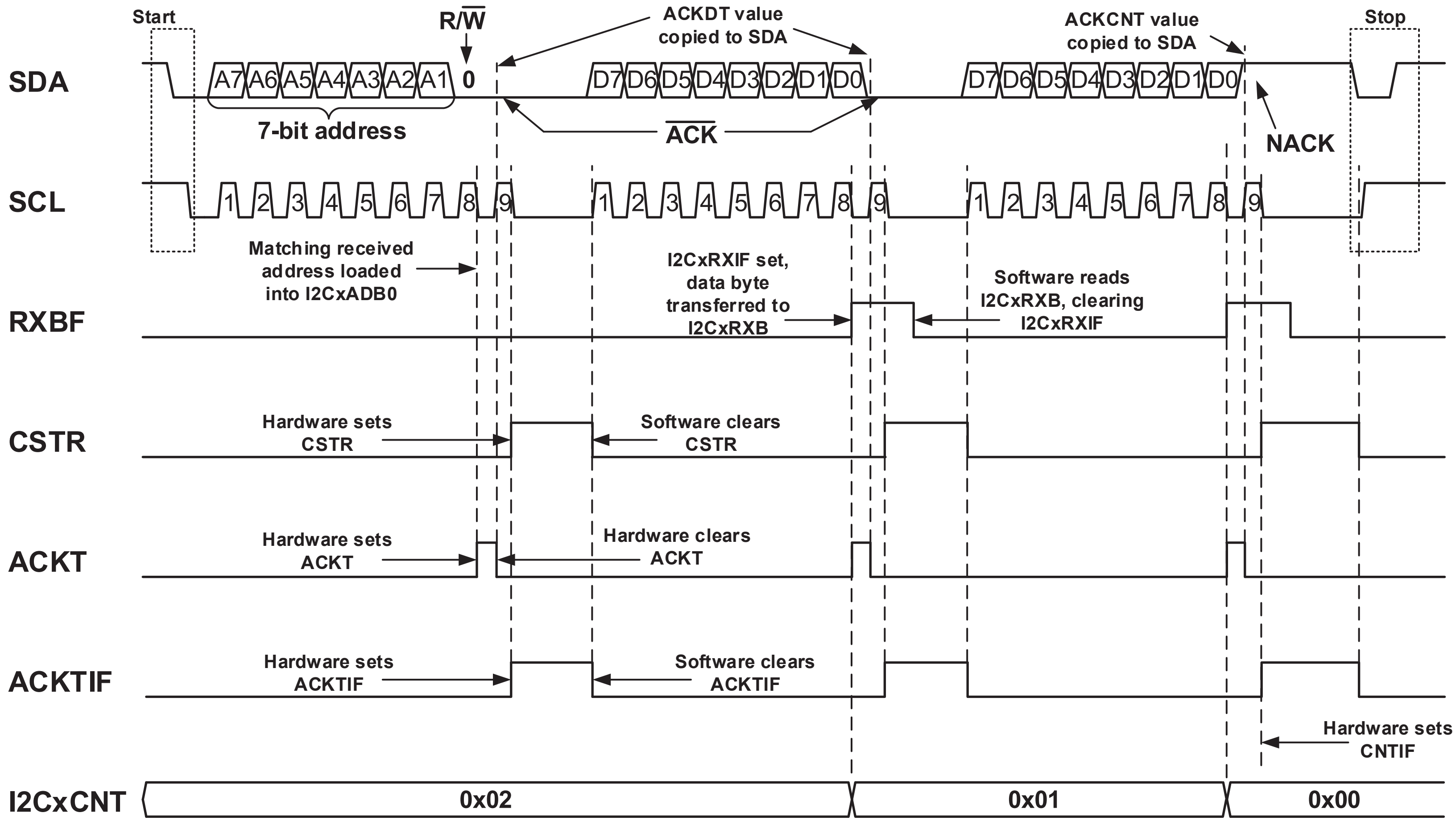
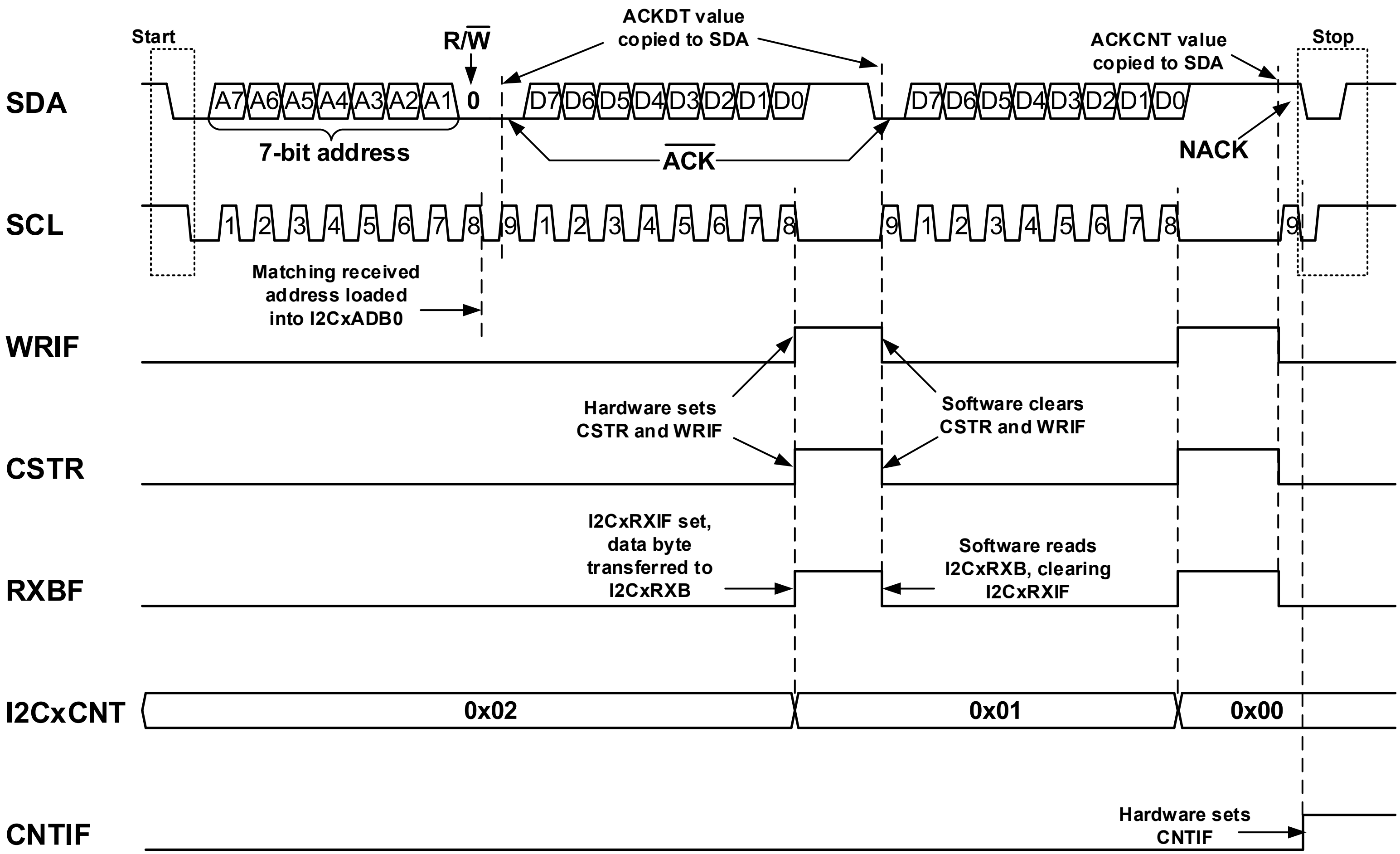


Figure 36-19. 7-Bit Client Mode Reception (WRIE = 1)

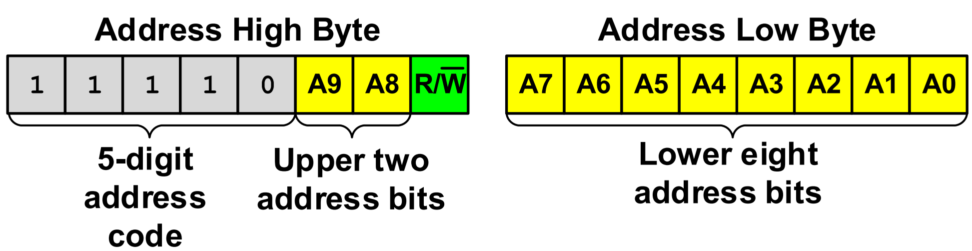


36.4.1.4 Client Operation in 10-Bit Addressing Modes

In 10-bit Addressing modes, the first two bytes following a Start condition form the 10-bit address (see the figure below). The first byte (address high byte) holds the upper two address bits, the R/$\overline{\text{W}}$ bit, and a five digit code (`11110`) as defined by the I^{2}C Specification. The second byte (address low byte) holds the lower eight address bits. In all 10-bit Addressing modes, the R/$\overline{\text{W}}$ value contained in the first byte must always be zero (R/$\overline{\text{W}}$ = `0`). If the host intends to read data from the client, it must issue a Restart condition, followed by the address high byte with R/$\overline{\text{W}}$ set (R/$\overline{\text{W}}$ = `1`).

The first byte is compared to the values in the I2CxADR1 and I2CxADR3 registers in 10-bit Addressing mode or to the masked value of I2CxADR1 in 10-bit Addressing with Masking mode. The second byte is compared to the values in the I2CxADR0 and I2CxADR2 registers in 10-bit Addressing mode or to the masked value of I2CxADR0 in 10-bit Addressing with Masking mode. If an address high byte match occurs, the high address byte is copied to I2CxADB1 and the R/$\overline{\text{W}}$ bit value is copied to the Read Information (R) bit, and if an address low byte match occurs, the low address byte is copied to I2CxADB0.

Figure 36-20. Upper and Lower 10-Bit Address Bytes



36.4.1.4.1 Client Transmission (10-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is transmitting data in 10-bit Addressing mode:

1. The host device issues a Start condition. Once the Start condition has been detected, client hardware sets the Start Condition Interrupt Flag (SCIF) bit. If the Start Condition Interrupt Enable (SCIE) bit is also set, the generic I2CxIF is also set.
2. Host hardware transmits the 10-bit high address byte with the R/$\overline{\text{W}}$ bit clear (R/$\overline{\text{W}}$ = `0`).
3. Client hardware compares the received address to the values in the I2CxADR registers. If the client is configured in 10-bit Addressing mode (no masking), the received high address byte is compared to the values in I2CxADR1 and I2CxADR3. In 10-bit Addressing with Masking mode, the received high address byte is compared to the masked value of I2CxADR1.
   If an address match occurs:
   - The R/$\overline{\text{W}}$ value is copied to the Read Information (R) bit by module hardware.
   - The Data (D) bit is cleared by hardware.
   - The Address Interrupt Flag (ADRIF) bit is set (ADRIF = `1`).
   - The matching address is loaded into either the I2CxADB1 register or into the I2CxRXB register as determined by the Address Buffer Disable (ABD) bit. When ABD is clear (ABD = `0`), the matching address is copied to I2CxADB1. When ABD is set (ABD = `1`), the matching address is copied to I2CxRXB, which also sets the Receive Buffer Full Status (RXBF) bit and the I2C Receive Interrupt Flag (I2CxRXIF) bit.

Important: Regardless of whether the Address Interrupt and Hold Enable (ADRIE) bit is set, clock stretching does not occur when the R/$\overline{W}$ bit is clear in 10-bit Addressing modes.

If no address match occurs, the module remains Idle.

4. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive buffer overflow (RXO = 1), client hardware generates a NACK and the module goes Idle.
5. The host device transmits the low address byte. If the client is configured in 10-bit Addressing mode (no masking), the received low address byte is compared to the values in I2CxADR0 and I2CxADR2. In 10-bit Addressing with Masking mode, the received low address byte is compared to the masked value of I2CxADR0.
   If a match occurs:
   - The Client Mode Active (SMA) bit is set by module hardware.
   - ADRIF is set. If ADRIE is set and the Clock Stretching Disable (CSD) bit is clear, hardware sets the Client Clock Stretching (CSTR) bit and the generic I2CxIF bit. This allows time for the client to read either I2CxADB0 or I2CxRXB and selectively $\overline{ACK}$/NACK based on the received address. When the client has finished processing the address, software must clear CSTR to resume operation.
   - The matching received address is loaded into either the I2CxADB0 register or into the I2CxRXB register as determined by the ABD bit. When ABD is clear (ABD = 0), the matching address is copied to I2CxADB0. When ABD is set (ABD = 1), the matching address is copied to I2CxRXB, which also sets RXBF and I2CxRXIF. I2CxRXIF is a read-only bit and must be cleared by either reading I2CxRXB or by setting the Clear Buffer (CLRBF) bit (CLRBF = 1).

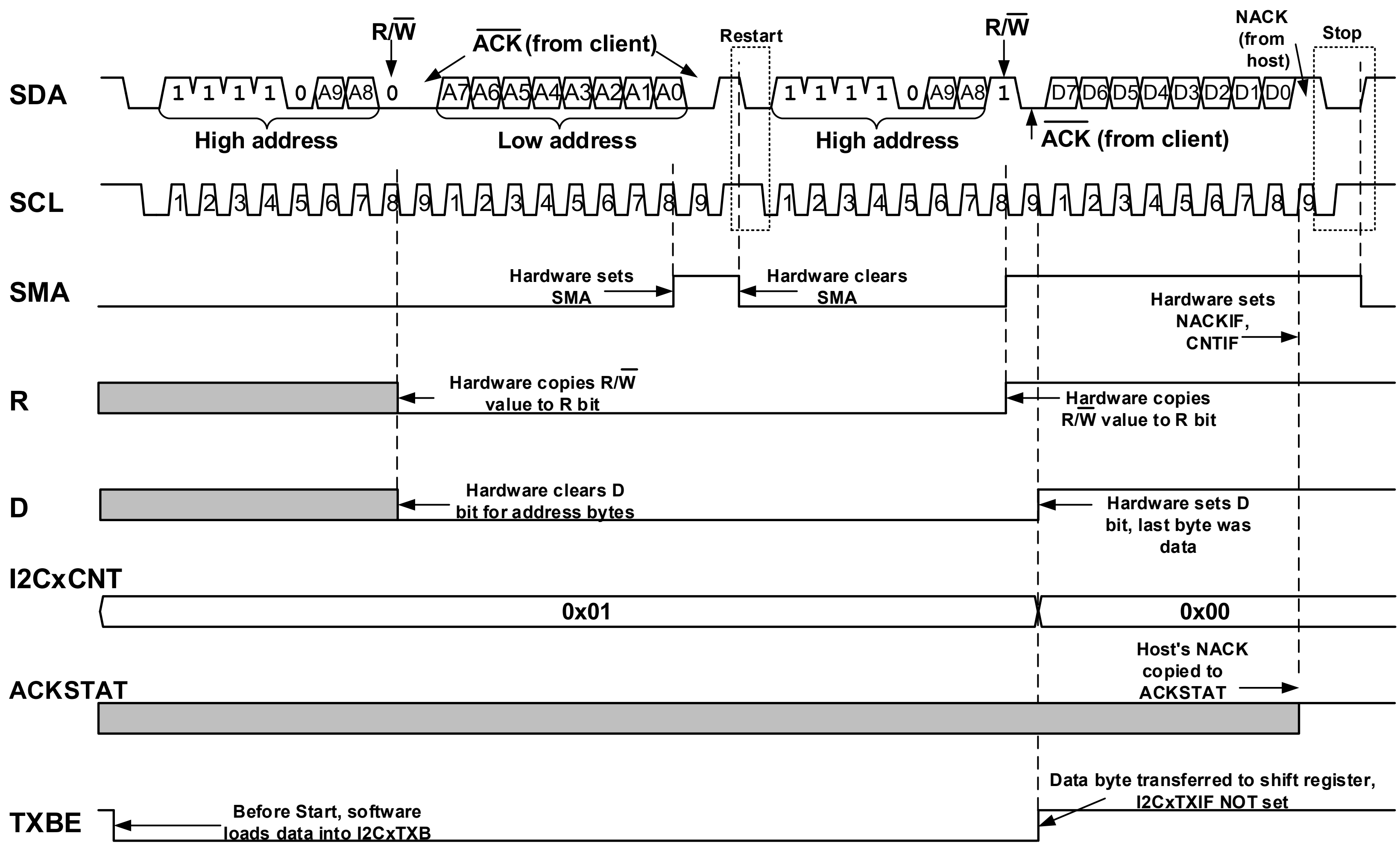
   If no match occurs, the module goes Idle.
6. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive buffer overflow (RXO = 1), client hardware generates a NACK and the module goes Idle.
7. After the 9th falling edge of SCL, the Acknowledge Status Time Interrupt Flag (ACKTIF) bit is set. If the Acknowledge Time Interrupt and Hold Enable (ACKTIE) bit is also set, the generic I2CxIF is set, and if client hardware generated an $\overline{ACK}$, the CSTR bit is also set and the clock is stretched (when CSD = 0). If a NACK was generated, the CSTR bit remains unchanged. Once completed, software must clear CSTR and ACKTIF to release the clock and resume operation.
8. Host hardware issues a Restart condition (cannot be a Start condition), and once the client detects the Restart, hardware sets the Restart Condition Interrupt Flag (RSCIF). If the Restart Condition Interrupt Enable (RSCIE) bit is also set, the generic I2CxIF is also set.
9. Host hardware transmits the client's high address byte with R/$\overline{W}$ set.
   If the received high address byte matches:
   - The R/$\overline{W}$ bit value is copied to the R bit.
   - The SMA bit is set.
   - The D bit is cleared, indicating the last byte as an address.
   - ADRIF is set. If ADRIE is set, and the CSD bit is clear, hardware sets CSTR and the generic I2CxIF bit. This allows time for the client to read either I2CxADB1 or I2CxRXB and selectively $\overline{ACK}$/NACK based on the received address. When the client has finished processing the address, software must clear CSTR to resume operation.
   - The matching received address is loaded into either the I2CxADB1 register or into the I2CxRXB register as determined by the ABD bit. When ABD is clear (ABD = 0), the matching address is copied to I2CxADB1. When ABD is set (ABD = 1), the matching address is copied to

I2CxRXB, which also sets RXBF and I2CxRXIF. I2CxRXIF is a read-only bit and must be cleared by either reading I2CxRXB or by setting CLRBF (CLRBF = `1`).

If the address does not match, the module goes Idle.

10. If the Transmit Buffer Empty Status (TXBE) bit is set (TXBE = `1`), I2CxCNT has a nonzero value (I2CxCNT != `0`), and the I2C Transmit Interrupt Flag (I2CxTXIF) is set (I2CxTXIF = `1`), client hardware sets CSTR, stretches the clock (when CSD = `0`), and waits for software to load I2CxTXB with data. I2CxTXB must be loaded to clear I2CxTXIF. Once data are loaded into I2CxTXB, hardware automatically clears CSTR to resume communication.
11. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive overflow (RXO = `1`), client hardware automatically generates a NACK condition. NACKIF is set, and the module goes Idle.
12. Upon the 9th falling SCL edge, the data byte in I2CxTXB is transferred to the transmit shift register, and I2CxCNT is decremented by one. Additionally, the ACKTIF bit is set. If the ACKTIE bit is also set, the generic I2CxIF is set, and if client hardware generated an $\overline{\text{ACK}}$, the CSTR bit is also set and the clock is stretched (when CSD = `0`). If a NACK was generated, the CSTR bit remains unchanged. Once complete, software must clear CSTR and ACKTIF to release the clock and continue operation.
13. If the client generated an $\overline{\text{ACK}}$ and I2CxCNT is nonzero, host hardware transmits eight clock pulses, and client hardware begins to shift the data byte out of the shift register starting with the Most Significant bit (MSb).
14. After the 8th falling edge of SCL, client hardware checks the status of TXBE and I2CxCNT. If TXBE is set and I2CxCNT has a nonzero count value, hardware sets CSTR and the clock is stretched (when CSD = `0`) until software loads I2CxTXB with new data. Once I2CxTXB has been loaded, hardware clears CSTR to resume communication.
15. Once the host hardware clocks in all eight data bits, it transmits the 9th clock pulse along with the $\overline{\text{ACK}}$/NACK response back to the client. Client hardware copies the $\overline{\text{ACK}}$/NACK value to the Acknowledge Status (ACKSTAT) bit and sets ACKTIF. If ACKTIE is also set, client hardware sets the generic I2CxIF bit and CSTR and stretches the clock (when CSD = `0`). Software must clear CSTR to resume operation.
16. After the 9th falling edge of SCL, data currently loaded in I2CxTXB is transferred to the transmit shift register, setting both TXBE and I2CxTXIF. I2CxCNT is decremented by one. If I2CxCNT is zero (I2CxCNT = `0`), CNTIF is set.
17. If I2CxCNT is nonzero and the host issued an $\overline{\text{ACK}}$ on the last byte (ACKSTAT = `0`), the host transmits eight clock pulses, and client hardware begins to shift data out of the shift register.
18. Repeat steps 13-17 until the host has received all the requested data (I2CxCNT = `0`). Once all data are received, host hardware transmits a NACK condition, followed by either a Stop or Restart condition. Once the NACK has been received by the client, hardware sets NACKIF and clears SMA. If the NACK Detect Interrupt Enable (NACKIE) bit is also set, the generic I2C Error Interrupt Flag (I2CxEIF) is set. If the host issued a Stop condition, client hardware sets the Stop Condition Interrupt Flag (PCIF). If the host issued a Restart condition, client hardware sets the Restart Condition Interrupt Flag (RSCIF) bit. If the associated interrupt enable bits are also set, the generic I2CxIF is also set.

Figure 36-21. 10-Bit Client Mode Transmission



36.4.1.4.2 Client Reception (10-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is receiving data in 7-bit Addressing mode:

1. The host issues a Start condition. Once the Start is detected, client hardware sets the Start Condition Interrupt Flag (SCIF) bit. If the Start Condition Interrupt Enable (SCIE) bit is also set, the generic I2CxIF bit is also set.
2. Host hardware transmits the address high byte with the R/$\overline{\text{W}}$ bit clear (R/$\overline{\text{W}}$ = 0).
3. The received high address byte is compared to the values in the I2CxADR registers. If the client is configured in 10-bit Addressing mode (no masking), the received high address byte is compared to the values in the I2CxADR1 and I2CxADR3 registers. If the client is configured in 10-bit Addressing with Masking mode, the received high address byte is compared to the masked value in the I2CxADR1 register.
   If a high address match occurs:
   - The R/$\overline{\text{W}}$ bit value is copied to the Read Information (R) bit by module hardware.
   - The Data (D) bit is cleared (D = 0) by hardware, indicating the last received byte was an address.
   - The Address Interrupt Flag (ADRIF) bit is set (ADRIF = 1). It is important to note that regardless of whether the Address Interrupt and Hold Enable (ADRIE) bit is set, clock stretching does not occur when the R/$\overline{\text{W}}$ bit is clear in 10-bit Addressing modes.
   - The matching address is loaded into either the I2CxADB1 register or into the I2CxRXB register as determined by the Address Buffer Disable (ABD) bit. When ABD is clear (ABD = 0), the matching address is copied to I2CxADB1. When ABD is set (ABD = 1), the matching address is copied to I2CxRXB, which also sets the Receive Buffer Full Status (RXBF) bit and the I2C Receive Interrupt Flag (I2CxRXIF) bit.

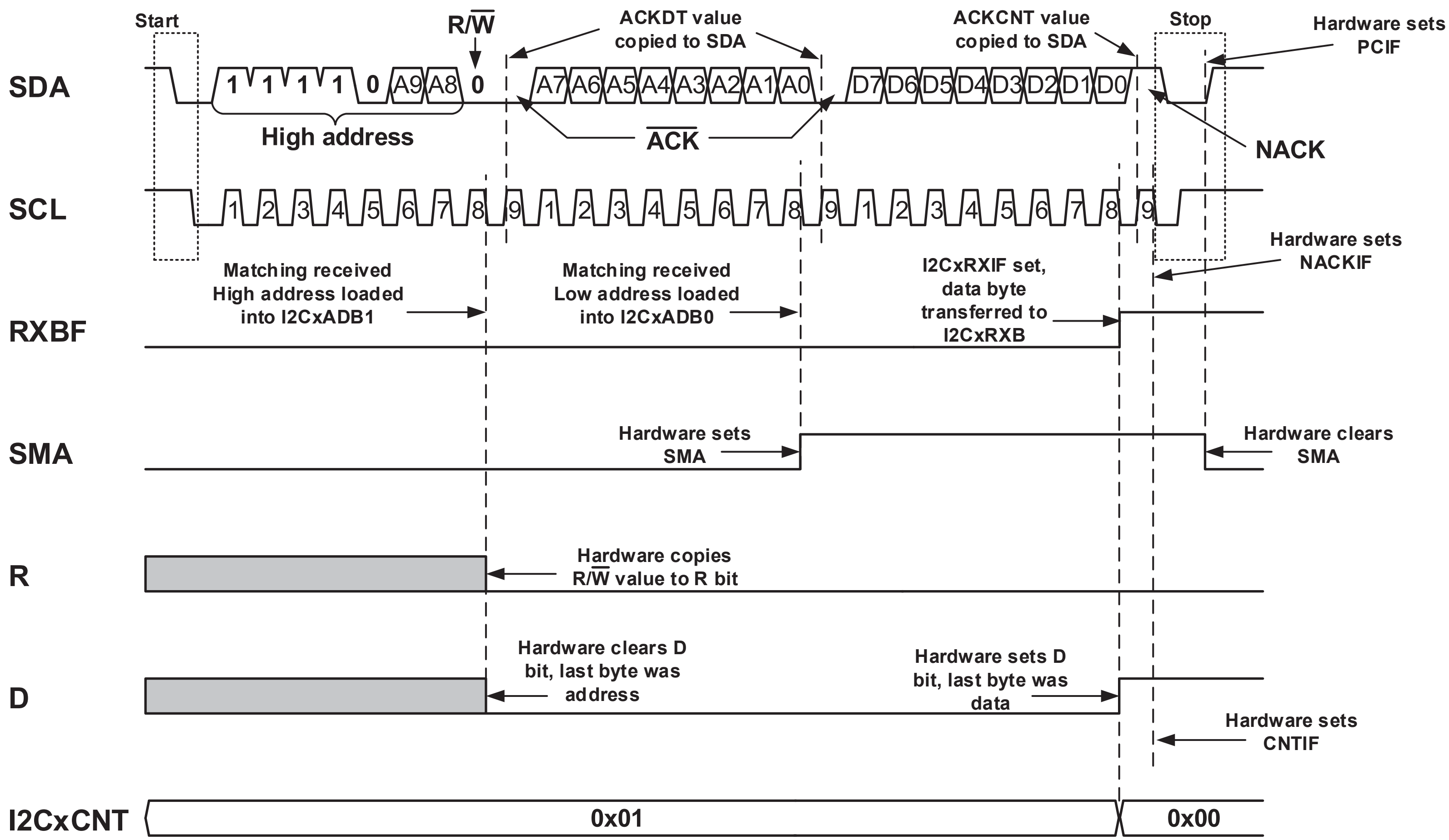
   If no address match occurs, the module remains Idle.
4. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive buffer overflow (RXO = 1), client hardware generates a NACK and the module goes Idle.
5. The host device transmits the low address byte. If the client is configured in 10-bit Addressing mode (no masking), the received low address byte is compared to the values in I2CxADR0 and I2CxADR2. In 10-bit Addressing with Masking mode, the received low address byte is compared to the masked value of I2CxADR0.
   If a match occurs:
   - The Client Mode Active (SMA) bit is set by module hardware.
   - ADRIF is set. If ADRIE is set, and the Clock Stretching Disable (CSD) bit is clear, hardware sets the Client Clock Stretching (CSTR) bit and the generic I2CxIF bit. This allows time for the client to read either I2CxADB0 or I2CxRXB and selectively $\overline{\text{ACK}}$/NACK based on the received address. When the client has finished processing the address, software must clear CSTR to resume operation.
   - The matching received address is loaded into either the I2CxADB0 register or into the I2CxRXB register as determined by the ABD bit. When ABD is clear (ABD = 0), the matching address is copied to I2CxADB0. When ABD is set (ABD = 1), the matching address is copied to I2CxRXB, which also sets the RXBF and the I2CxRXIF bits. I2CxRXIF is a read-only bit and must be cleared by either reading I2CxRXB or by setting the Clear Buffer (CLRBF) bit (CLRBF = 1).

   If no match occurs, the module goes Idle.
6. The host device transmits the 9th clock pulse, and client hardware transfers the value of the ACKDT bit onto the SDA line. If there are pending errors, such as a receive buffer overflow (RXO = 1), client hardware generates a NACK and the module goes Idle.

7. After the 9th falling edge of SCL, the Acknowledge Status Time Interrupt Flag (ACKTIF) bit is set. If the Acknowledge Time Interrupt and Hold Enable (ACKTIE) bit is also set, the generic I2CxIF is set, and if client hardware generated an $\overline{\text{ACK}}$, the CSTR bit is also set and the clock is stretched (when CSD = 0). If a NACK was generated, the CSTR bit remains unchanged. Once completed, software must clear CSTR and ACKTIF to release the clock and resume operation.
8. If client hardware generated a NACK, host hardware generates a Stop condition, the Stop Condition Interrupt Flag (PCIF) is set when client hardware detects the Stop condition, and the client goes Idle. If an $\overline{\text{ACK}}$ was generated, host hardware transmits the first seven bits of the 8-bit data byte.
9. If data remains in I2CxRXB (RXBF = 1 and I2CxRXIF = 1) when the first seven bits of the new byte are received by the shift register, CSTR is set, and if CSD is clear, the clock is stretched after the 7th falling edge of SCL. This allows time for the client to read I2CxRXB, which clears RXBF and I2CxRXIF, and prevents a receive buffer overflow. Once I2CxRXB has been read, RXBF and I2CxRXIF are cleared, and hardware releases SCL.
10. Host hardware transmits the 8th bit of the current data byte into the client receive shift register. Client hardware then transfers the complete byte into I2CxRXB on the 8th falling edge of SCL and sets the following bits:
    - I2CxRXIF
    - I2CxIF
    - Data Write Interrupt Flag (WRIF)
    - Data (D)
    - RXBF

    I2CxCNT is decremented by one. If the Data Write Interrupt and Hold Enable (WRIE) bit is set (WRIE = 1), hardware sets CSTR (when CSD = 0) and stretches the clock, allowing time for client software to read I2CxRXB and determine the state of the ACKDT bit that is transmitted back to the host. Once the client determines the Acknowledgement response, software clears CSTR to allow further communication.
11. Upon the 9th falling edge of SCL, the ACKTIF bit is set. If ACKTIE is also set, the generic I2CxIF is set, and if CSD is clear, client hardware sets CSTR and stretches the clock. This allows time for software to read I2CxRXB. Once complete, software must clear both CSTR and ACKTIF to release the clock and continue communication.
12. Repeat steps 8–11 until the host has transmitted all the data (I2CxCNT = 0) or until the host issues a Stop or Restart condition.

Figure 36-22. 10-Bit Client Mode Reception



36.4.2 I²C Host Mode Operation

The I²C module provides two Host Operation modes as selected by the I²C Mode Select (MODE) bits:

- I²C Host mode with 7-bit addressing
- I²C Host mode with 10-bit addressing

To begin any I²C communication, host hardware checks to ensure that the bus is in an Idle state, which means both the SCL and SDA lines are floating in a high Logic state as indicated by the Bus Free Status (BFRE) bit.

Once host hardware has determined that the bus is free (BFRE = `1`), it examines the state of the Address Buffer Disable (ABD) bit. The ABD bit determines whether the I2CxADB registers are used.

When ABD is clear (ABD = `0`), address buffers I2CxADB0 and I2CxADB1 are active. In 7-bit Addressing mode, software loads I2CxADB1 with the 7-bit client address and Read/not Write (R/$\overline{W}$) bit setting and also loads I2CxTXB with the first byte of data. In 10-bit Addressing mode, software loads I2CxADB1 with the address high byte and I2CxADB0 with the address low byte and also loads I2CxTXB with the first data byte. Software must issue a Start condition to initiate communication with the client.

When ABD is set (ABD = `1`), the address buffers are inactive. In this case, communication begins as soon as software loads the client address into I2CxTXB. Writes to the Start (S) bit are ignored.

In 7-bit Addressing mode, the Least Significant bit (LSb) of the 7-bit address byte acts as the R/$\overline{W}$ information bit, while in 10-bit Addressing mode, the LSb of the address high byte is reserved as the R/$\overline{W}$ bit. When R/$\overline{W}$ is set, the host intends to read data from the client (see the figure below). When R/$\overline{W}$ is clear, the host intends to write data to the client (see the figure below). The host may also wish to read or write data to a specific location, such as writing to a specific EEPROM location. In this case, the host issues a Start condition, followed by the client's address with the R/$\overline{W}$ bit clear. Once the client acknowledges the address, the first data byte following the 7-bit or 10-bit address is used as the client's specific register location. If the host intends to read data from the specific location, it must issue a Restart condition, followed by the client address with the R/$\overline{W}$ bit set (see the figure below). If the addressed client device exists on the bus, it must respond with an Acknowledge ($\overline{ACK}$) sequence.

Once a client has acknowledged its address, the host begins to receive data from the client or transmits data to the client. Data are always transmitted Most Significant bit (MSb) first. When the host wishes to halt further communication, it transmits either a Stop condition, signaling to the client that communication is to be terminated, or a Restart condition, informing the bus that the current host wishes to hold the bus to communicate with the same or other client devices.

Figure 36-23. 7-Bit Host Read Diagram

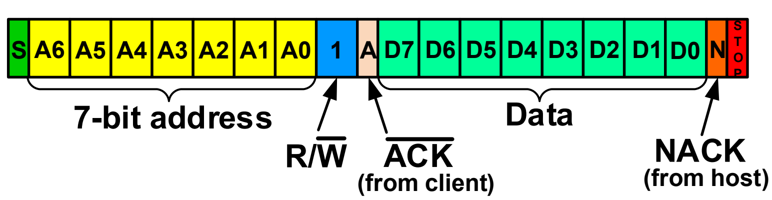


Figure 36-24. 7-Bit Host Read Diagram (from a Specific Memory/Register Location)

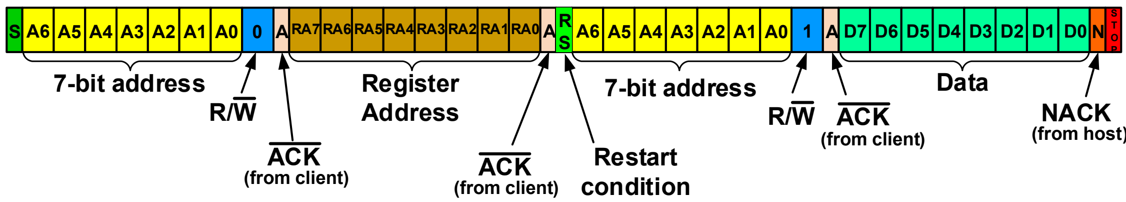


Figure 36-25. 10-Bit Host Read Diagram

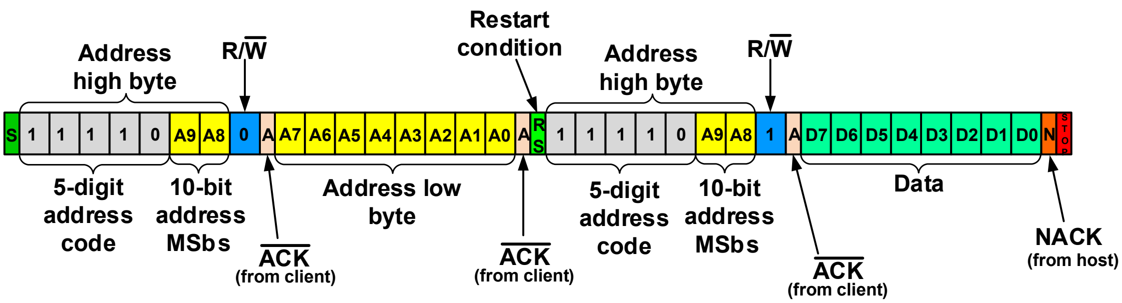


Figure 36-26. 7-Bit Host Write Diagram

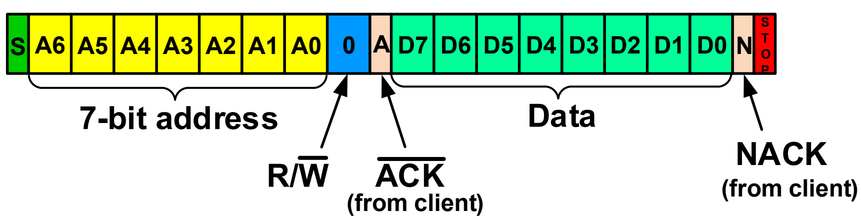


Figure 36-27. 7-Bit Host Write Diagram (to a Specific Memory/Register Location)

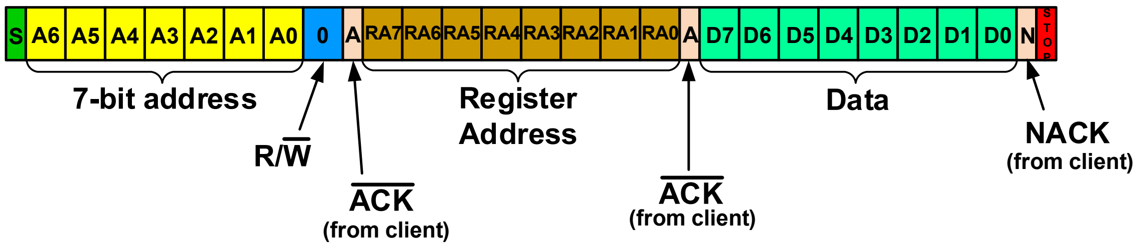
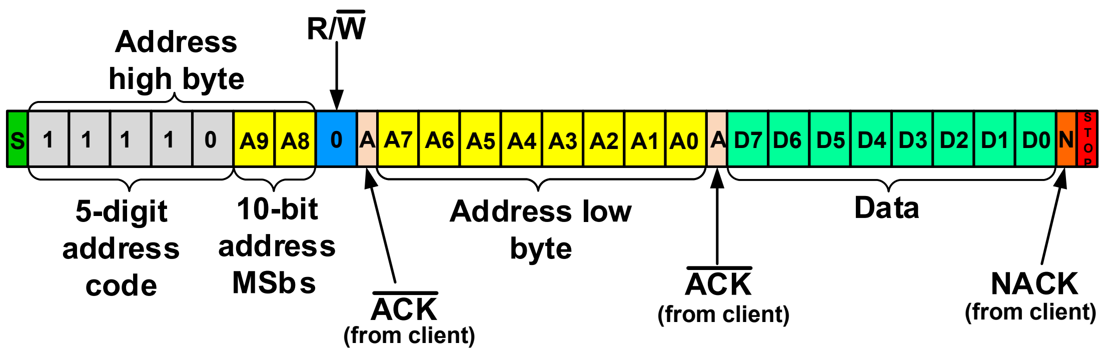


Figure 36-28. 10-Bit Host Write Diagram



36.4.2.1 Bus Free Time

The Bus Free Status (BFRE) bit indicates the activity status of the bus. When BFRE is set (BFRE = 1), the bus is in an Idle state (both SDA and SCL are floating high), and any host device residing on the bus can compete for control of the bus. When BFRE is clear (BFRE = 0), the bus is in an Active state, and any attempts by a host to control the bus will cause a collision.

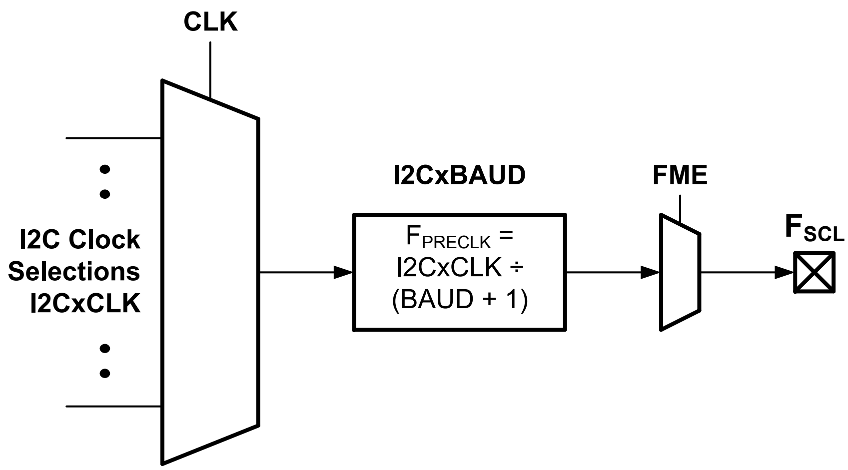
The Bus Free Time (BFRET) bits determine the length of time, in terms of baud-divided I^{2}C clock pulses, before the bus is considered Idle. Once module hardware detects logic high levels on both SDA and SCL, it monitors the baud-divided I^{2}C clock signal, and when the desired number of pulses have occurred, module hardware sets BFRE. The BFRET bits are also used to ensure that the module meets the minimum Stop hold time as defined by the I^{2}C Specification.

36.4.2.2 Host Clock Timing

The Serial Clock (SCL) signal is generated by module hardware via the I2C Clock Selection (I2CxCLK) register, the I2C Baud Rate Prescaler (I2CxBAUD) register, and the Fast Mode Enable (FME) bits.

The figure below illustrates the SCL clock generation.

Figure 36-29. SCL Clock Generation



I2CxCLK contains several clock source selections. The clock source selections typically include variants of the system clock and timer resources.

Important: When using a timer as the clock source, the timer must also be configured. Additionally, when using the HFINTOSC as a clock source, it is important to understand that the HFINTOSC frequency selected by the OSCFRQ register is used as the clock source. The clock divider selected by the NDIV bits is not used. For example, if OSCFRQ selects 4 MHz as the HFINTOSC clock frequency, and the NDIV bits select a divide-by-four scaling factor, the I2C Clock Frequency will be 4 MHz and not 1 MHz since the divider is ignored.

I2CxBAUD is used to determine the prescaler (clock divider) for the I2CxCLK source.

The FME bit acts as a secondary divider to the prescaled clock source.

When FME = `0`, one SCL period (T_{SCL}) is equal to five clock periods of the prescaled I2CxCLK source. In other words, the prescaled I2CxCLK source is divided by five. For example, if the HFINTOSC (set to 4 MHz) clock source is selected, I2CxBAUD is loaded with a value of ‘`7`’, and FME = `0`, the actual SCL frequency is 100 kHz (see the equation below).

Equation 36-1. SCL Frequency (FME = `0`)

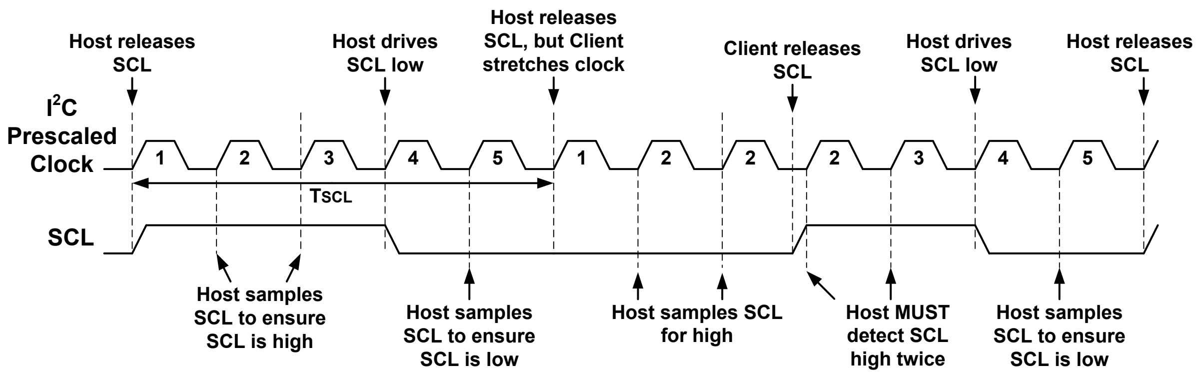
Example:

- I2CxCLK: HFINTOSC (4 MHz)
- I2CxBAUD: `7`
- FME: FME = `0`

$$f_{SCL} = \frac{\frac{f_{I2CxCLK}}{(BAUD + 1)}}{FME} = \frac{\frac{4\ MHz}{8}}{5} = 100\,kHz$$

When FME = `0`, host hardware uses the first prescaled I2CxCLK source period to release SCL, allowing it to float high (see the figure below). Host hardware then uses the second and third periods to sample SCL to verify that SCL is high. If a client is holding SCL low (clock stretch) during the second and/or third period, host hardware samples each successive prescaled I2CxCLK period until a high level is detected on SCL. Once the high level is detected, host hardware samples SCL during the next two I2CxCLK periods to verify that SCL is high. The host hardware then uses the fourth prescaled I2CxCLK source period to drive SCL low. During the fifth period, host hardware verifies that SCL is in fact low.

Figure 36-30. SCL Timing (FME = 0, up to f_{SCL} = 100 kHz)



When FME = 1, one SCL period (T_{SCL}) is equal to four clock periods of the prescaled I2CxCLK source. In other words, the prescaled I2CxCLK source is divided by four. Using the example from above, if the HFINTOSC (4 MHz) clock source is selected, I2CxBAUD is loaded with a value of '7', and FME = 1, the actual SCL frequency is 125 kHz (see the equation below).

Equation 36-2. SCL Frequency (FME = 1)

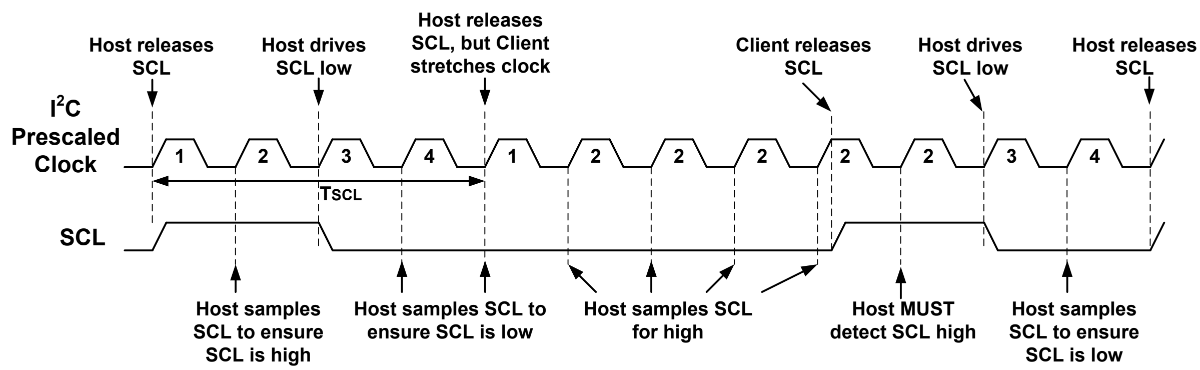
Example:

- I2CxCLK: HFINTOSC (4 MHz)
- I2CxBAUD: 7
- FME: FME = 1

$$f_{SCL} = \frac{\frac{f_{I2CxCLK}}{(BAUD + 1)}}{FME} = \frac{\frac{4\ MHz}{8}}{4} = 125\ kHz$$

When FME = 1, host hardware uses the first prescaled I2CxCLK source period to release SCL, allowing it to float high (see the figure below). Host hardware then uses the second period to sample SCL to verify that SCL is high. If a client is holding SCL low (clock stretch) during the second period, host hardware samples each successive prescaled I2CxCLK period until a high level is detected on SCL. Once the high level is detected, host hardware samples SCL during the next period to verify that SCL is high. The host hardware then uses the third period to drive SCL low. During the fourth prescaled period, host hardware verifies that SCL is in fact low.

Figure 36-31. SCL Timing (FME = 1, up to f_{SCL} = 400 kHz)



When FME = 2, one SCL period (T_{SCL}) is equal to 16 clock periods of the prescaled I2CxCLK source. In other words, the prescaled I2CxCLK source is divided by 16. Using the example from above, if the HFINTOSC (64 MHz) clock source is selected, I2CxBAUD is loaded with a value of '3', and FME = 2, the actual SCL frequency is 1 MHz (see the equation below).

Equation 36-3. SCL Frequency (FME = 2, up to f_{SCL} = 1 MHz)

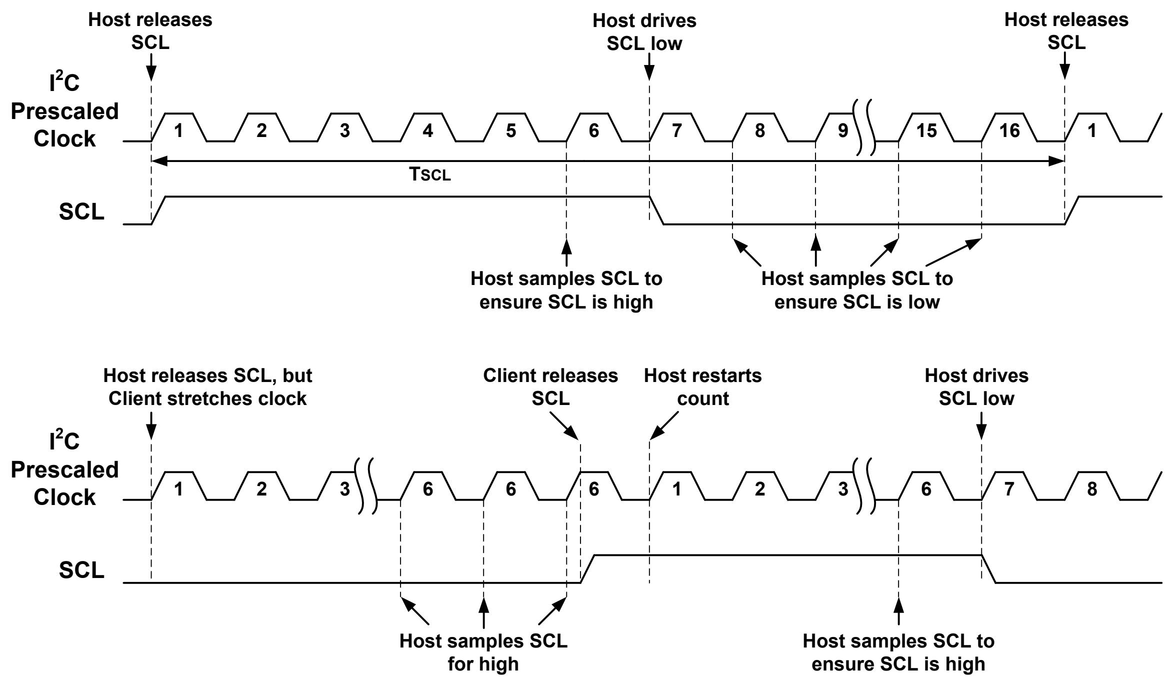
Example:

- I2CxCLK: HFINTOSC (64 MHz)
- I2CxBAUD: 3
- FME: FME = 2

$$f_{SCL} = \frac{\frac{f_{I2CxCLK}}{(BAUD + 1)}}{FME} = \frac{\frac{64\ MHz}{4}}{16} = 1\ MHz$$

When FME = 2, host hardware uses the first prescaled I2CxCLK source period to release SCL, allowing it to float high (see the figure below). Host hardware then uses the sixth period to sample SCL to verify that SCL is high. If a client is holding SCL low (clock stretch) during the sixth period, host hardware samples each successive prescaled I2CxCLK period until a high level is detected on SCL. Once the high level is detected, host hardware samples SCL during the next six I2CxCLK periods to verify that SCL is high. The host hardware then uses the seventh prescaled I2CxCLK source period to drive SCL low. During eighth through sixteenth periods, host hardware verifies that SCL is in fact low.

Figure 36-32. SCL Timing (FME = 2, up to f_{SCL} = 1 MHz)



The following tables show the different FME Bit Options and Common I2CxBAUD Divider Settings for different modes of I^{2}C operation.

Table 36-3. Fast Mode Enable (FME) Options

I^{2}C Mode	Valid FME Bit Options
Standard mode (Max f_{SCL} = 100 kHz)	FME = 0, 1, 2
Fast mode (Max f_{SCL} = 400 kHz)	FME = 1, 2
Fast mode+ (Max f_{SCL} = 1 MHz)	FME = 2

Table 36-4. Common I2CxBAUD Divider Settings

I2CxCLK Osc Freq	f_{SCL} = 1 MHz FME = 2	f_{SCL} = 400 kHz FME = 1	f_{SCL} = 100 kHz FME = 1	f_{SCL} = 10 kHz FME = 1
	I2CxBAUD Values			
64 MHz	3	39	159	-
32 MHz	1	19	79	-
16 MHz	0	9	39	-
8 MHz	-	4	19	199
4 MHz	-	-	9	99
2 MHz	-	-	-	49
1 MHz	-	-	-	24

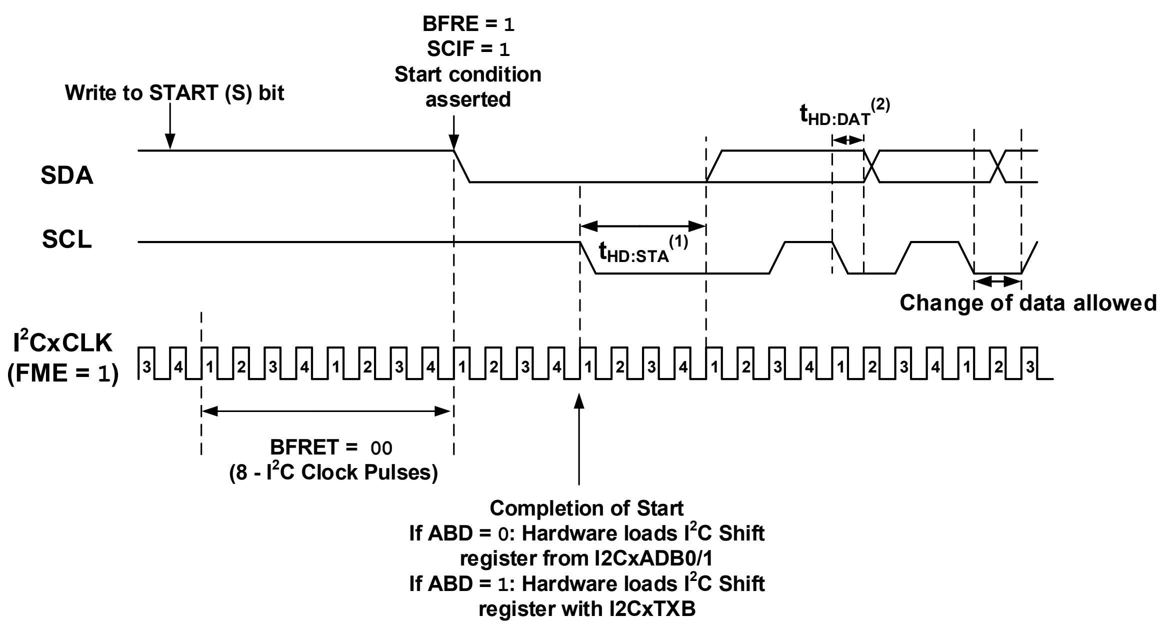
36.4.2.3 Start Condition Timing

A Start condition is initiated by either writing to the Start (S) bit (when ABD = 0) or by writing to I2CxTXB (when ABD = 1). When the Start condition is initiated, host hardware verifies that the bus is Idle, then begins to count the number of baud-divided I2CxCLK periods as determined by the Bus Free Time Status (BFRET) bits. Once the Bus Free Time period has been reached, hardware sets BFRE

(BFRE = 1), the Start condition is asserted on the bus, which pulls the SDA line low, and the Start Condition Interrupt Flag (SCIF) bit is set (SCIF = 1). Host hardware then waits one full SCL period (T_{SCL}) before pulling the SCL line low, signaling the end of the Start condition. At this point, hardware loads the transmit shift register from either I2CxADB0/I2CxADB1 (ABD = 0) or I2CxTXB (ABD = 1).

The figure below shows an example of a Start condition.

Figure 36-33. Start Condition Timing



Important:
1. See device data sheet for Start condition hold time parameters.
2. SDA hold times are configured via the SDAHT bits.

36.4.2.4 Acknowledge Sequence Timing

As previously mentioned, the 9th SCL pulse for any transferred address/data byte is reserved for the Acknowledge ($\overline{\text{ACK}}$) sequence. During an Acknowledge sequence, the transmitting device relinquishes control of the SDA line to the receiving device. At this time, the receiving device must decide whether to pull the SDA line low ($\overline{\text{ACK}}$) or to allow the line to float high (NACK).

An Acknowledge sequence is enabled automatically by module hardware following an address/data byte reception. On the 8th falling edge of SCL, the value of either the ACKDT or ACKCNT bits are copied to the SDA output, depending on the state of I2CxCNT. When I2CxCNT holds a nonzero value (I2CxCNT != 0), the value of ACKDT is copied to SDA (see the figure below). When I2CxCNT reaches a zero count (I2CxCNT = 0), the value of ACKCNT is copied to SDA (see the figure below). In most applications, the value of ACKDT may be zero (ACKDT = 0), which represents an $\overline{\text{ACK}}$, while the value of ACKCNT may be one (ACKCNT = 1), which represents a NACK.

Figure 36-34. Acknowledge ($\overline{ACK}$) Sequence Timing

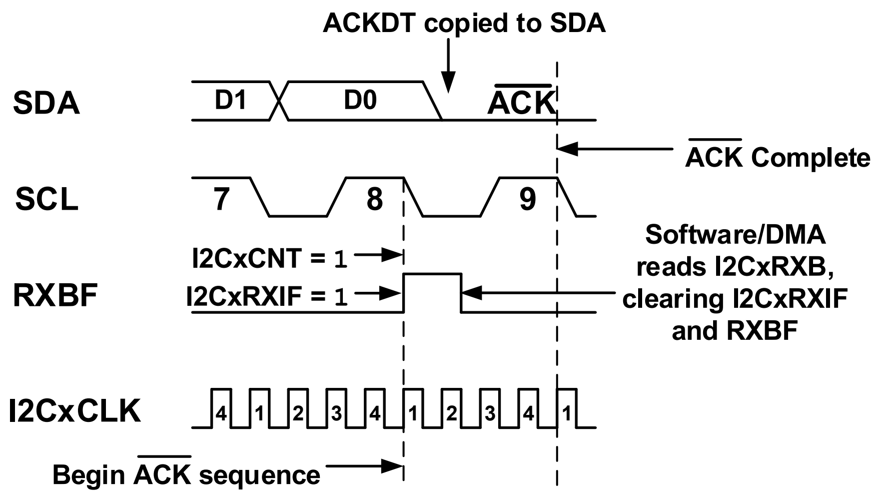
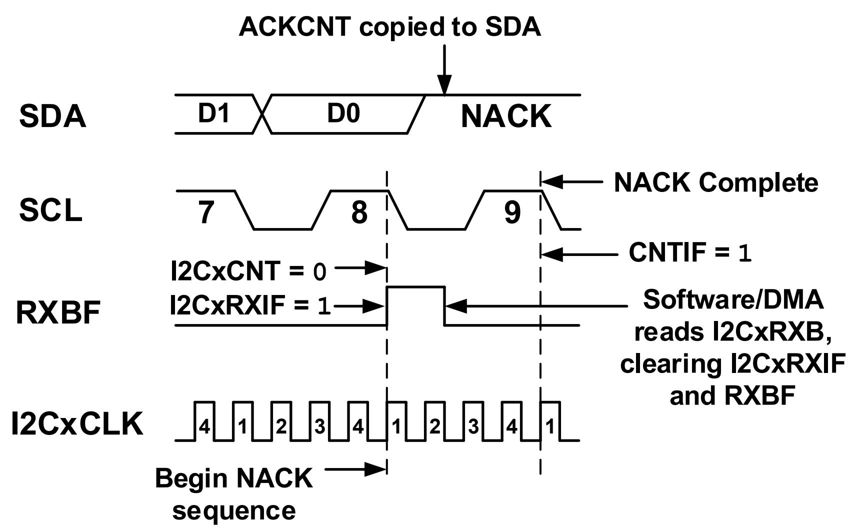


Figure 36-35. Not Acknowledge (NACK) Sequence Timing

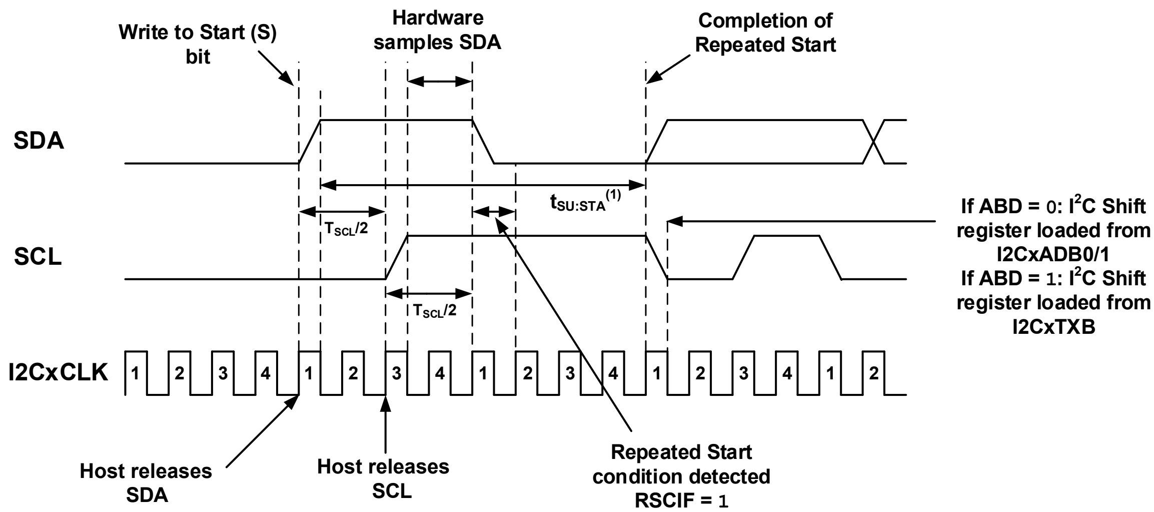


36.4.2.5 Restart Condition Timing

A Restart condition is identical to a Start condition. A host device may issue a Restart instead of a Stop condition if it intends to hold the bus after completing the current data transfer. A Restart condition occurs when the Restart Enable (RSEN) bit is set (RSEN = 1), either I2CxCNT is zero (I2CxCNT = 0) or ACKSTAT is set (ACKSTAT = 1), and either host hardware (ABD = 1) or user software (ABD = 0) sets the Start (S) bit.

When the Start bit is set, host hardware releases SDA (SDA floats high) for half of an SCL clock period ($T_{SCL}/2$) and then releases SCL for another half of an SCL period, then samples SDA (see the figure below). If SDA is sampled low while SCL is sampled high, a bus collision has occurred. In this case, the Bus Collision Detect Interrupt Flag (BCLIF) is set, and if the Bus Collision Detect Interrupt Enable (BCLIE) bit is also set, the generic I2CxEIF is set, and the module goes Idle. If SDA is sampled high while SCL is also sampled high, host hardware issues a Start condition. Once the Restart condition is detected on the bus, the Restart Condition Interrupt Flag (RSCIF) is set by hardware, and if the Restart Condition Interrupt Enable (RSCIE) bit is set, the generic I2CxIF is also set.

Figure 36-36. Restart Condition Timing



Important:
1. See the device data sheet for Restart condition setup times.

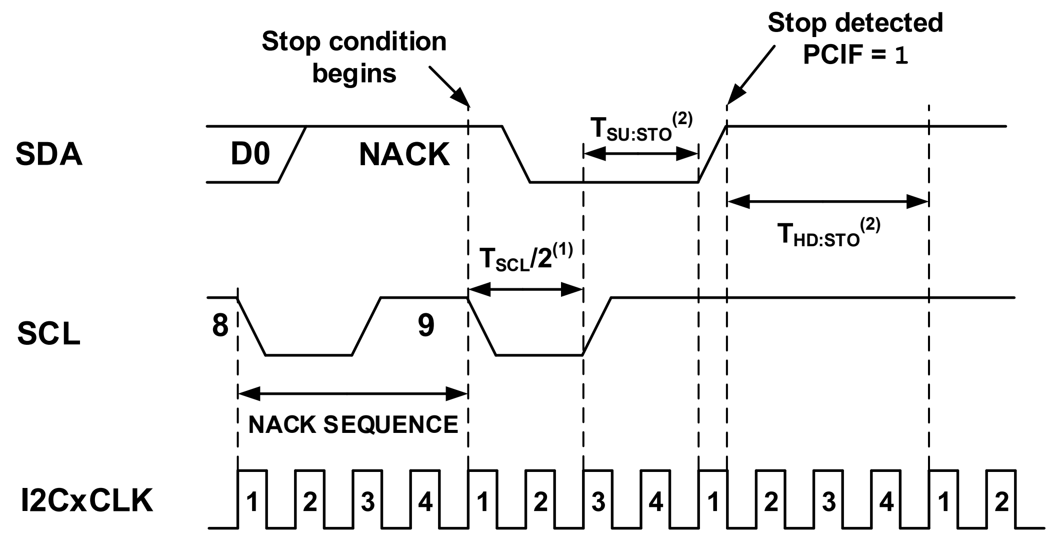
36.4.2.6 Stop Condition Timing

A Stop condition occurs when SDA transitions from an Active state to an Idle state while SCL is Idle. Host hardware will issue a Stop condition when it has completed its current transmission and is ready to release control of the bus. A Stop condition is also issued after an error condition occurs, such as a bus time-out or when a NACK condition is detected on the bus. User software may also generate a Stop condition by setting the Stop (P) bit.

After the $\overline{\text{ACK}}$/NACK sequence of the final byte of the transmitted/received packet, hardware pulls SCL low for half of an SCL period ($T_{SCL}/2$) (see the figure below). After the half SCL period, hardware releases SCL and then samples SCL to ensure it is in an Idle state (SCL = `1`). Host hardware then waits the duration of the Stop condition setup time ($T_{SU:STO}$) and releases SDA, setting the Stop Condition Interrupt Flag (PCIF). If the Stop Condition Interrupt Enable (PCIE) bit is also set, the generic I2CxIF is also set.

Important: At least one SCL low period must appear before a Stop condition is valid. If the SDA line transitions low and then high again while SCL is high, the Stop condition is ignored, and a Start condition will be detected by the receiver.

Figure 36-37. Stop Condition Timing



Important:
1. At least one SCL low period must appear before a Stop is valid.
2. See the device data sheet electrical specifications for Stop condition setup and hold times.

36.4.2.7 Host Operation in 7-Bit Addressing Modes

In Host 7-bit Addressing modes, the client's 7-bit address and R/$\overline{W}$ bit value are loaded into either I2CxADB1 or I2CxTXB, depending on the Address Buffer Disable (ABD) bit setting. When the host wishes to read data from the client, software must set the R/$\overline{W}$ bit (R/$\overline{W}$ = `1`). When the host wishes to write data to the client, software must clear the R/$\overline{W}$ bit (R/$\overline{W}$ = `0`).

36.4.2.7.1 Host Transmission (7-Bit Addressing Mode)

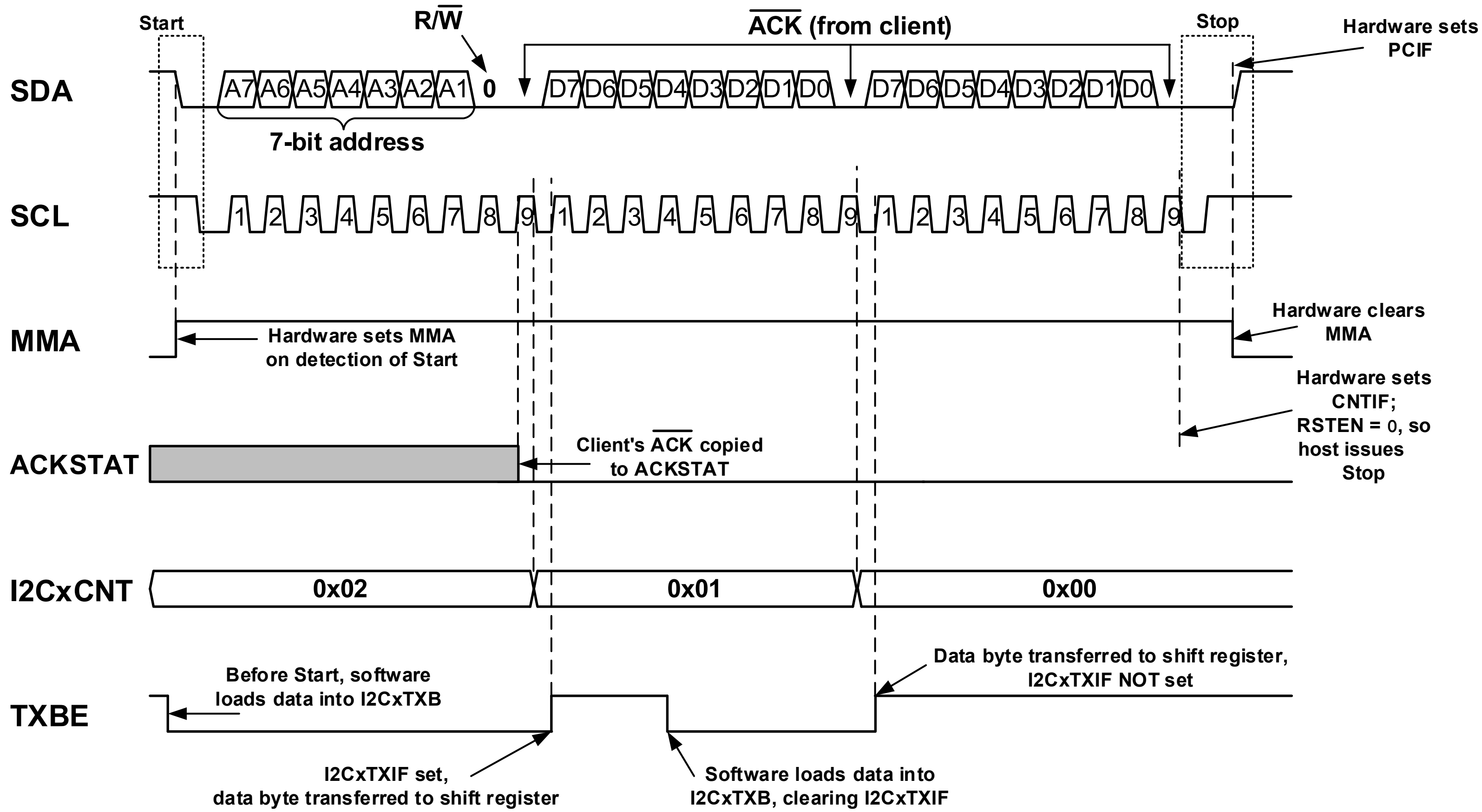
The following section describes the sequence of events that occur when the module is transmitting data in 7-bit Addressing mode:

1. Depending on the configuration of the Address Buffer Disable (ABD) bit, one of two methods may be used to begin communication:
   a. When ABD is clear (ABD = `0`), the address buffer, I2CxADB1, is enabled. In this case, the 7-bit client address and R/$\overline{W}$ bit are loaded into I2CxADB1, with the R/$\overline{W}$ bit clear (R/$\overline{W}$ = `0`). The number of data bytes are loaded into I2CxCNT, and the first data byte is loaded into I2CxTXB. After these registers are loaded, software must set the Start (S) bit to begin communication. Once the S bit is set, host hardware waits for the Bus Free (BFRE) bit to be set before transmitting the Start condition to avoid bus collisions.
   b. When ABD is set (ABD = `1`), the address buffer is disabled. In this case, the number of data bytes are loaded into I2CxCNT, and the client's 7-bit address and R/$\overline{W}$ bit are loaded into I2CxTXB. A write to I2CxTXB will cause host hardware to automatically issue a Start condition once the bus is Idle (BFRE = `1`). Software writes to the Start bit are ignored.

2. Host hardware waits for BFRE to be set, then shifts out the Start condition. Module hardware sets the Host Mode Active (MMA) bit and the Start Condition Interrupt Flag (SCIF). If the Start Condition Interrupt Enable (SCIE) bit is set, the generic I2CxIF is also set.
3. Host hardware transmits the 7-bit client address and R/$\overline{\text{W}}$ bit.
4. If upon the 8th falling edge of SCL, I2CxTXB is empty (Transmit Buffer Empty Status (TXBE) = `1`), I2CxCNT is nonzero (I2CxCNT != `0`), and the Clock Stretching Disable (CSD) bit is clear (CSD = `0`):
   - The I2C Transmit Interrupt Flag (I2CxTXIF) is set. If the I2C Transmit Interrupt Enable (I2CxTXIE) bit is also set, the generic I2CxIF is also set.
   - The Host Data Request (MDR) bit is set, and the clock is stretched, allowing time for software to load I2CxTXB with new data. Once I2CxTXB has been written, hardware releases SCL and clears MDR.
5. Hardware transmits the 9th clock pulse and waits for an $\overline{\text{ACK}}$/NACK response from the client. If the host receives an $\overline{\text{ACK}}$, module hardware transfers the data from I2CxTXB into the transmit shift register, and I2CxCNT is decremented by one. If the host receives a NACK, hardware will attempt to issue a Stop condition. If the clock is currently being stretched by a client, the host must wait until the bus is free before issuing the Stop.
6. Host hardware checks I2CxCNT for a zero value. If I2CxCNT is zero:
   a. If ABD is clear (ABD = `0`), host hardware issues a Stop condition or sets MDR if the Restart Enable (RSEN) bit is set and waits for software to set the Start bit to issue a Restart condition. CNTIF is set.
   b. If ABD is set (ABD = `1`), host hardware issues a Stop condition or sets MDR if RSEN is set and waits for software to load I2CxTXB with a new client address. CNTIF is set.
7. Host hardware transmits the data byte.
8. If upon the 8th falling edge of SCL I2CxTXB is empty (TXBE = `1`), I2CxCNT is nonzero (I2CxCNT != `0`), and CSD is clear (CSD = `0`):
   - I2CxTXIF is set. If the I2CxTXIE bit is also set, the generic I2CxIF is also set.
   - The MDR bit is set, and the clock is stretched, allowing time for software to load I2CxTXB with new data. Once I2CxTXB has been written, hardware releases SCL and clears MDR.

   If TXBE is set (TXBE = `1`) and I2CxCNT is zero (I2CxCNT = `0`):
   - I2CxTXIF is NOT set
   - CNTIF is set
   - Host hardware issues a Stop condition, setting PCIF
9. Repeat steps 5–8 until all data has been transmitted.

Figure 36-38. 7-Bit Host Mode Transmission



36.4.2.7.2 Host Reception (7-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is receiving data in 7-bit Addressing mode:

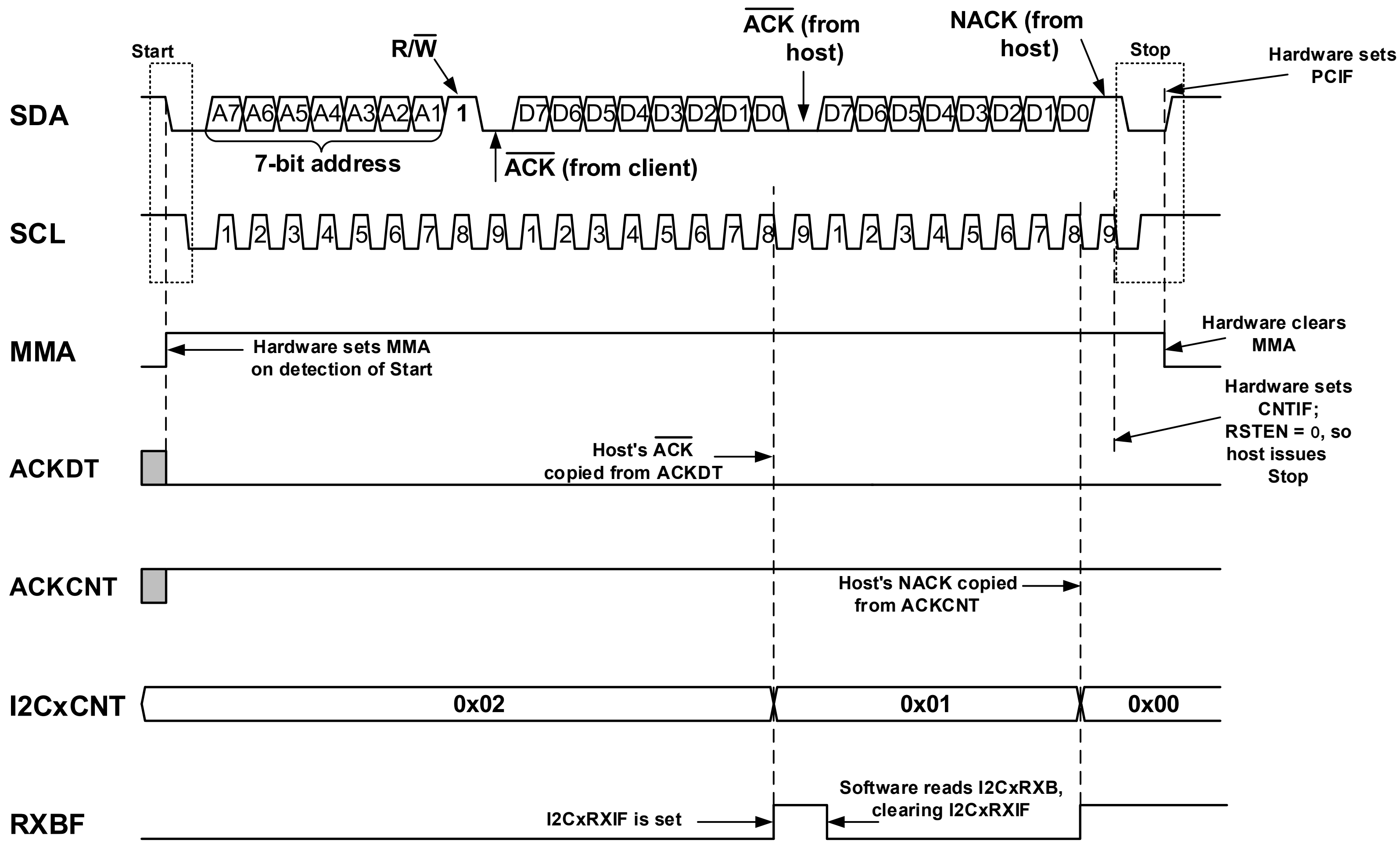
1. Depending on the configuration of the Address Buffer Disable (ABD) bit, one of two methods may be used to begin communication:
   a. When ABD is clear (ABD = 0), the address buffer, I2CxADB1, is enabled. In this case, the 7-bit client address and $R/\overline{W}$ bit are loaded into I2CxADB1, with the $R/\overline{W}$ bit set ($R/\overline{W}$ = 1). The number of expected received data bytes are loaded into I2CxCNT. After these registers are loaded, software must set the Start (S) bit to begin communication. Once the S bit is set, host hardware waits for the Bus Free (BFRE) bit to be set before transmitting the Start condition to avoid bus collisions.
   b. When ABD is set (ABD = 1), the address buffer is disabled. In this case, the number of expected received data bytes are loaded into I2CxCNT, and the client's 7-bit address and $R/\overline{W}$ bit are loaded into I2CxTXB. A write to I2CxTXB will cause host hardware to automatically issue a Start condition once the bus is Idle (BFRE = 1). Software writes to the Start bit are ignored.
2. Host hardware waits for BFRE to be set, then shifts out the Start condition. Module hardware sets the Host Mode Active (MMA) bit and the Start Condition Interrupt Flag (SCIF). If the Start Condition Interrupt Enable (SCIE) bit is set, the generic I2CxIF is also set.
3. Host hardware transmits the 7-bit client address and $R/\overline{W}$ bit.
4. Host hardware samples SCL to determine if the client is stretching the clock and continues to sample SCL until the line is sampled high.
5. Host hardware transmits the 9th clock pulse and receives the $\overline{ACK}$/NACK response from the client.
   If an $\overline{ACK}$ is received, host hardware receives the first seven bits of the data byte into the receive shift register.
   If a NACK is received, hardware sets the NACK Detect Interrupt Flag (NACKIF), and:
   a. ABD = 0: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to set the Start bit to generate a Restart condition.
   b. ABD = 1: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to load a new address into I2CxTXB. Software writes to the Start bit are ignored.

   If the NACK Detect Interrupt Enable (NACKIE) is also set, hardware sets the generic I2CxEIF bit.
6. If previous data remains in the I2C Receive Buffer (I2CxRXB) when the first seven bits of the new byte are received into the receive shift register (RXBF = 1), the MDR bit is set (MDR = 1), and the clock is stretched after the 7th falling edge of SCL. This allows the host time to read I2CxRXB, which clears the RXBF bit and prevents receive buffer overflows. Once RXBF is clear, hardware releases SCL.
7. The host clocks in the 8th bit of the data byte into the receive shift register, then transfers the full byte into I2CxRXB. Host hardware sets the I2C Receive Interrupt Flag (I2CxRXIF) and RXBF, and if the I2C Receive Interrupt Enable (I2CxRXIE) is set, the generic I2CxIF is also set. Finally, I2CxCNT is decremented by one.
8. Host hardware checks I2CxCNT for a zero value.
   If I2CxCNT is nonzero (I2CxCNT != 0), hardware transmits the value of the Acknowledge Data (ACKDT) bit as the acknowledgment response to the client. It is up to user software to properly configure ACKDT. In most cases, ACKDT may be clear (ACKDT = 0), which indicates an $\overline{ACK}$ response.
   If I2CxCNT is zero (I2CxCNT = 0), hardware transmits the value of the Acknowledge End of Count (ACKCNT) bit as the acknowledgment response to the client. CNTIF is set, and host hardware either issues a Stop condition or a Restart condition. It is up to user software to properly

configure ACKCNT. In most cases, ACKCNT may be set (ACKCNT = `1`), which indicates a NACK response. When hardware detects a NACK on the bus, it automatically issues a Stop condition. If a NACK is not detected, the Stop will not be generated, which may lead to a stalled bus condition.

9. Host hardware receives the first seven bits of the next data byte into the receive shift register.
10. Repeat steps 6–9 until all expected bytes have been received.

Figure 36-39. 7-Bit Host Mode Reception



36.4.2.8 Host Operation in 10-Bit Addressing Modes

In Host 10-bit Addressing modes, the client's 10-bit address and R/$\overline{\text{W}}$ bit value are loaded into either the I2CxADB0 and I2CxADB1 registers (when ABD = 0) or I2CxTXB (when ABD = 1). When the host intends to read data from the client, it must first transmit the full 10-bit address with the R/$\overline{\text{W}}$ bit clear (R/$\overline{\text{W}}$ = 0), issue a Restart condition, then transmit the address high byte with the R/$\overline{\text{W}}$ bit set (R/$\overline{\text{W}}$ = 1). When the host intends to write data to the client, it must transmit the full 10-bit address with the R/$\overline{\text{W}}$ bit clear (R/$\overline{\text{W}}$ = 0).

36.4.2.8.1 Host Transmission (10-Bit Addressing Mode)

The following section describes the sequence of events that occur when the module is transmitting data in 10-bit Addressing mode:

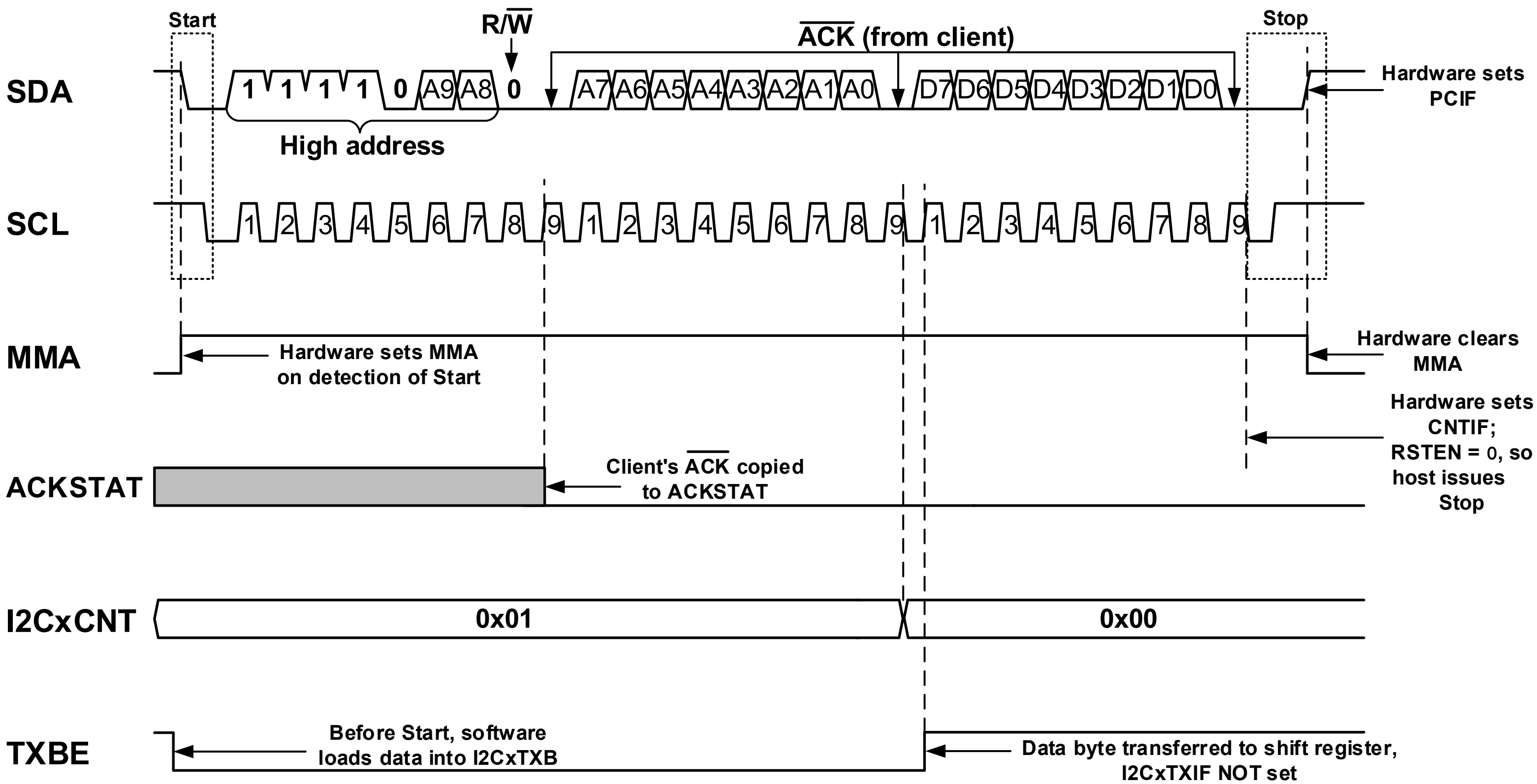
1. Depending on the configuration of the Address Buffer Disable (ABD) bit, one of two methods may be used to begin communication:
   a. When ABD is clear (ABD = 0), the address buffers, I2CxADB0 and I2CxADB1, are enabled. In this case, the address high byte is loaded into I2CxADB1 with the R/$\overline{\text{W}}$ bit clear, while the address low byte is loaded into I2CxADB0. I2CxCNT is loaded with the total number of data bytes to transmit, and the first data byte is loaded into I2CxTXB. After these registers are loaded, software must set the Start bit to begin communication.
   b. When ABD is set (ABD = 1), the address buffers are disabled. In this case, I2CxCNT must be loaded with the total number of bytes to transmit prior to loading I2CxTXB with the address high byte and R/$\overline{\text{W}}$ bit. A write to I2CxTXB forces module hardware to issue a Start condition automatically; software writes to the S bit are ignored.
2. Host hardware waits for BFRE to be set, then shifts out the Start condition. Module hardware sets the Host Mode Active (MMA) bit and the Start Condition Interrupt Flag (SCIF). If the Start Condition Interrupt Enable (SCIE) bit is also set, the generic I2CxIF is also set.
3. Host hardware transmits the address high byte and R/$\overline{\text{W}}$ bit from I2CxADB1.
4. Host hardware transmits the 9th clock pulse and shifts in the $\overline{\text{ACK}}$/NACK response from the client.
   If the host receives a NACK, it issues a Stop condition.
   If the host receives and $\overline{\text{ACK}}$ and:
   a. ABD = 0: Hardware transmits the address low byte from I2CxADB0.
   b. ABD = 1: Hardware sets I2CxTXIF and the Host Data Request (MDR) bit and waits for software to load I2CxTXB with the address low byte. Software must load I2CxTXB to resume communication.
5. If upon the 8th falling edge of SCL I2CxTXB is empty (TXBE = 1), I2CxCNT is nonzero (I2CxCNT != 0), and the Clock Stretching Disable (CSD) bit is clear (CSD = 0):
   – I2CxTXIF is set. If the I2C Transmit Interrupt Enable (I2CxTXIE) bit is also set, the generic I2CxIF is also set.
   – MDR bit is set, and the clock is stretched, allowing time for software to load I2CxTXB with the address low byte. Once I2CxTXB has been written, hardware releases SCL and clears MDR.
6. Hardware transmits the 9th clock pulse and waits for an $\overline{\text{ACK}}$/NACK response from the client. If the host receives an $\overline{\text{ACK}}$, module hardware transfers the data from I2CxTXB into the transmit shift register, and I2CxCNT is decremented by one. If the host receives a NACK, hardware will attempt to issue a Stop condition. If the clock is currently being stretched by a client, the host must wait until the bus is free before issuing the Stop.
7. Host hardware checks I2CxCNT for a zero value. If I2CxCNT is zero:
   a. If ABD is clear (ABD = 0), host hardware issues a Stop condition or sets MDR if the Restart Enable (RSEN) bit is set and waits for software to set the Start bit to issue a Restart condition. CNTIF is set.

   b. If ABD is set (ABD = 1), host hardware issues a Stop condition or sets MDR if RSEN is set and waits for software to load I2CxTXB with a new client address. CNTIF is set.

8. Host hardware transmits the data byte.
9. If upon the 8th falling edge of SCL I2CxTXB is empty (TXBE = 1), I2CxCNT is nonzero (I2CxCNT != 0), and CSD is clear (CSD = 0):
   - The I2CxTXIF bit is set. If the I2CxTXIE bit is also set, the generic I2CxIF is also set.
   - The MDR bit is set, and the clock is stretched, allowing time for software to load I2CxTXB with new data. Once I2CxTXB has been written, hardware releases SCL and clears MDR.

   If TXBE is set (TXBE = 1) and I2CxCNT is zero (I2CxCNT = 0):
   - I2CxTXIF is NOT set
   - CNTIF is set
   - Host hardware issues a Stop condition, setting PCIF
10. Repeat steps 6–9 until all data has been transmitted.

Figure 36-40. 10-Bit Host Mode Transmission



36.4.2.8.2 Host Reception (10-Bit Addressing Mode)

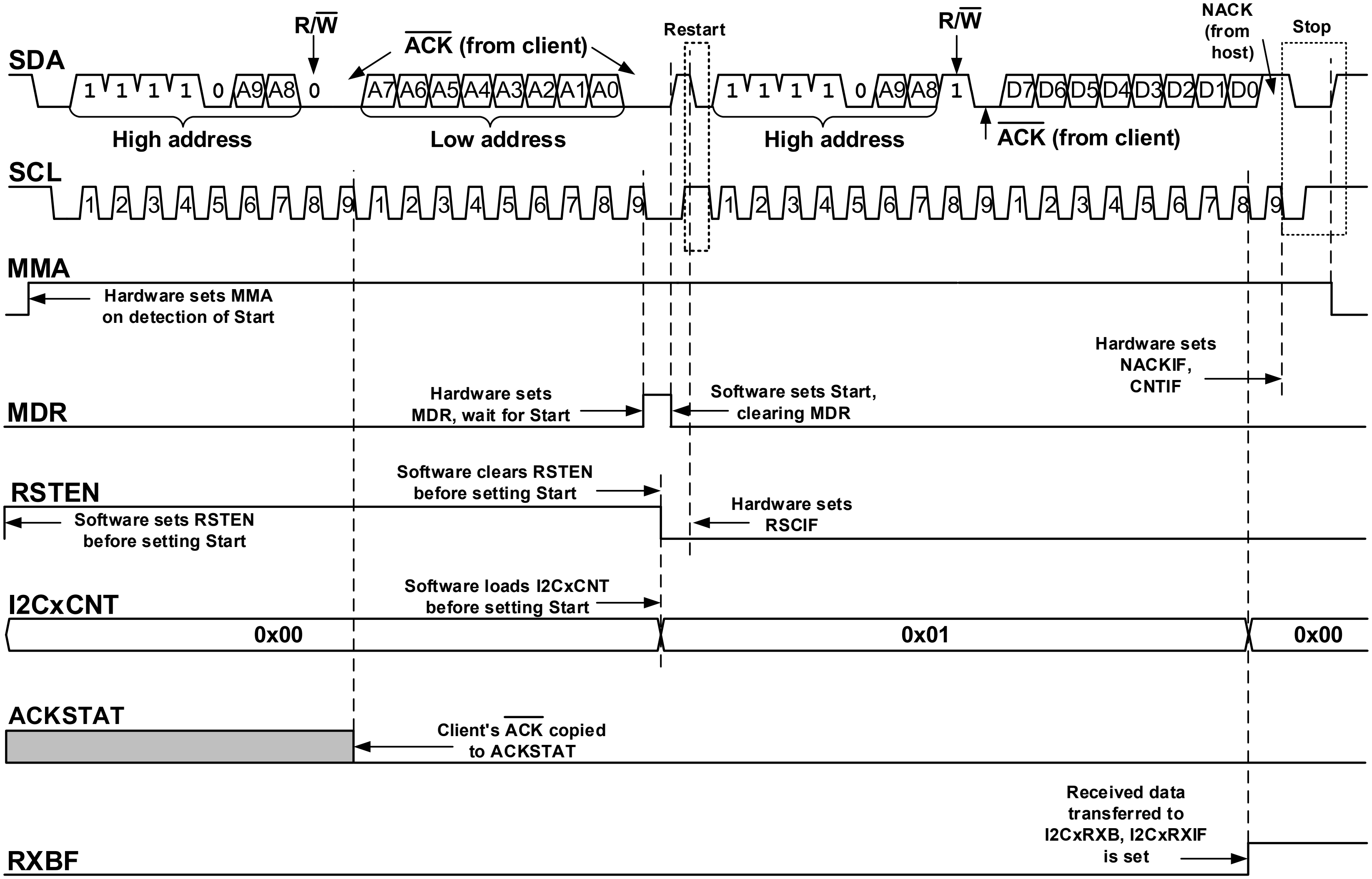
The following section describes the sequence of events that occur when the module is receiving data in 10-bit addressing mode:

1. Depending on the configuration of the Address Buffer Disable (ABD) bit, one of two methods may be used to begin communication:
   a. When ABD is clear (ABD = 0), the address buffers, I2CxADB0 and I2CxADB1, are enabled. In this case, the address high byte and R/$\overline{W}$ bit are loaded into I2CxADB1, with R/$\overline{W}$ clear (R/$\overline{W}$ = 0). The address low byte is loaded into I2CxADB0, and the Restart Enable (RSEN) bit is set by software. After these registers are loaded, software must set the Start (S) bit to begin communication. Once the S bit is set, host hardware waits for the Bus Free (BFRE) bit to be set before transmitting the Start condition to avoid bus collisions.
   b. When ABD is set (ABD = 1), the address buffers are disabled. In this case, the number of expected received bytes are loaded into I2CxCNT, the address high byte and R/$\overline{W}$ bit are loaded into I2CxTXB, with R/$\overline{W}$ clear (R/$\overline{W}$ = 0). A write to I2CxTXB will cause host hardware to automatically issue a Start condition once the bus is Idle (BFRE = 1). Software writes to the Start bit are ignored.
2. Host hardware waits for BFRE to be set, then shifts out the Start condition. Module hardware sets the Host Mode Active (MMA) bit and the Start Condition Interrupt Flag (SCIF). If the Start Condition Interrupt Enable (SCIE) bit is set, the generic I2CxIF is also set.
3. Host hardware transmits the address high byte and R/$\overline{W}$ bit.
4. Host hardware samples SCL to determine if the client is stretching the clock and continues to sample SCL until the line is sampled high.
5. Host hardware transmits the 9th clock pulse and receives the $\overline{ACK}$/NACK response from the client.
   If a NACK was received, the NACK Detect Interrupt Flag (NACKIF) is set and the host immediately issues a Stop condition.
   If an $\overline{ACK}$ was received, module hardware transmits the address low byte.
6. Host hardware samples SCL to determine if the client is stretching the clock and continues to sample SCL until the line is sampled high.
7. Host hardware transmits the 9th clock pulse and receives the $\overline{ACK}$/NACK response from the client.
   If an $\overline{ACK}$ was received, hardware sets MDR and waits for hardware or software to set the Start bit.
   If a NACK is received, hardware sets NACKIF, and:
   a. ABD = 0: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to set the Start bit to generate a Restart condition.
   b. ABD = 1: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to load a new address into I2CxTXB. Software writes to the Start bit are ignored.

   If the NACK Detect Interrupt Enable (NACKIE) is also set, hardware sets the generic I2CxEIF bit.
8. Software loads I2CxCNT with the expected number of received bytes.
9. If ABD is clear (ABD = 0), software sets the Start bit. If ABD is set (ABD = 1), software writes the address high byte with R/$\overline{W}$ bit into I2CxTXB, with R/$\overline{W}$ set (R/$\overline{W}$ = 1).
10. Host hardware transmits the Restart condition, which sets the Restart Condition Interrupt Flag (RSCIF) bit. If the Restart Condition Interrupt Enable (RSCIE) bit is set, the generic I2CxIF is set by hardware.
11. Host hardware transmits the high address byte and R/$\overline{W}$ bit.
12. Host hardware samples SCL to determine if the client is stretching the clock and continues to sample SCL until the line is sampled high.

13. Host hardware transmits the 9th clock pulse and receives the $\overline{\text{ACK}}$/NACK response from the client.
    If an $\overline{\text{ACK}}$ is received, host hardware receives the first seven bits of the data byte into the receive shift register.
    If a NACK is received, and:
    a. ABD = `0`: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to set the Start bit to generate a Restart condition.
    b. ABD = `1`: Host generates a Stop condition or sets the MDR bit (if RSEN is also set) and waits for software to load a new address into I2CxTXB. Software writes to the Start bit are ignored.
14. If previous data are currently in I2CxRXB (RXBF = `1`) when the first seven bits are received by the receive shift register, hardware sets MDR, and the clock is stretched after the 7th falling edge of SCL. This allows software to read I2CxRXB, which clears the RXBF bit and prevents a receive buffer overflow. Once the RXBF bit is cleared, hardware releases SCL.
15. Host hardware clocks in the 8th bit of the data byte into the receive shift register, then transfers the complete byte into I2CxRXB, which sets the I2CxRXIF and RXBF bits. If I2CxRXIE is also set, hardware sets the generic I2CxIF bit. I2CxCNT is decremented by one.
16. Hardware checks I2CxCNT for a zero value.
    If I2CxCNT is nonzero (I2CxCNT != `0`), hardware transmits the value of the Acknowledge Data (ACKDT) bit as the acknowledgment response to the client. It is up to user software to properly configure ACKDT. In most cases, ACKDT may be clear (ACKDT = `0`), which indicates an $\overline{\text{ACK}}$ response.
    If I2CxCNT is zero (I2CxCNT = `0`), hardware transmits the value of the Acknowledge End of Count (ACKCNT) bit as the acknowledgment response to the client. CNTIF is set, and host hardware either issues a Stop condition or a Restart condition. It is up to user software to properly configure ACKCNT. In most cases, ACKCNT may be set (ACKCNT = `1`), which indicates a NACK response. When hardware detects a NACK on the bus, it automatically issues a Stop condition. If a NACK is not detected, the Stop will not be generated, which may lead to a stalled bus condition.
17. Host hardware receives the first seven bits of the next data byte into the receive shift register.
18. Repeat steps 14–17 until all expected bytes have been received.

Figure 36-41. 10-Bit Host Mode Reception



36.4.3 I²C Multi-Host Mode Operation

In Multi-Host mode, multiple host devices reside on the same bus. A single device, or all devices, may act as both a host and a client. Control of the bus is achieved through clock synchronization and bus arbitration.

The Bus Free (BFRE) bit is used to determine if the bus is free. When BFRE is set (BFRE = `1`), the bus is in an Idle state, allowing a host device to take control of the bus.

In Multi-Host mode, the Address Interrupt and Hold Enable (ADRIE) bit must be set (ADRIE = `1`), and the Clock Stretching Disable (CSD) bit must be clear (CSD = `0`) in order for a host device to be addressed as a client.

When a matching address is received into the receive shift register, the SMA bit is set, and the Address Interrupt Flag (ADRIF) bit is set. Since ADRIE is also set, hardware sets the Client Clock Stretching (CSTR) bit, and hardware stretches the clock to allow time for software to respond to the host device being addressed as a client. Once the address has been processed, software must clear CSTR to resume communication.

Important: Client hardware has priority over host hardware in Multi-Host mode. Host mode communication can only be initiated when SMA = `0`.

36.4.3.1 Multi-Host Mode Clock Synchronization

In a multi-host system, each host may begin to generate a clock signal as soon as the bus is Idle. Clock synchronization allows all devices on the bus to use a single SCL signal.

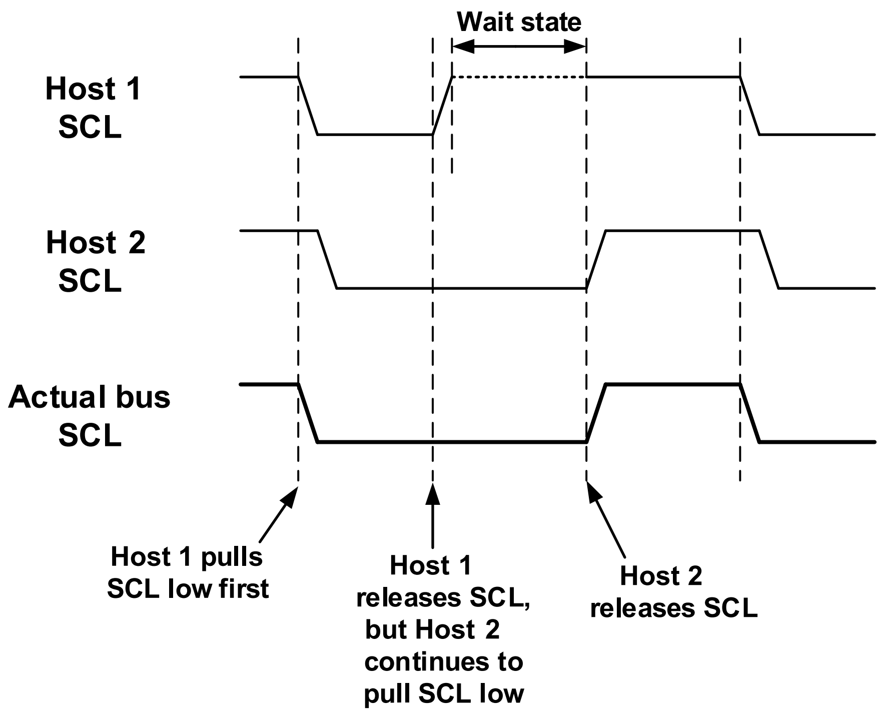
When a high-to-low transition on SCL occurs, all active host devices begin SCL low period timing, with their clocks held low until their low hold time expires and the high state is reached. If one host's clock signal is still low, SCL will be held low until that host reaches its high state. During this time, all other host devices are held in a Wait state (see the figure below).

Once all hosts have counted off their low period times, SCL is released high, and all host devices begin counting their high periods. The first host to complete its high period pulls the SCL line low again.

This means that when the clocks are synchronized, the SCL low period is determined by the host with the longest SCL low period, while the SCL high period is determined by the host device with the shortest SCL high period.

Important: The I²C Specification does not require the SCL signal to have a 50% duty cycle. In other words, one host's clock signal may have a low time that is 60% of the SCL period and a high time that is 40% of the SCL period, while another host may be 50/50. This creates a timing difference between the two clock signals, which may result in data loss.

Figure 36-42. Clock Synchronization During Arbitration



36.4.3.2 Multi-Host Mode Bus Arbitration

When the bus is Idle, any host device may attempt to take control of the bus. Two or more host devices may issue a Start condition within the minimum hold time ($T_{HD:STA}$), which triggers a valid Start on the bus. The host devices must then compete using bus arbitration to determine who takes control of the bus and completes their transaction.

Bus arbitration takes place bit by bit, and it may be possible for two hosts who have identical messages to complete the entire transaction without either device losing arbitration.

During every bit period, while SCL is high, each host device compares the actual signal level of SDA to the signal level the host actually transmitted. SDA sampling is performed during the SCL high period because the SDA data must be stable during this period; therefore, the first host to detect a low signal level on SDA while it expects a high signal level loses arbitration. In this case, the losing host device detects a bus collision and sets the Bus Collision Detect Interrupt Flag (BCLIF), and if the Bus Collision Detect Interrupt Enable (BCLIE) bit is set, the generic I2CxEIF is also set.

Arbitration can be lost in any of the following states:

- Address transfer
- Data transfer
- Start condition
- Restart condition
- Acknowledge sequence
- Stop condition

If a collision occurs during the data transfer phase, the transmission is halted and both SCL and SDA are released by hardware. If a collision occurs during a Start, Restart, Acknowledge, or Stop, the operation is aborted and hardware releases SCL and SDA. If a collision occurs during the addressing phase, the host that wins arbitration may be attempting to address the losing host as a client. In this case, the host that lost arbitration must switch to its Client mode and check to see if an address matches.

Important: The I^{2}C Specification states that a bus collision cannot occur during a Start condition. If a collision occurs during a Start, BCLIF will be set during the addressing phase.

User software must clear BCLIF to resume operation.

Figure 36-43. Bus Collision

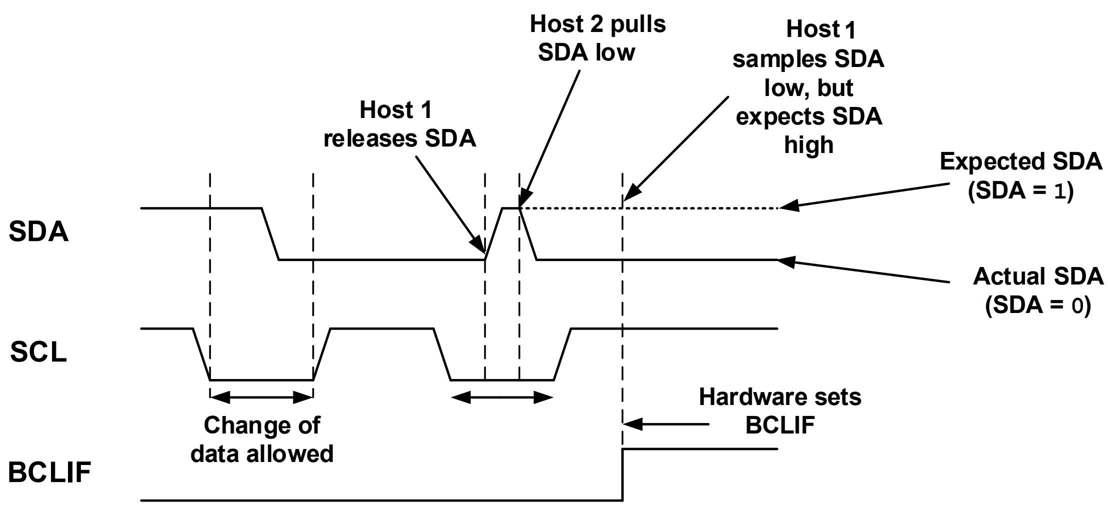
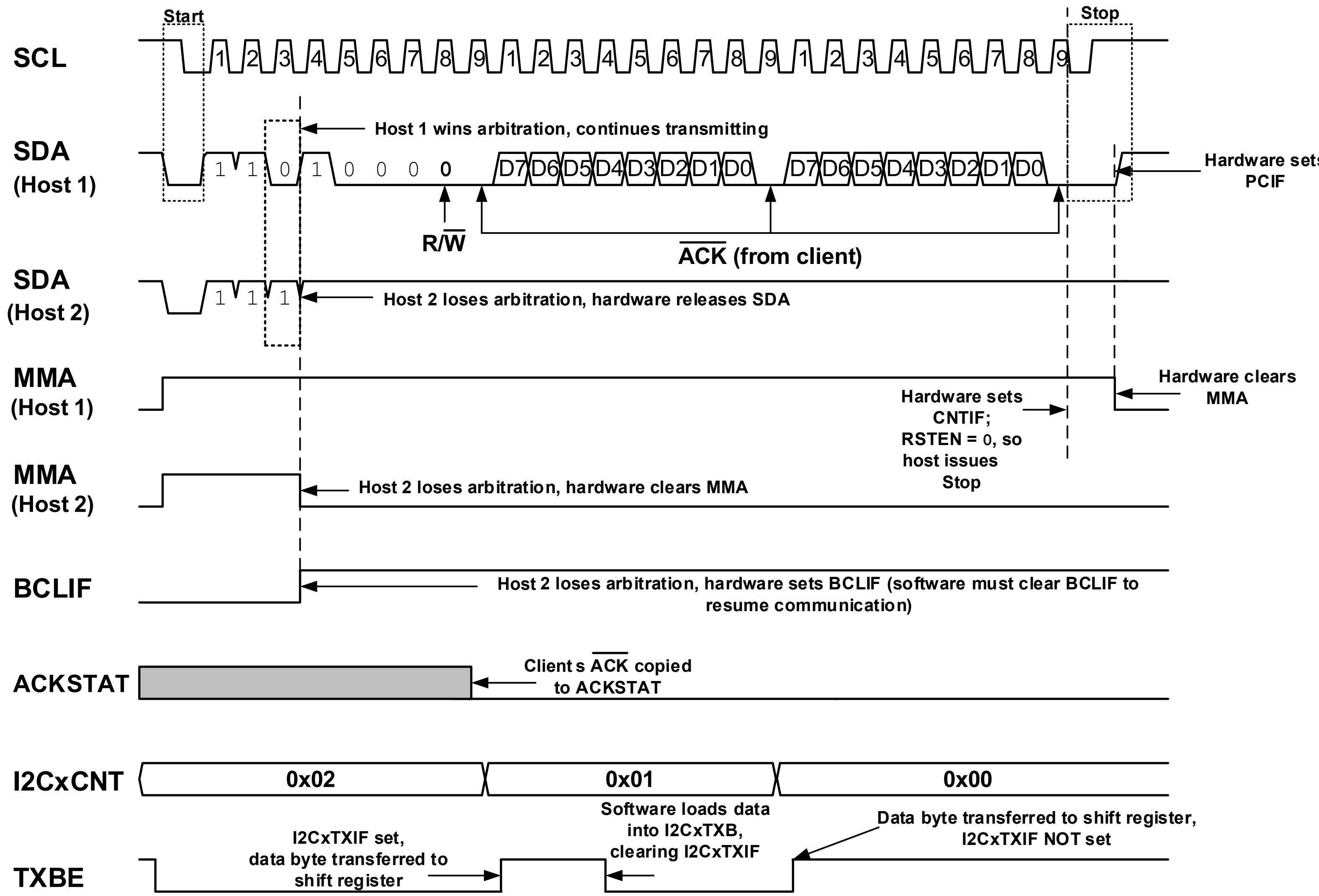


Figure 36-44. Multi-Host Mode Transmission



36.5 Register Definitions: I^{2}C Control

Long bit name prefixes for the I^{2}C peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 36-5. I^{2}C Long Bit Name Prefixes

Peripheral	Bit Name Prefix
I2C1	I2C1

36.5.1 I2CxCON0

Name: I2CxCON0
Address: 0x01E6

I2C Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN	RSEN	S	CSTR	MDR	MODE[2:0]		
Access	R/W	R/W	R/W/HS/HC	R/C/HS/HC	R	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – EN I2C Module Enable[1,2]

Value	Description
1	The I^2C module is enabled
0	The I^2C module is disabled

Bit 6 – RSEN Restart Enable (*used only when MODE =* `1xx`)

Value	Description
1	Hardware sets MDR on 9th falling SCL edge (when I2CxCNT = 0 or ACKSTAT = 1)
0	Hardware issues Stop condition on 9th falling SCL edge (when I2CxCNT = 0 or ACKSTAT = 1)

Bit 5 – S Host Start (*used only when MODE =* `1xx`)

Value	Condition	Description
1	MMA = 0:	Set by write to I2CxTXB or S bit, hardware issues Start condition
0	MMA = 0:	Cleared by hardware after sending Start condition
1	MMA = 1 and MDR = 1:	Set by write to I2CxTXB or S bit, communication resumes with a Restart condition
0	MMA = 1 and MDR = 1:	Cleared by hardware after sending Restart condition

Bit 4 – CSTR Client Clock Stretching[3]

Value	Condition	Description
1		Clock is held low (clock stretching)
0		Enable clocking, SCL control is released
	SMA = 1 and RXBF = 1[6]:	Set by hardware on 7th falling SCL edge. User must read I2CxRXB and clear CSTR to release SCL.
	SMA = 1 and TXBE = 1 and I2CxCNT != 0:	Set by hardware on 8th falling SCL edge. User must write to I2CxTXB and clear CSTR to release SCL.
	when ADRIE = 1[4]:	Set by hardware on 8th falling edge of matching received address. User must clear CSTR to release SCL.
	SMA = 1 and WRIE = 1:	Set by hardware on 8th falling SCL edge of received data byte. User must clear CSTR to release SCL.
	SMA = 1 and ACKTIE = 1:	Set by hardware on 9th falling SCL edge. User must clear CSTR to release SCL.

Bit 3 – MDR Host Data Request (*Host pause*)

Value	Condition	Description
1		Host state machine pauses until data are read/written (SCL is held low)
0		Host clocking of data is enabled
	MMA = 1 and RXBF = 1 (*pause for RX*):	Set by hardware on 7th falling SCL edge. User must read I2CxRXB to release SCL.
	MMA = 1 and TXBE = 1 and I2CxCNT != 0 (*pause for TX*):	Set by hardware on the 8th falling SCL edge. User must write to I2CxTXB to release SCL.
	RSEN = 1 and MMA = 1 and (I2CxCNT = 0 or ACKSTAT = 1) (*pause for Restart*):	Set by hardware on 9th falling SCL edge. User must set S bit or write to I2CxTXB to release SCL and issue a Restart condition.

Bits 2:0 – MODE[2:0] I2C Mode Select

Value	Description
111	I^2C Multi-Host mode (SMBus 2.0 Host)(5)
110	I^2C Multi-Host mode (SMBus 2.0 Host)(5)
101	I^2C Host mode, 10-bit address
100	I^2C Host mode, 7-bit address
011	I^2C Client mode, one 10-bit address with masking
010	I^2C Client mode, two 10-bit addresses
001	I^2C Client mode, two 7-bit addresses with masking
000	I^2C Client mode, four 7-bit addresses

Notes:

1. SDA and SCL pins must be configured as open-drain I/Os and use either internal or external pull-up resistors.
2. SDA and SCL signals must configure both the input and output PPS registers for each signal.
3. CSTR can be set by multiple hardware sources; all sources must be addressed by user software before the SCL line can be released.
4. SMA is set on the same SCL edge as CSTR for a matching received address.
5. In this mode, ADRIE must be set, allowing an interrupt to clear the BCLIF condition and the $\overline{\text{ACK}}$ of a matching address.
6. In 10-bit Client mode (when ABD = 1), CSTR will be set when the high address has not been read from I2CxRXB before the low address is shifted in.

36.5.2 I2CxCON1

Name: I2CxCON1
Address: 0x01E7

I2C Control Register 1

Bit	7	6	5	4	3	2	1	0
	ACKCNT	ACKDT	ACKSTAT	ACKT	P	RXO	TXU	CSD
Access	R/W	R/W	R	R	R/S/HC	R/W/HS	R/W/HS	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – ACKCNT Acknowledge End of Count[2]

Value	Condition	Description
1	I2CxCNT = 0	Not Acknowledge (NACK) copied to SDA output
0	I2CxCNT = 0	Acknowledge ($\overline{ACK}$) copied to SDA output

Bit 6 – ACKDT Acknowledge Data[1,2]

Value	Condition	Description
1	Matching received address	Not Acknowledge (NACK) copied to SDA output
0	Matching received address	Acknowledge ($\overline{ACK}$) copied to SDA output
1	I2CxCNT != 0	Not Acknowledge (NACK) copied to SDA output
0	I2CxCNT != 0	Acknowledge ($\overline{ACK}$) copied to SDA output

Bit 5 – ACKSTAT Acknowledge Status (*Transmission only*)

Value	Description
1	Acknowledge was not received for the most recent transaction
0	Acknowledge was received for the most recent transaction

Bit 4 – ACKT Acknowledge Time Status

Value	Description
1	Indicates that the bus is in an Acknowledge sequence, set on the 8th falling SCL edge
0	Not in an Acknowledge sequence, cleared on the 9th rising SCL edge

Bit 3 – P Host Stop[4]

Value	Condition	Description
1	MMA = 1	Initiate a Stop condition
0	MMA = 1	Cleared by hardware after sending Stop

Bit 2 – RXO Receive Overflow Status (*used only when* MODE = *0xx or MODE* = *11x*)[3]

Value	Description
1	Set when SMA = 1 and a host receives data when RXBF = 1
0	No client receive Overflow condition

Bit 1 – TXU Transmit Underflow Status (*used only when* MODE = *0xx or* MODE = *11x*)[3]

Value	Description
1	Set when SMA = 1 and a host transmits data when TXBE = 1
0	No client transmit Underflow condition

Bit 0 – CSD Clock Stretching Disable (*used only when* MODE = *0xx or* MODE = *11x*)

Value	Description
1	When SMA = 1, the CSTR bit will not be set
0	Client clock stretching proceeds normally

Notes:

1. Software writes to ACKDT must be followed by a minimum SDA setup time before clearing CSTR.
2. A NACK may still be generated by hardware when bus errors are present as indicated by the I2CxSTAT1 or I2CxERR registers.
3. This bit can only be set when CSD = `1`.
4. If SCL is high (SCL = `1`) when this bit is set, the current clock pulse will complete (SCL = `0`) with the proper SCL/SDA timing required for a valid Stop condition; any data in the transmit or receive shift registers will be lost.

36.5.3 I2CxCON2

Name: I2CxCON2
Address: 0x01E8

I2C Control Register 2

Bit	7	6	5	4	3	2	1	0
	ACNT	GCEN		ABD	SDAHT[1:0]		BFRET[1:0]	
Access	R/W	R/W		R/W	R/W	R/W	R/W	R/W
Reset	0	0		0	0	0	0	0

Bit 7 – ACNT Auto-Load I2C Count Register Enable

Value	Description
1	The first transmitted/received byte after the address is automatically loaded into the I2CxCNT register
0	Auto-load of I2CxCNT is disabled

Bit 6 – GCEN General Call Address Enable (*used when* MODE = `00x` *or MODE* = `11x`)

Value	Description
1	General Call Address (`0x00`) causes an address match event
0	General Call addressing is disabled

Bit 4 – ABD Address Buffer Disable

Value	Description
1	Address buffers are disabled. Received address is loaded into I2CxRXB, address to transmit is loaded into I2CxTXB.
0	Address buffers are enabled. Received address is loaded into I2CxADB0/I2CxADB1, address to transmit is loaded into I2CxADB0/I2CxADB1.

Bits 3:2 – SDAHT[1:0] SDA Hold Time Selection

Value	Description
11	No additional hold time on SDA after falling edge of SCL
10	Minimum of 30 ns hold time on SDA after the falling SCL edge
01	Minimum of 100 ns hold time on SDA after the falling SCL edge
00	Minimum of 300 ns hold time on SDA after the falling SCL edge

Bits 1:0 – BFRET[1:0] Bus Free Time Selection

Value	BFREDR = 0	BFREDR = 1
11	64 baud-divided I2CxCLK pulses	16 baud-divided I2CxCLK pulses
10	32 baud-divided I2CxCLK pulses	8 baud-divided I2CxCLK pulses
01	16 baud-divided I2CxCLK pulses	4 baud-divided I2CxCLK pulses
00	8 baud-divided I2CxCLK pulses	2 baud-divided I2CxCLK pulses

36.5.4 I2CxCON3

Name: I2CxCON3
Address: 0x01E9

I2C Control Register 3

Bit	7	6	5	4	3	2	1	0
				BFREDR	FME[1:0]		ACNTMD[1:0]	
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit 4 – BFREDR Bus Free Time Divider Ratio
Selects the divider ratio for Bus Free Time selection. See BFRET bits for more information.

Bits 3:2 – FME[1:0] Fast Mode Enable

Value	Description
11	Reserved
10	Fast Mode Plus (SCL frequency (F_{SCL}) = $F_{I2CxCLK}$/**16**)
01	Fast Mode (SCL frequency (F_{SCL}) = $F_{I2CxCLK}$/**4**)
00	Standard Mode (SCL frequency (F_{SCL}) = $F_{I2CxCLK}$/**5**)

Bits 1:0 – ACNTMD[1:0] ACNT Mode Selection

Value	Condition	Description
xx	ACNT = 0	ACNTMD bits ignored
11	ACNT = 1	Reserved
10	ACNT = 1	16 bits are loaded into I2CxCNT[15:0]
01	ACNT = 1	8 bits are loaded into I2CxCNT[15:8]
00	ACNT = 1	8 bits are loaded into I2CxCNT[7:0]

36.5.5 I2CxSTAT0

Name: I2CxSTAT0
Address: 0x01E4

I2C Status Register 0

Bit	7	6	5	4	3	2	1	0
	BFRE	SMA	MMA	R	D			
Access	R	R	R	R	R			
Reset	0	0	0	0	0			

Bit 7 – BFRE Bus Free Status[2]

Value	Description
1	Indicates an Idle bus; both SCL and SDA have been high for the time selected by the BFRET bits
0	Bus is not Idle

Bit 6 – SMA Client Mode Active Status

Value	Description
1	Client mode is active Set after the 8th falling SCL edge of a received matching 7-bit client address Set after the 8th falling SCL edge of a matching received 10-bit client low address Set after the 8th falling SCL edge of a received matching 10-bit client high w/read address, only after a previous received matching high and low w/write address
0	Client mode is not active Cleared when any Restart/Stop condition is detected on the bus Cleared by BTOIF and BCLIF conditions

Bit 5 – MMA Host Mode Active Status

Value	Description
1	Host mode is active Set when host state machine asserts a Start condition
0	Host mode is not active Cleared when BCLIF is set Cleared when Stop condition is issued Cleared for BTOIF condition after the host successfully shifts out a Stop condition

Bit 4 – R Read Information[1]

Value	Description
1	Indicates that the last matching received address was a Read request
0	Indicates that the last matching received address was a Write request

Bit 3 – D Data

Value	Description
1	Indicates that the last byte received or transmitted was data
0	Indicates that the last byte received or transmitted was an address

Notes:
1. This bit holds the R/$\overline{W}$ bit information following the last received address match. Addresses transmitted by the host do not affect the host's R bit, and addresses appearing on the bus without a match do not affect the R bit.
2. I2CxCLK must have a valid clock source selected for this bit to function.

36.5.6 I2CxSTAT1

Name: I2CxSTAT1
Address: 0x01E5

I2C Status Register 1

Bit	7	6	5	4	3	2	1	0
	TXWE		TXBE		RXRE	CLRBF		RXBF
Access	R/W/HS		R		R/W/HS	R/S		R
Reset	0		1		0	0		0

Bit 7 – TXWE Transmit Write Error Status[1]

Value	Description
1	A new byte of data was written into I2CxTXB when it was full (*must be cleared by software*)
0	No transmit write error occurred

Bit 5 – TXBE Transmit Buffer Empty Status[2]

Value	Description
1	I2CxTXB is empty (*cleared by writing to the I2CxTXB register*)
0	I2CxTXB is full

Bit 3 – RXRE Receive Read Error Status[1]

Value	Description
1	A byte of data was read from I2CxRXB when it was empty (*must be cleared by software*)
0	No receive overflow occurred

Bit 2 – CLRBF Clear Buffer[3]

Value	Description
1	Setting this bit clears/empties the receive and transmit buffers, causing a Reset of RXBF and TXBE Setting this bit clears the I2CxRXIF and I2CxTXIF interrupt flags

Bit 0 – RXBF Receive Buffer Full Status[2]

Value	Description
1	I2CxRXB is full (*cleared by reading the I2CxRXB register*)
0	I2CxRXB is empty

Notes:
1. This bit, when set, will cause a NACK to be issued.
2. Used as a trigger source for DMA operations.
3. This bit is special function; it can only be set by user software and always reads '0'.

36.5.7 I2CxPIR

Name: I2CxPIR
Address: 0x01EA

I2C Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0
	CNTIF	ACKTIF		WRIF	ADRIF	PCIF	RSCIF	SCIF
Access	R/W/HS	R/W/HS		R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0		0	0	0	0	0

Bit 7 – CNTIF Byte Count Interrupt Flag[(1)]

Value	Description
1	Set on the 9th falling SCL edge when I2CxCNT = 0
0	I2CxCNT value is not zero

Bit 6 – ACKTIF Acknowledge Status Time Interrupt Flag (*used only when MODE = `0xx` or MODE = `11x`*)[(1,2)]

Value	Description
1	Acknowledge sequence detected, set on the 9th falling SCL edge for any byte when addressed as a client
0	Acknowledge sequence not detected

Bit 4 – WRIF Data Write Interrupt Flag (*used only when MODE = `0xx` or MODE = `11x`*)[(1)]

Value	Description
1	Data byte detected, set on the 8th falling SCL edge for a received data byte
0	Data byte not detected

Bit 3 – ADRIF Address Interrupt Flag (*used only when MODE = `0xx` or MODE = `11x`*)[(1)]

Value	Description
1	Address detected, set on the 8th falling SCL edge for a matching received address byte
0	Address not detected

Bit 2 – PCIF Stop Condition Interrupt Flag[(1)]

Value	Description
1	Stop condition detected
0	Stop condition not detected

Bit 1 – RSCIF Restart Condition Interrupt Flag[(1)]

Value	Description
1	Restart condition detected
0	Restart condition not detected

Bit 0 – SCIF Start Condition Interrupt Flag[(1)]

Value	Description
1	Start condition detected
0	Start condition not detected

Notes:
1. Enabled interrupt flags are OR'ed to produce the PIRx[I2CxIF] bit.
2. ACKTIF is not set by a matching 10-bit high address byte with the R/$\overline{W}$ bit clear. It is only set after the matching low address byte is shifted in.

36.5.8 I2CxPIE

Name: I2CxPIE
Address: 0x01EB

I2C Interrupt and Hold Enable Register

Bit	7	6	5	4	3	2	1	0
	CNTIE	ACKTIE		WRIE	ADRIE	PCIE	RSCIE	SCIE
Access	R/W	R/W		R/W	R/W	R/W	R/W	R/W
Reset	0	0		0	0	0	0	0

Bit 7 – CNTIE Byte Count Interrupt Enable[(1)]

Value	Description
1	Enables Byte Count interrupts
0	Disables Byte Count interrupts

Bit 6 – ACKTIE Acknowledge Status Time Interrupt and Hold Enable[(1,2)]

Value	Description
1	Enables Acknowledge Status Time Interrupt and Hold condition
0	Disables Acknowledge Status Time Interrupt and Hold condition

Bit 4 – WRIE Data Write Interrupt and Hold Enable[(1,3)]

Value	Description
1	Enables Data Write Interrupt and Hold condition
0	Disables Data Write Interrupt and Hold condition

Bit 3 – ADRIE Address Interrupt and Hold Enable[(1,4)]

Value	Description
1	Enables Address Interrupt and Hold condition
0	Disables Address Interrupt and Hold condition

Bit 2 – PCIE Stop Condition Interrupt Enable[(1)]

Value	Description
1	Enables interrupt on the detection of a Stop condition
0	Disables interrupt on the detection of a Stop condition

Bit 1 – RSCIE Restart Condition Interrupt Enable[(1)]

Value	Description
1	Enables interrupt on the detection of a Restart condition
0	Disables interrupt on the detection of a Restart condition

Bit 0 – SCIE Stop Condition Interrupt Enable[(1)]

Value	Description
1	Enables interrupt on the detection of a Start condition
0	Disables interrupt on the detection of a Start condition

Notes:

1. Enabled interrupt flags are OR'ed to produce the PIRx[I2CxIF] bit.
2. When ACKTIE is set (ACKTIE = 1) and ACKTIF becomes set (ACKTIF = 1), if an $\overline{\text{ACK}}$ is generated, CSTR is also set. If a NACK is generated, CSTR remains unchanged.
3. When WRIE is set (WRIE = 1) and WRIF becomes set (WRIF = 1), CSTR is also set.
4. When ADRIE is set (ADRIE = 1) and ADRIF becomes set (ADRIF = 1), CSTR is also set.

36.5.9 I2CxERR

Name: I2CxERR
Address: 0x01EC

I2C Error Register

Bit	7	6	5	4	3	2	1	0
		BTOIF	BCLIF	NACKIF		BTOIE	BCLIE	NACKIE
Access		R/W/HS	R/W/HS	R/W/HS		R/W	R/W	R/W
Reset		0	0	0		0	0	0

Bit 6 – BTOIF Bus Time-out Interrupt Flag[1,2]

Value	Description
1	Bus time-out event occurred
0	No bus time-out event occurred

Bit 5 – BCLIF Bus Collision Detect Interrupt Flag[1]

Value	Description
1	Bus collision detected
0	No bus collision occurred

Bit 4 – NACKIF NACK Detect Interrupt Flag[1,3,4]

Value	Description
1	NACK detected on the bus (when SMA = 1 or MMA = 1)
0	No NACK detected on the bus

Bit 2 – BTOIE Bus Time-out Interrupt Enable

Value	Description
1	Enable Bus Time-out interrupts
0	Disable Bus Time-out interrupts

Bit 1 – BCLIE Bus Collision Detect Interrupt Enable

Value	Description
1	Enable Bus Collision interrupts
0	Disable Bus Collision interrupts

Bit 0 – NACKIE NACK Detect Interrupt Enable

Value	Description
1	Enable NACK detect interrupts
0	Disable NACK detect interrupts

Notes:
1. Enabled error interrupt flags are OR'ed to produce the PIRx[I2CxEIF] bit.
2. User software must select the Bus Time-out source in the I2CxBTOC register.
3. NACKIF is also set when any of the TXWE, RXRE, TXU, or RXO bits are set.
4. NACKIF is not set for the NACK response to a non-matching client address.

36.5.10 I2CxCLK

Name: I2CxCLK
Address: 0x01F9

I2C Clock Selection Register

Bit	7	6	5	4	3	2	1	0
				CLK[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – CLK[4:0] I2C Clock Selection

Table 36-6.

CLK	Selection
11111 - 01111	Reserved
01110	CLC4_out
01101	CLC3_out
01100	CLC2_out
01011	CLC1_out
01010	TU16B_OUT
01001	TU16A_OUT
01000	TMR4_Postscaler_OUT
00111	TMR2_Postscaler_OUT
00110	TMR0_OUT
00101	Clock Reference output
00100	EXTOSC
00011	MFINTOSC (500 kHz)
00010	HFINTOSC
00001	F_{OSC}
00000	$F_{OSC}/4$

36.5.11 I2CxBAUD

Name: I2CxBAUD
Address: 0x01F8

I2C Baud Rate Prescaler

Bit	7	6	5	4	3	2	1	0
	BAUD[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – BAUD[7:0] Baud Rate Prescaler Selection

Value	Description
n	Prescaled I2C Clock Frequency (F_{PRECLK}) = $\frac{I2CxCLK}{(BAUD + 1)}$

Note: It is recommended to write this register only when the module is Idle (MMA = 0 or SMA = 0) or when the module is clock stretching (CSTR = 1 or MDR = 1).

36.5.12 I2CxCNT

Name: I2CxCNT
Address: 0x01ED

I2C Byte Count Register[1,2]

Bit	15	14	13	12	11	10	9	8
	CNT[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	CNT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – CNT[15:0] Byte Count

Condition	Description
If receiving data:	Count value decremented on 8th falling SCL edge when a new byte is loaded into I2CxRXB
If transmitting data:	Count value is decremented on the 9th falling SCL edge when a new byte is moved from I2CxTXB

Notes:

1. It is recommended to write this register only when the module is Idle (MMA = 0 or SMA = 0) or when the module is clock stretching (CSTR = 1 or MDR = 1).
2. CNTIF is set on the 9th falling SCL edge when I2CxCNT = 0.
3. The individual bytes in this multibyte register can be accessed with the following register names:
   - I2CxCNTH: Accesses the high byte I2CxCNT[15:8]
   - I2CxCNTL: Accesses the low byte I2CxCNT[7:0]
4. The I2CxCNTH register is buffered for automatic write operation. The actual register value gets updated when the user writes to the I2CxCNTL register. There is no buffering for read operation, it is recommended to perform a double read to ensure a valid count value.

36.5.13 I2CxBTO

Name: I2CxBTO
Address: 0x01F7

I2C Bus Time-Out Register[(1)]

Bit	7	6	5	4	3	2	1	0
	TOREC	TOBY32	TOTIME[5:0]					
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – TOREC Time-Out Recovery Selection

Value	Description
1	A BTO event will reset the I2C module and set BTOIF
0	A BTO event will set BTOIF, but will not reset the I2C module

Bit 6 – TOBY32 Time-Out Prescaler Extension Enable[(2)]

Value	Description
1	BTO time = TOTIME * T_{BTOCLK} * **32**
0	BTO time = TOTIME * T_{BTOCLK}

Bits 5:0 – TOTIME[5:0] Time-Out Time Selection

Value	Condition	Description
n	TOBY32 = 1	Time-out is TOTIME periods of the prescaled BTO clock multiplied by **32** (TOTIME = n * T_{BTOCLK} * **32**)
n	TOBY32 = 0	Time-out is TOTIME periods of the prescaled BTO clock (TOTIME = n * T_{BTOCLK})

Notes:
1. It is recommended to write this register only when the module is Idle (MMA = 0 or SMA = 0) or when the module is clock stretching (CSTR = 1 or MDR = 1).
2. When TOBY32 is set (TOBY32 = 1) and the LFINTOSC, MFINTOSC, or SOSC is selected as the BTO clock source, the time-out time (TOTIME) will be approximately 1 ms.
3. If TOTIME = 0, the time-out is 64 periods of the prescaled BTO clock.

36.5.14 I2CxBTOC

Name: I2CxBTOC
Address: 0x01FA

I2C Bus Time-Out Clock Source Selection

Bit	7	6	5	4	3	2	1	0
						BTOC[2:0]		
Access						R/W	R/W	R/W
Reset						0	0	0

Bits 2:0 – BTOC[2:0] Bus Time-Out Clock Source Selection

Table 36-7.

BTOC	Selection
111	TU16B_OUT
110	TU16A_OUT
101	TMR4_postscaled
100	TMR2_postscaled
011	SOSC
010	MFINTOSC (32 kHz)
001	LFINTOSC
000	Reserved

36.5.15 I2CxADB0

Name: I2CxADB0
Address: 0x01F1

I2C Address Buffer 0 Register[(1)]

Bit	7	6	5	4	3	2	1	0
	ADB[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – ADB[7:0] I2C Address Buffer 0

Condition	Description
7-bit Client/Multi-Host modes (MODE = `00x` or `11x`):	**ADB[7:1]:** Received matching 7-bit client address **ADB[0]:** Received R/$\overline{W}$ value from 7-bit address
10-bit Client modes (MODE = `01x`):	**ADB[7:0]:** Received matching lower eight bits of 10-bit client address
7-bit Host mode (MODE = `100`):	Unused in this mode
10-bit Host mode (MODE = `101`):	**ADB[7:0]:** Eight Least Significant bits of the 10-bit client address

Note:
1. This register is read-only except in Host 10-bit Address mode (MODE = `101`).

36.5.16 I2CxADB1

Name: I2CxADB1
Address: 0x01F2

I2C Address Buffer 1 Register(1)

Bit	7	6	5	4	3	2	1	0
	ADB[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – ADB[7:0] I2C Address Buffer 1

Condition	Description
7-bit Client modes (MODE = `00x`):	Unused in this mode
10-bit Client modes (MODE = `01x`):	**ADB[7:1]:** Received matching 10-bit client address high byte **ADB[0]:** Received R/$\overline{W}$ value from 10-bit high address byte
7-bit Host mode (MODE = `100`):	**ADB[7:1]:** 7-bit client address **ADB[0]:** R/$\overline{W}$ value
10-bit Host mode (MODE = `101`):	**ADB[7:1]:** 10-bit client high address byte **ADB[0]:** R/$\overline{W}$ value
7-bit Multi-Host modes (MODE = `11x`):	**ADB[7:1]:** 7-bit client address **ADB[0]:** R/$\overline{W}$ value

Note:

1. This register is read-only in 7-bit Client Address modes (MODE = `0xx`).

36.5.17 I2CxADR0

Name: I2CxADR0
Address: 0x01F3

I2C Address 0 Register

Bit	7	6	5	4	3	2	1	0
	ADR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – ADR[7:0] I2C Client Address 0

Condition	Description
7-bit Client/Multi-Host modes (MODE = `00x` or `11x`):	**ADR[7:1]:** 7-bit client address **ADR[0]:** Unused; bit state is 'don't care'
10-bit Client modes (MODE = `01x`):	**ADR[7:0]:** Eight Least Significant bits of first 10-bit address

36.5.18 I2CxADR1

Name: I2CxADR1
Address: 0x01F4

I2C Address 1 Register

Bit	7	6	5	4	3	2	1	0
	ADR[6:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Reset	1	1	1	1	1	1	1	

Bits 7:1 – ADR[6:0] I2C Client Address 1

Condition	Description
7-bit Client/Multi-Host modes (MODE = `000` or `110`):	7-bit client address 1
7-bit Client/Multi-Host modes with Masking (MODE = `011` or `111`):	7-bit client address mask for I2CxADR0
10-bit Client mode (MODE = `010`):	**ADR[7:3]:** Bit pattern (`11110`) as defined by the I^2C Specification(1) **ADR[2:1]:** Two Most Significant bits of first 10-bit address
10-bit Client mode with Masking (MODE = `011`):	**ADR[7:3]:** Bit pattern (`11110`) as defined by the I^2C Specification(1) **ADR[2:1]:** Two Most Significant bits of 10-bit address

Note:
1. The '`11110`' bit pattern used in the 10-bit address high byte is defined by the I^2C Specification. It is up to the user to define these bits. These bit values are compared to the received address by hardware to determine a match. The bit pattern transmitted by the host must be the same as the client address's bit pattern used for comparison or a match will not occur.

36.5.19 I2CxADR2

Name: I2CxADR2
Address: 0x01F5

I2C Address 2 Register

Bit	7	6	5	4	3	2	1	0
	ADR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – ADR[7:0] I2C Client Address 2

Condition	Description
7-bit Client/Multi-Host modes (MODE = `000` or `110`):	**ADR[7:1]:** 7-bit client address 2 **ADR[0]:** Unused; bit state is 'don't care'
7-bit Client/Multi-Host modes with Masking (MODE = `001` or `111`):	**ADR[7:1]:** 7-bit client address **ADR[0]:** Unused; bit state is 'don't care'
10-bit Client mode (MODE = `010`):	**ADR[7:0]:** Eight Least Significant bits of the second 10-bit address
10-bit Client mode with Masking (MODE = `011`):	**ADR[7:0]:** Eight Least Significant bits of 10-bit address mask

36.5.20 I2CxADR3

Name: I2CxADR3
Address: 0x01F6

I2C Address 3 Register[1]

Bit	7	6	5	4	3	2	1	0
	ADR[6:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Reset	1	1	1	1	1	1	1	

Bits 7:1 – ADR[6:0] I2C Client Address 3

Name	Description
7-bit Client/Multi-Host modes (MODE = 000 or 110):	7-bit client address 3
7-bit Client/Multi-Host modes with Masking (MODE = 001 or 111):	7-bit client address mask for I2CxADR2
10-bit Client mode (MODE = 010):	**ADR[7:3]:** Bit pattern (11110) as defined by the I^2C Specification[1] **ADR[2:1]:** Two Most Significant bits of second 10-bit address
10-bit Client mode with Masking (MODE = 011):	**ADR[7:3]:** Bit pattern (11110) as defined by the I^2C Specification[1] **ADR[2:1]:** Two Most Significant bits of 10-bit address mask

Note:
1. The ‘11110’ bit pattern used in the 10-bit address high byte is defined by the I^2C Specification. It is up to the user to define these bits. These bit values are compared to the received address by hardware to determine a match. The bit pattern transmitted by the host must be the same as the client address’s bit pattern used for comparison or a match will not occur.

36.5.21 I2CxTXB

Name: I2CxTXB
Address: 0x01F0

I2C Transmit Buffer Register[1]

Bit	7	6	5	4	3	2	1	0
	TXB[7:0]							
Access	W	W	W	W	W	W	W	W
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – TXB[7:0] I2C Transmit Buffer

Note:
1. This register is write-only. Reading this register will return a value of `0x00`.

36.5.22 I2CxRXB

Name: I2CxRXB
Address: 0x01EF

I2C Receive Buffer[1]

Bit	7	6	5	4	3	2	1	0
	RXB[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bits 7:0 – RXB[7:0] I2C Receive Buffer

Note:
1. This register is read-only. Writes to this register are ignored.

36.6 Register Summary - I2C

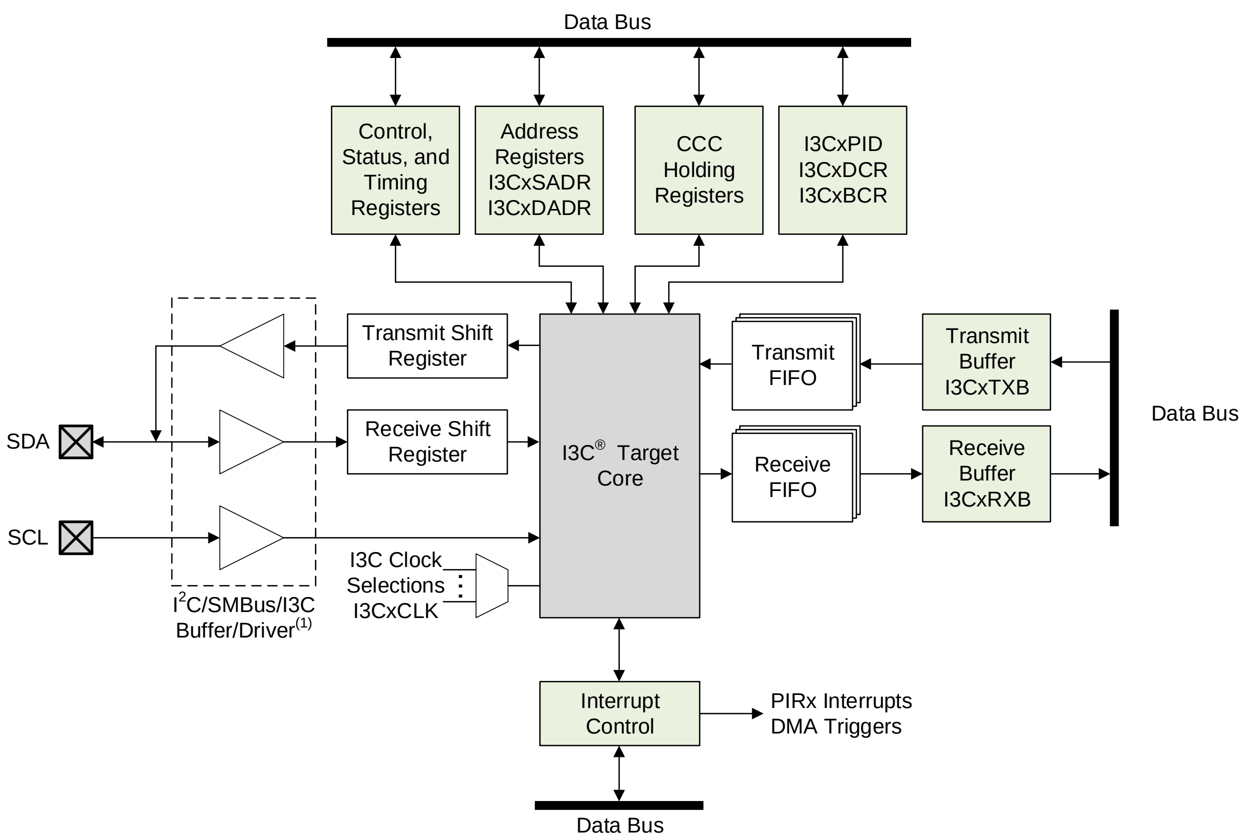
Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x01E3	Reserved									
0x01E4	I2C1STAT0	7:0	BFRE	SMA	MMA	R	D			
0x01E5	I2C1STAT1	7:0	TXWE		TXBE		RXRE	CLRBF		RXBF
0x01E6	I2C1CON0	7:0	EN	RSEN	S	CSTR	MDR	MODE[2:0]		
0x01E7	I2C1CON1	7:0	ACKCNT	ACKDT	ACKSTAT	ACKT	P	RXO	TXU	CSD
0x01E8	I2C1CON2	7:0	ACNT	GCEN		ABD	SDAHT[1:0]		BFRET[1:0]	
0x01E9	I2C1CON3	7:0				BFREDR	FME[1:0]		ACNTMD[1:0]	
0x01EA	I2C1PIR	7:0	CNTIF	ACKTIF		WRIF	ADRIF	PCIF	RSCIF	SCIF
0x01EB	I2C1PIE	7:0	CNTIE	ACKTIE		WRIE	ADRIE	PCIE	RSCIE	SCIE
0x01EC	I2C1ERR	7:0		BTOIF	BCLIF	NACKIF		BTOIE	BCLIE	NACKIE
0x01ED	I2C1CNT	7:0	CNT[7:0]							
		15:8	CNT[15:8]							
0x01EF	I2C1RXB	7:0	RXB[7:0]							
0x01F0	I2C1TXB	7:0	TXB[7:0]							
0x01F1	I2C1ADB0	7:0	ADB[7:0]							
0x01F2	I2C1ADB1	7:0	ADB[7:0]							
0x01F3	I2C1ADR0	7:0	ADR[7:0]							
0x01F4	I2C1ADR1	7:0	ADR[6:0]							
0x01F5	I2C1ADR2	7:0	ADR[7:0]							
0x01F6	I2C1ADR3	7:0	ADR[6:0]							
0x01F7	I2C1BTO	7:0	TOREC	TOBY32	TOTIME[5:0]					
0x01F8	I2C1BAUD	7:0	BAUD[7:0]							
0x01F9	I2C1CLK	7:0				CLK[4:0]				
0x01FA	I2C1BTOC	7:0						BTOC[2:0]		

37. I3C® - Improved Inter-Integrated Circuit Module

The Improved Inter-Integrated Circuit (I3C) is a multi-Controller serial data communication interface which builds upon the traditional Inter-Integrated Circuit (I^2C) interface. Similar to I^2C, devices on the I3C bus communicate in a Controller/Target environment where either the Controller or the Target device can initiate the communication. The I3C interface is developed by the MIPI® Alliance and provides a fast, low-cost, low-power managed two-wire digital interface to improve sensor and device integration. The I3C interface is also backward compatible with the I^2C standard.

The I3C module on this device supports Target functionality only, with no Controller capabilities. Figure 37-1 shows a block diagram of the I3C Target module interface.

Figure 37-1. I3C® Block Diagram



Note 1: I^2C/SMBus/I3C Buffer/Driver selection can be changed based on the module's mode of operation.

37.1 Features

The I3C module on this device supports the following features:

- I3C Target Device Mode Only
- Backward Compatible with I^2C/SMBus Transfers and Interface
  - Can Alternatively be Configured to be Used as an I^2C Target Module
- Adheres to *MIPI I3C® Basic Specification 1.0*
- Target Reset Action from *MIPI I3C Specification v1.1.1*
- Single Data Rate (SDR) Mode Only and Recognizes High Data Rate (HDR) Exit Pattern
- Dynamic Address Assignment, Direct and Broadcast Common Command Codes (CCCs), and Private Read/Write Transfers

- In-Band Interrupt (IBI) and Hot-Join Capabilities
- Built-in Error Detection and Recovery
- Integrated Direct Memory Access (DMA) Support
- Extensive Support for Interrupts
- Dedicated I3C SDA and SCL Pads with MVIO Support for 0.95V-3.63V Communication at up to 12.9 MHz

37.1.1 Terminology and Abbreviations

The I3C communication protocol terminologies and abbreviations used throughout this document have been adapted from the *MIPI I3C Specification v1.1.1* and can be found in the tables below.

Table 37-1. I3C® Bus Terminology and Definitions

Term	Definition
Active Controller	The Controller device that is currently in control of the I3C bus
Address Header	A data sequence on the bus that follows a Start or Restart and includes 7 Address bits, one R/$\overline{W}$ bit, and one $\overline{ACK}$/NACK bit
Arbitration	A method used to determine which device has bus control if multiple devices started transmitting at the same time. It can also be required during Target transmission if a Controller addresses multiple Targets.
Broadcast	A command or message intended for multiple Target devices and uses the Broadcast Address `7'h7E`
Broadcast Address	A reserved 7-bit address transmitted by the Controller with the value of `7'h7E` as part of a Broadcast message (see “Broadcast”)
Common Command Code (CCC)	Globally supported standardized commands that the Controller can transmit either directly to a specific target (Direct CCC) or broadcast to all targets on the bus simultaneously (Broadcast CCC)
Controller	A device which has control over the I3C bus (timing and data)
Data Word	A data sequence, typically occurring after the Address Header, for transmitting data on the bus and includes nine consecutive bits consisting of 8-bits of data and one T-bit
Defining Byte	Additional byte to further describe the configuration of a CCC
Device	Either a Controller or Target
Dynamic Address	A device address assigned to the Target by the Active Controller during the initialization of the bus or the Target device; typically happens after power up
Frame	A data transfer sequence starting with a Start and ending with a Stop
High Data Rate (HDR)	A data transfer that occurs using both edges of the clock to achieve higher speeds
Hot-Join	A feature which allows a Target device to join the I3C bus after the bus has been configured and to notify the Controller device that it is ready to receive a Dynamic Address
I3C® Bus (or Bus)	The physical and logical implementation of the Serial Data (SDA) and Serial Clock (SCL)
In-Band Interrupt (IBI)	A method where a Target device generates an interrupt for the Controller to service using the I3C bus (without using any external interrupt lines)
Legacy I^2C Target	A Target device that meets the requirements of the I^2C Specification
Legacy I^2C transaction	A typical I^2C transaction that occurs on the I3C bus
Message	A communication packet between devices on the bus
Offline Capable	A device capable of disconnecting from the I3C bus physically or capable of ignoring I3C traffic on the bus
Open-Drain	A High Impedance state of an output driver with an active pull-down and typically used with a passive pull-up; used for signaling of I^2C communication and some I3C communication
Pad Buffer	An I/O buffer available on the SDA and SCL pads that meets the voltage and speed requirements for the desired communication type (like I3C, I^2C, SMBus)
Peripheral	Another way of referring to this Target Module
Primary Controller	The Controller-capable I3C device that initializes the I3C bus and performs configuration of all target devices. It acts as the authority for the bus in its initial state and becomes the first Active Controller once the bus is configured.

...........continued

Term	Definition
Private Transaction	A transaction that happens exclusively between the Controller and the Target that is not a CCC, IBI, or Hot-Join transaction
Push-Pull	An output driver with active pull-down and active pull-up; primary method of signaling for I3C communication
Restart	A signal that looks identical to a Start and can be used as an alternative to a Stop to be able to send multiple messages in the same frame
Secondary Controller	A Controller-capable I3C device that initially acts as a Target, but can accept Controller-ship from the Active Controller and become the new Active Controller
Signaling	A method of pulling the SDA and SCL lines high or low to transmit data on the bus, see “Open-Drain” or “Push-Pull”
Single Data Rate (SDR)	Data transfer that occurs using only one edge of the clock
Speed-Limited	A device that is unable to meet one or more timing requirements as per the I3C Specification
Spike Filter	A filter that removes spikes shorter than 50 ns on the bus
Start	A signal asserted by the Controller that is a high-to-low transition on the SDA line while the SCL line is at a constant high; used to signify the beginning of a new frame or message
Static Address	A device address that is fixed and cannot be changed
Stop	A signal asserted by the Controller that is a low-to-high transition on the SDA line while the SCL line is at a constant high; used to signify the end of a frame or message
Target	A device that can only respond to a command or message from a Controller device and cannot generate clock pulses

Table 37-2. I3C® Abbreviations

Abbreviation	Full Name
ACK	Acknowledge
CCC	Common Command Code
DMA	Direct Memory Access
FIFO	First-In First-Out
GPIO	General Purpose I/O
HDR	High Data Rate
HJ	Hot-Join
I^{2}C	Inter-Integrated Circuit
I3C®	Improved Inter-Integrated Circuit
IBI	In-Band Interrupt
LV	Low-Voltage
MVIO	Multi-Voltage I/O
NACK	Not-Acknowledge
P	Stop
PPS	Peripheral Pin Select
R	Read
R/$\overline{W}$	Read/Write
S	Start
Sr	Restart
SCL	Serial Clock Line
SDA	Serial Data Line
SDR	Single Data Rate
ST	Schmitt Trigger
T (or T-bit)	Transition Bit

...........continued

Abbreviation	Full Name
TTL	Transistor-Transistor Logic
W	Write

37.2 I3C Module Overview

37.2.1 I3C Module Clock

The I3C module uses a clock for its internal operation and is selectable using the I3CxCLK register. This clock also serves as the base counter for the following Bus conditions:

- Bus Available Condition
- Bus Idle Condition
- Bus Time-out

Important:

1. The user must select an I3C clock source that is at least half of the desired I3C bus frequency. Selecting a slower I3C clock source may result in slower module operation and other transmission errors.
2. When using a timer as the clock source, the timer must also be configured. Additionally, when using the HFINTOSC as a clock source, it is important to understand that the HFINTOSC frequency selected by the OSCFRQ register is used as the clock source. The clock divider selected by the NDIV bits is not used. For example, if OSCFRQ selects 4 MHz as the HFINTOSC clock frequency, and the NDIV bits select a divide by four scaling factor, the I^{2}C Clock Frequency will be 4 MHz and not 1 MHz since the divider is ignored.

37.2.2 Single Data Rate (SDR) Mode

The I3C Target module on this device supports Single Data Rate (SDR) mode. High Data Rate (HDR) modes are not supported; however, the module can detect HDR Exit and Restart patterns as explained in High Data Rate (HDR) Modes.

The I3C bus is always initialized and configured in SDR mode. The SDR mode is the default mode of the I3C bus and is used in the following ways:

- Perform private messaging from the Controller device to the Target devices
- Enter other modes and states, such as HDR modes
- Use built-in I3C features such as Common Command Codes (CCCs), In-Band Interrupt (IBI), and Hot-Join
- Transition from I^{2}C to I3C through Dynamic Address Assignment
- Perform legacy I^{2}C transactions on I3C bus

37.2.2.1 I^{2}C Backward Compatibility

The I3C SDR mode is backward compatible with I^{2}C protocol and conditions, which allows for legacy I^{2}C target devices (but not I^{2}C controller devices) to coexist with I3C devices on the same I3C bus. Since the I3C protocol is designed to allow I^{2}C traffic on the bus, the I3C targets can easily ignore the I^{2}C traffic. However, most legacy I^{2}C targets on the bus will not see the I3C traffic because of the higher I3C clock speeds. Refer to I3C Pad Compatibility with I^{2}C/SMBus Levels for details.

Important: The *MIPI I3C® Specification* strongly suggests that legacy I^{2}C devices incorporate 50 ns spike filters on the SDA and SCL pads to make it possible for them to ignore the I3C traffic at higher speeds. With spike filters implemented for all I^{2}C targets on the bus, the I3C bus can operate at the maximum rated clock frequency. If any I^{2}C target on the bus does not have spike filters implemented or activated, then the I3C bus speed is determined by the slowest I^{2}C target without a spike filter.

Tip: The I3C Target module on this device can be used in I^{2}C Target mode until it is assigned a Dynamic Address. Refer to Legacy I^{2}C Transaction on I3C Bus for details. If I^{2}C Controller features are desired, refer to the **"I^{2}C - Inter-Integrated Circuit Module"** chapter for more information.

Table 37-3 outlines some similarities and variations that exist between the I3C SDR protocol and the I^{2}C standard protocol.

Table 37-3. I^{2}C Standard vs I3C® SDR Protocol Differences

Feature	I^{2}C Feature Supported in I3C Protocol	Feature as Implemented in I3C Protocol
Bus Speed	Fast mode (400 kHz) required Fast mode Plus (1 MHz) desired	Up to 12.5 MHz
Operating Voltage	1.8V to 3.6V	1V to 3.6V
Address	7-bit Static Address supported 10-bit Extended Static Address not supported	7-bit Static Address 7-bit Dynamic Address
50 ns Spike Filters	Highly recommended	N/A
Clock Stretching by Target	Not supported	Feature does not exist in I3C since SCL line is only driven by the Controller
I3C® Reserved Address (`7'h7E`)	Not allowed	Used to begin an I3C SDR transaction on the bus
Start, Restart, and Stop Conditions	Supported	Identical to I^{2}C
Address Header	Supported	Identical to I^{2}C in bit formatting, although signaling and timing may vary
Data Word	Supported	Same bit count as I^{2}C, but differ in the ninth bit
Signaling	Always open-drain, supported	Normally push-pull, some exceptions may use open-drain. Pull-ups are provided by the Controller.

37.2.3 I3C Bus Configuration

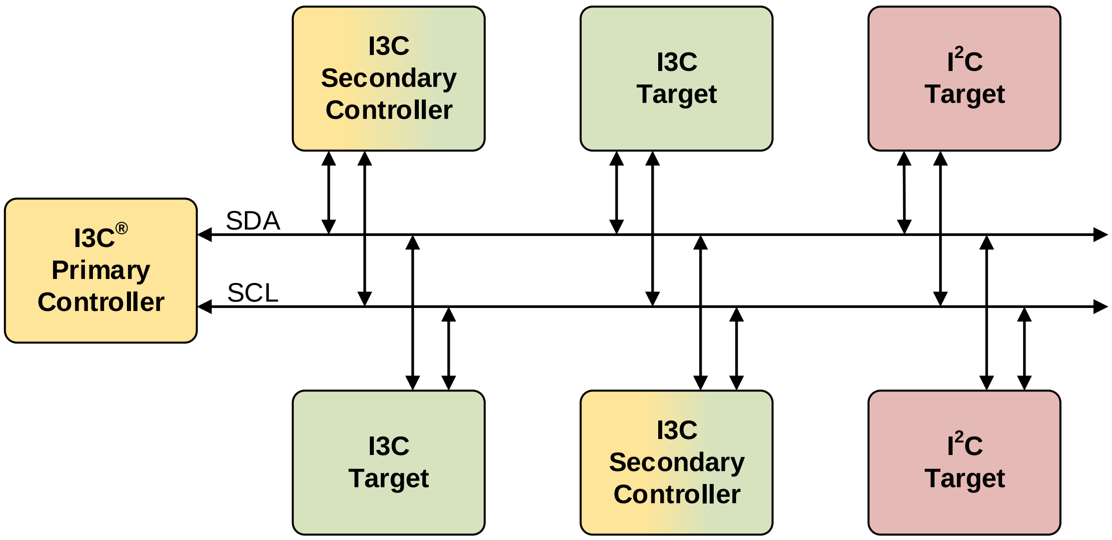
An I3C bus can have the following compatible devices connected to it:

- I3C Primary Controller (with or without HDR support)
- I3C Secondary Controller (with or without HDR support)
- I3C Target (with or without HDR support)
- I^{2}C Target (no HDR support)

An I3C bus is considered a *pure bus* when there are no active I^{2}C devices present, otherwise it is considered a *mixed bus*. The I3C bus is always initially configured in SDR mode by the I3C Primary Controller. The I3C Secondary Controller, if present on the bus, operates as a Target to the Primary Controller initially, but has the capability to become the Controller on the bus temporarily. When the Secondary Controller becomes the Controller, the Primary Controller relinquishes its controller capabilities since the I3C protocol only allows one active Controller on the bus at any time. Figure 37-2 below shows an example of an interconnected block diagram of the I3C bus.

Important: The I3C module on this device supports I3C Target mode with SDR support only, with no Controller capabilities and is backward compatible with the I^2C protocol.

Figure 37-2. I3C® Bus with I^2C and I3C Devices



37.2.3.1 I3C Characteristics Registers

The I3C Target module contains two registers that describe and define the module's capabilities and functions on the I3C bus – the I3CxBCR Bus Characteristics Register and the I3CxDCR Device Characteristics Register. The I3C Controller can read the value of these registers by sending GETBCR and GETDCR Common Command Codes (CCCs), respectively.

The I3CxBCR Bus Characteristics Register (BCR) describes the role and capabilities of the I3C Target module. Some BCR bits are hard-coded read-only bits, whereas some are user-selectable. Refer to the description of the I3CxBCR register for bit details.

The I3CxDCR Device Characteristics Register (DCR) value is user-selectable and describes the compliant device type for the I3C Target module. The default DCR value stored in the I3CxDCR register is `0xC6`, which is defined by the MIPI specification to represent a 'Microcontroller' device.

Tip: A list of all DCR values specified by MIPI is available on their website at www.mipi.org/MIPI_I3C_device_characteristics_register.

37.2.3.2 SDA and SCL Pins

Like I^2C, the I3C bus consists of a serial data line (SDA) and a serial clock line (SCL), although the bus voltage, frequency, and signaling may vary. Refer to Table 37-3 for more information.

The I3C SDA and SCL pins on this device are in a different voltage domain powered by the Multi-Voltage I/O (MVIO). The V_{DDIOx} power pin corresponding to the SDA/SCL pins must be powered up to the desired operating voltage level for the device to be present on the I3C bus. Refer to the **"MVIO – Multi-Voltage I/O"** chapter for more information.

The I3C SDA and SCL pins must be configured as open-drain inputs. Open-drain configuration is accomplished by setting the appropriate bits in the Open-Drain Control (ODCONx) registers, while the input direction is handled by setting the appropriate bits in the Tri-State Control (TRISx) registers. Refer to the **"I/O Ports"** chapter for more information.

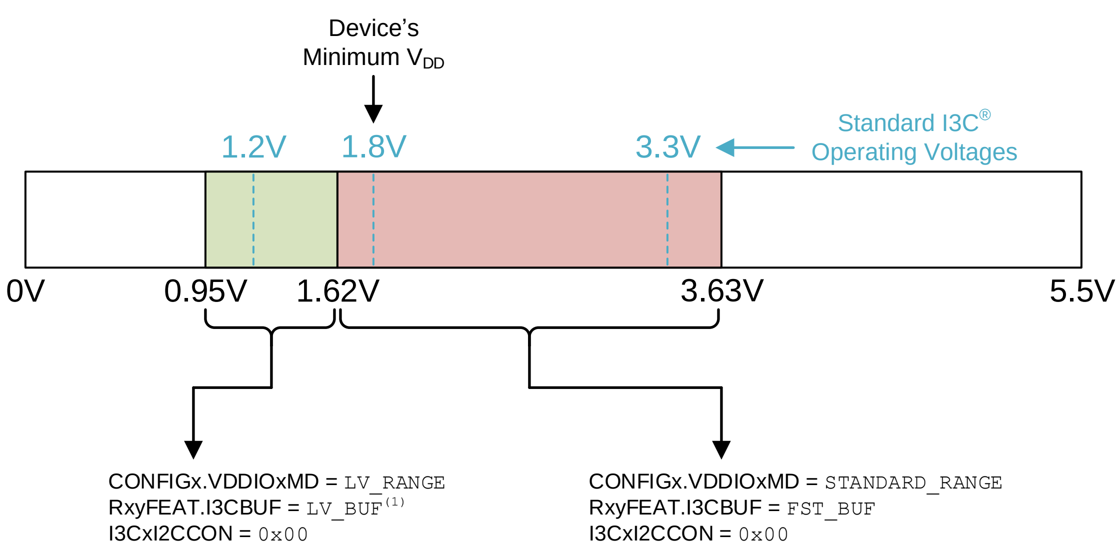
I3C SDA and SCL pads are equipped with a variety of input buffers and output drivers. Refer to the **"Input Buffers on Pads with MVIO"** and **"Output Drivers on Pads with MVIO"** sections in the **"MVIO - Multi-Voltage I/O"** chapter on how to properly select an appropriate input buffer and which output driver drives the SDA/SCL lines. Figure 37-3 and Figure 37-4 depict a summary of settings to properly operate this module in I3C mode and in I^{2}C mode respectively.

This device is equipped with fail-safe pads on the I3C SDA and SCL pins, which are designed to avoid drawing leakage current when the I3C bus voltage is greater than the MVIO supply voltage. Refer to the **"Electrical Specifications"** chapter for absolute maximum ratings for the MVIO and I3C pins.

CAUTION When the I3C module is enabled, the MVIO supply voltage on the corresponding V_{DDIOx} power pin should not exceed 3.63V, even though the individual I3C SDA and SCL pads on the MVIO domain are fail-safe and can support higher voltages.

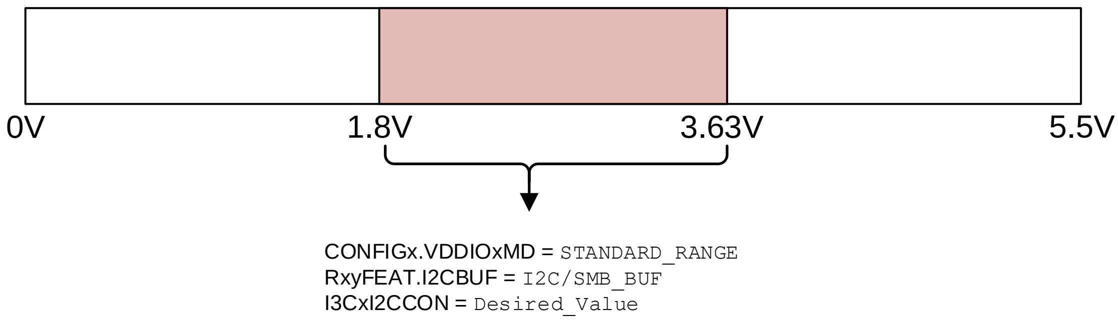
Important: The pin locations for I3C SDA and SCL are **not** remappable through the Peripheral Pin Select (PPS) registers on this device. The I3C module on this device uses dedicated SDA and SCL pads that are specifically designed to meet the I3C speed and voltage requirements. Refer to the **"Pin Allocation Table"** section in the data sheet for more information on which MVIO pins are designated for I3C SDA and SCL.

Figure 37-3. Pad Buffer Selection for I3C® Mode Operation Across Supported Voltage Range



Notes:
1. When the I3C Low-voltage buffers are used within the 1.4V-1.62V range of V_{DDIOx} power domain, a minimum device V_{DD} of 2.4V is required for proper operation.

Figure 37-4. Pad Buffer Selection for I²C Mode Operation



37.2.3.2.1 I3C Pad Compatibility with I²C/SMBus Levels

This I3C module can be used in I²C mode (OPMD = `0b00`) until it is assigned a Dynamic Address. However, the module's operating mode does not automatically switch the SDA/SCL pads to become I²C/SMBus compatible. Depending on the application, the user may choose to select a different input buffer when the module is operating in the I²C mode, which is explained in the **"Input Buffers on Pads with MVIO"** section of the **"MVIO - Multi-Voltage I/O"** chapter.

In addition to buffer selection in the pads, the I3CxI2CCON register provides additional settings for I²C/SMBus compatibility of the I3C module. The 50 ns Spike Filters can be enabled on the SDA/SCL lines by setting the FLTEN bit. This selection allows the module to ignore bus traffic at higher I3C speeds. An appropriate SDA Hold Time can also be selected using the SDAHT bits to ensure valid data transfers at various bus speeds and capacitance loads.

> **Important:** The 50 ns Spike Filters can only be used with I²C/SMBus-compatible and Standard GPIO buffers and not with any of the I3C buffers.

37.2.3.3 Speed Limitations

The I3C Specification recognizes that internal delays in the Target module or user software can cause the entire Target device to become speed-limited with respect to the other devices on the I3C bus. This section explains some of these delay conditions and the process of reporting them to the Controller.

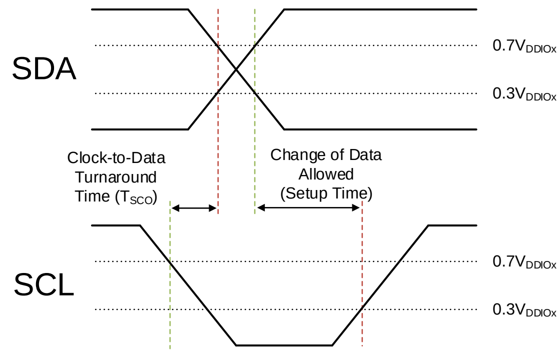
- Clock-to-Data Turnaround Time
- Maximum Read Turnaround Time
- Maximum Write Speed
- Maximum Read Speed

37.2.3.3.1 Clock-to-Data Turnaround Time

Clock-to-Data Turnaround Time (T_{SCO}) is the time duration between reception of an SCL edge by the Target and the start of driving an SDA change as shown in Figure 37-5 below. It is the measurement of the total internal delay from the SCL input to the SDA output in the Target, not including factors such as bus capacitance and path delay which are included in the broader computation. The *MIPI I3C® Specification* requires a maximum Clock-to-Data turnaround delay of 12 ns. The Target module on this device can meet this specification with both the I3C buffers (Low-Voltage Buffer and Fast Schmitt Trigger Buffer) across the entire I3C operating voltage range.

Refer to the **"Electrical Specifications"** chapter for exact T_{SCO} measurements. The user can notify the Controller of the T_{SCO} value through the I3CxMRS Maximum Read Speed register.

Figure 37-5. Clock-to-Data Turnaround Time



37.2.3.3.2 Maximum Read Turnaround Time

The Maximum Read Turnaround time is the time that the Controller will wait before reading the data it requested for Private Transactions. This delay can be specified in the I3CxMRT Maximum Read Turnaround register. This is useful when the user is expecting data read delays for Private Read Transactions due to any reason. The Controller can be notified of this delay by setting the BCR0 bit during setup to signify that the device is speed-limited. After the Controller reads the I3CxBCR register during the Dynamic Address Assignment process, the Controller can then read the I3CxMRT register by using the Get Maximum Data Speed GETMXDS Common Command Code (CCC).

Important: The Controller can choose to not wait for Maximum Read Turnaround time before attempting to read from the Target. If the data are not available in the Transmit FIFO yet, then a Transmit Underrun error is generated, the TXUIF interrupt flag is set, and the read request is NACKed, in which case the Controller will attempt to read again. Alternatively, the Target may have the data ready to be read in the Transmit FIFO before the time reported. Refer to the Transmit and Receive Buffers section for more information about the Transmit Underrun error.

If a non-zero Maximum Read Turnaround time is specified in the I3CxMRT register, then the Target must use MRS[6] bit in the I3CxMWS register to notify the Controller whether it permits the insertion of a Stop between the Write (read index) and the corresponding Read. If a Stop is permitted in between Write-to-Read, then the Controller can use the extra time for other communication or re-initiate the read request at a later time. If a Stop is not permitted, then the Controller will keep Write-to-Read transaction within one frame.

Tip: If the Maximum Read Turnaround time is more than a few microseconds, then it is highly recommended for the Target to permit a Stop between Write and Read transactions.

37.2.3.3.3 Maximum Write/Read Speed

The Maximum Write Speed and Maximum Read Speed are the maximum sustained data rate for non-Common Command Code (CCC) messages transacted between the Controller and the Target. This Target module can sustain a transfer rate at up to the maximum allowable F_{SCL} frequency of 12.9 MHz. However, the user can set a slower read/write frequency based on the specific application using the I3CxMWS Maximum Write Speed and I3CxMRS Maximum Read Speed registers. The Controller can be notified of the slower frequency by setting the BCR0 bit during setup to signify that the device is speed-limited. After the Controller reads the I3CxBCR register during the Dynamic

Address Assignment process, the Controller can then read the I3CxMWS and I3CxMRS registers using the Get Maximum Data Speed (GETMXDS) CCC.

37.2.3.4 I3C Bus Conditions

The I3C bus is considered inactive when one of the following three conditions becomes true: Bus Free, Bus Available, or Bus Idle.

37.2.3.4.1 Bus Free Condition

The Bus Free condition is defined as a period occurring after a Stop and before a Start condition. The minimum duration of a Bus Free condition is specified in Table 37-4 below. For the sake of simplicity and ease of use, this I3C module sets BFREE bit when a Stop is detected and clears it when a Start is detected to represent a Bus Free condition.

As per the *MIPI I3C® Specification*, after a Stop condition the Controller must wait for a Bus Free condition to become active before transmitting a Start condition on the bus.

37.2.3.4.2 Bus Available Condition

The Bus Available condition is defined as the period during which the Bus Free condition is sustained continuously for a duration of at least T_{AVAL} duration as specified in Table 37-4 below. This time is specified by the user using the I3CxBAVL Bus Available Condition Threshold Register. An internal counter incremented by the I3CxCLK clock is compared against the value in the I3CxBAVL register to determine when a Bus Available condition occurs. This counter stops counting at the I3CxBAVL value and resets at every Stop condition.

For example, for I3CxCLK = F_{OSC} = 64 MHz, a T_{AVAL} of 1 μs duration will require 64 counts. Therefore, the user must set I3CxBAVL = `64` during setup for I3C to operate as expected. Table 37-5 below contains I3CxBAVL values of commonly used I3CxCLK clock speeds for reference.

The Bus Available condition ensures that the bus is stable for events that require address arbitration, like Dynamic Address Assignment and In-Band Interrupts.

37.2.3.4.3 Bus Idle Condition

The Bus Idle condition is defined as a period during which the Bus Available condition is sustained continuously for a duration of at least T_{IDLE} duration as specified in Table 37-4 below. This time is specified by the user using the I3CxBIDL Bus Idle Condition Threshold Register. An internal counter incremented by the I3CxCLK clock is compared against the value in the I3CxBIDL register to determine when a Bus Idle condition occurs. This counter stops counting at the I3CxBIDL value and resets at every Stop condition.

For example, for I3CxCLK = F_{OSC} = 64 MHz, a T_{IDLE} of 200 μs duration takes 12,800 counts. Hence, the user must set I3CxBIDL = `12800` during setup for I3C to operate as expected. Table 37-5 below contains I3CxBIDL values for commonly used I3CxCLK clock speeds for reference.

The Bus Idle condition is key to ensuring bus stability when new devices are added to the bus during Hot-Join events.

CAUTION The user must set appropriate values in the I3CxBAVL and I3CxBIDL registers during setup to match the I3C bus condition timings as specified in Table 37-4 for the module to operate as expected. Failing to do so may result in unexpected behavior.

Table 37-4. Bus Condition Timings as per *MIPI I3C Specification Basic v1.0*

Bus Condition	Symbol	Timing
Bus Free Condition	T_{CAS} for pure bus	38.4 ns
	T_{BUF} for mixed bus	1.3 μs for Fast mode (400 kHz) 500 ns for Fast mode Plus (1 MHz)

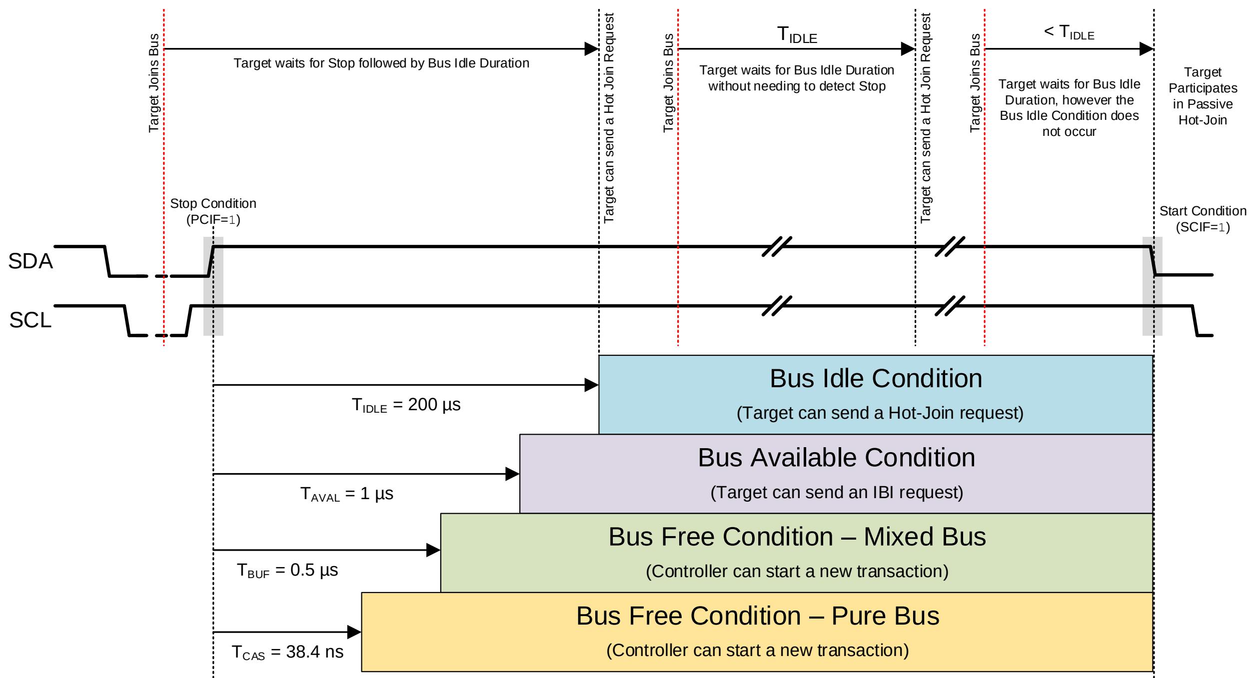
...........continued

Bus Condition	Symbol	Timing
Bus Available Condition	T_{AVAL}	1 µs
Bus Idle Condition	T_{IDLE}	200 µs

Table 37-5. I3CxBAVL and I3CxBIDL Values for Commonly Used I3CxCLK Clock Speeds

I3CxCLK Clock Speed	I3CxBAVL Value for T_{AVAL} = 1 µs	I3CxBIDL Value for T_{IDLE} = 200 µs
8 MHz	8	1600
16 MHz	16	3200
32 MHz	32	6400
48 MHz	48	9600
64 MHz	64	12800

Figure 37-6. I3C® Bus Condition Timings



Note:
The diagram is not drawn to scale.

37.2.3.4.4 Bus Time-out

If there is no activity on the SCL line and the Target is not in its Idle state (in between transactions, BFREE = 0), then it is possible that either the Controller or the Target might have stalled during a transaction. As a preventive measure for the stalled Target device from hanging indefinitely, an internal Bus Time-out timer can be configured to notify the user of such an occurrence. This time is specified by the user using the I3CxBTO Bus Time-out Register. An internal counter incremented by the I3CxCLK clock is compared against the value in the I3CxBTO register to determine when a Bus Time-out occurs. This feature is disabled by default and must be enabled by setting the Bus Time-out Enable BTOEN bit.

When enabled, the Bus Time-out timer starts counting after a Start condition, resets at every SCL clock edge, and stops after a Stop condition. If the timer expires before it is reset by an SCL clock, then a Bus Time-out condition has occurred, and the Bus Time-out Error BTOIF flag is set. In addition, if either the Hot-Join or In-Band Interrupt has been requested (HJREQ = 1 or IBIREQ = 1) and the Controller has not responded with SCL clocks yet, then the corresponding error condition is also set (HJEIF = 1 or IBIEIF = 1) and the Hot-Join/In-Band Interrupt request is canceled.[1,2]

It is recommended to set the Bus Time-out value to at least 32 times the SCL period, however it is up to the user's discretion to choose a value based on the application speed. For example, for F_{SCL} = 12.5 MHz, 32 times of SCL period results in a Bus Time-out of 2.56 μs. For I3CxCLK = F_{OSC} = 64 MHz, a 2.56 μs duration takes 164 counts. Hence, the user should set I3CxBTO = `164` during setup.

Important:

1. The Hot-Join/In-Band Interrupt request will be canceled even if the Target is participating passively, meaning another device on the bus issued a Start condition while the IBIREQ or HJREQ was set in the Target and the Bus Idle/Available condition has not occurred yet.
2. If the Controller has already acknowledged the Hot-Join/In-Band Interrupt request by sending SCL clocks, then a Bus Time-out will not generate the corresponding error condition.
3. The Bus Time-out feature has been implemented in this Target module to enhance the user experience and is not a *MIPI I3C® Specification*. It should also not be confused with the SMBus Bus Time-out specification. In SMBus specification, a Bus Time-out occurs anytime the SCL is driven low for at least 25 ms, which is different from this implementation.
4. The internal timer continues to count even after a Bus Time-out condition has occurred. If the user has cleared the BTOIF flag after it has been set once, it is possible that a second Bus Time-out may occur and BTOIF flag may be set again if the Controller has not sent additional SCL clocks. The user can choose to perform a Software Reset to reset the entire Target module, if desired.

37.2.4 I3C Bus Communication

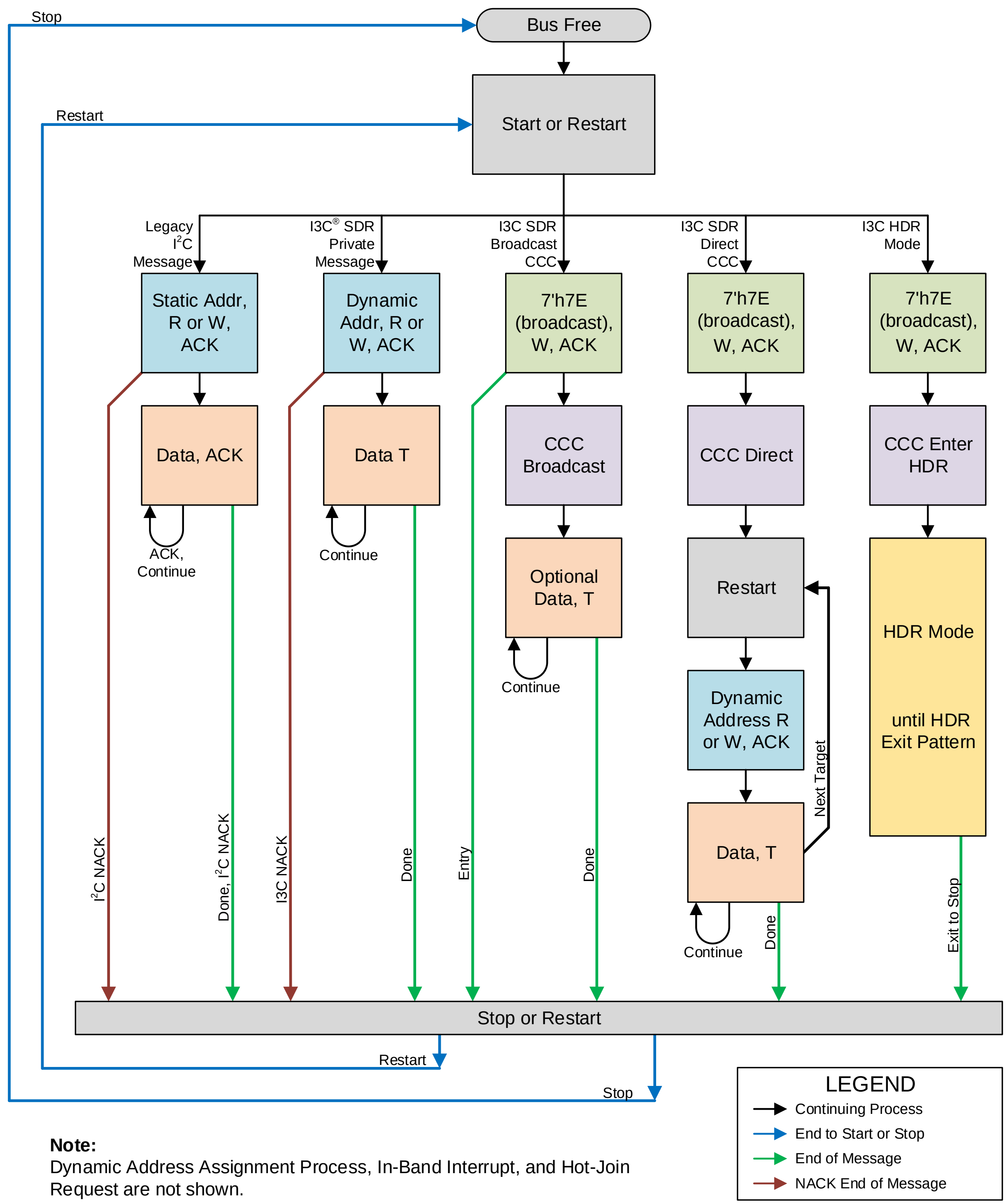
The I3C Target module can be connected to a Legacy I²C Bus or an I3C Bus. The module can act as an I²C Target using static address in the I3CxSADR register until it is assigned a dynamic address by an I3C Controller or the Static Address SDR Mode is activated using the SASDRMD bit.

The Target can participate in the following types of transactions on the bus:

1. Broadcast Common Command Code (CCC) Write
2. Direct CCC Read/Write
3. Private Read/Write
4. Hot-Join Request
5. In-Band Interrupt Request
6. Legacy I²C Read/Write

The I3C Target module follows the typical SDR bus communication flow as outlined below in Figure 37-7.

Figure 37-7. I3C® Target Bus Communication Flowchart



Note:
Dynamic Address Assignment Process, In-Band Interrupt, and Hot-Join Request are not shown.

37.2.4.1 Start, Stop and Restart Conditions

All transactions on the I3C bus begin with a Start condition. A Start condition is a high-to-low transition on the SDA line while the SCL is at a constant high. The Target sets the SCIF interrupt flag when it detects a Start condition on the bus. The Start condition is usually asserted on the bus by the Controller, however, the Target can also assert the Start condition on the bus to request Hot-Join or In-Band Interrupt transactions.

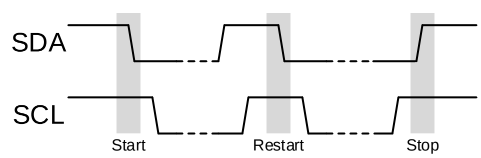
All transactions on the I3C bus end with a Stop condition asserted by the Controller. A Stop condition is a low-to-high transition on the SDA line while the SCL is at a constant high. The Target sets the PCIF interrupt flag when it detects a Stop condition on the bus.

As an alternative to the Stop condition, a Restart condition allows multiple messages to be sent while in the same frame without needing to transmit a Stop and Start in between messages. A Restart condition looks the same as a Start condition on the bus. The Target sets the RSCIF interrupt flag when it detects a Restart condition on the bus.

The Start, Restart and Stop conditions in I3C protocol are identical to the ones in I^{2}C protocol. Figure 37-8 below shows the Start, Restart and Stop conditions on the bus.

Important: As per the MIPI specification, I3C SDR (but not HDR) tolerates a Stop or a Restart any time the SCL is high while the Controller controls the SDA or SDA is in Open-Drain. Usually the Stop or Restart conditions occur on the bus after an Address Header or a Data Word has been transmitted, they can also happen while in the middle of an Address Header or Data Word, which is interpreted to cancel the Address or Data.

Figure 37-8. Start, Restart and Stop Conditions

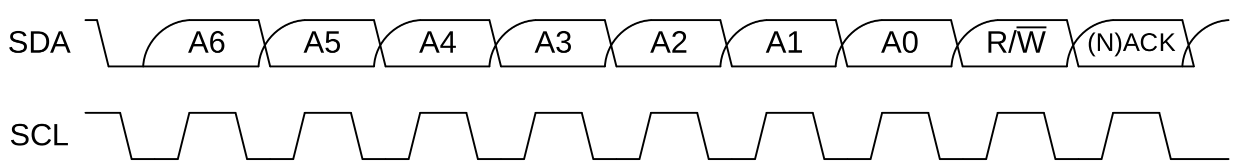


37.2.4.2 I3C Address Header

The I3C Address Header follows either a Start or a Restart condition and follows the same format as an I^{2}C Address Header – 7 Address bits, one R/$\overline{W}$ bit, and one $\overline{ACK}$/NACK bit.

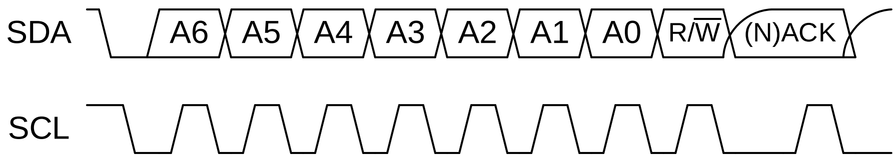
The Address Header following a Start Condition (but not a Restart condition) is subject to arbitration. This means that multiple devices may be attempting to drive an address on the bus using the SDA lines and is, therefore, transmitted in Open-Drain mode. Refer to I3C Address Arbitration for more information.

Figure 37-9. Open-Drain Generic Address Header Timing Diagram



The Address Header following a Restart condition is not subject to any arbitration, meaning only the Controller drives an address on the bus and is, therefore, always transmitted in Push-Pull mode with the exception of $\overline{ACK}$/NACK bit. Figure 37-10 shows a non-arbitrable Address Header in Push-Pull mode.

Figure 37-10. Non-Arbitrable Address Header in Push-Pull Mode



The device (Controller or Target) transmitting the 7-bit address in the address header also transmits the R/$\overline{W}$ bit in the address header. The device transmits a low signal on SDA line (R/$\overline{W}$ bit = `0`) to represent Write mode (the Controller writing to the Target). The device transmits a high signal on SDA line (R/$\overline{W}$ bit = `1`) to represent Read mode (the Controller reading from the Target). The R/$\overline{W}$ bit follows the same signaling (Open-Drain or Push-Pull) as that of the 7 Address bits preceding it. In a Private I3C/I²C Transaction, the status of the R/$\overline{W}$ bit is captured in the RNW bits.

Once the device transmits the first eight bits of the address header on the bus, it waits for the other device (the Controller waits for the Target, the Target waits for the Controller) to acknowledge (or not acknowledge) the request. This is done through the ninth $\overline{ACK}$/NACK bit in the address header. The $\overline{ACK}$/NACK bit is always transmitted in Open-Drain regardless of the signaling used to transmit the first eight bits. The responding device pulls the SDA line low ($\overline{ACK}$/NACK bit = `0`) to respond with an acknowledge ($\overline{ACK}$), whereas the responding device releases the SDA line high ($\overline{ACK}$/NACK bit = `1`) to respond with a non-acknowledge (NACK). Table 37-6 shows the different conditions when this Target module ACKs and NACKs an address on the bus.

Table 37-6. Address $\overline{ACK}$/NACK by Target

Transaction	$\overline{ACK}$ Condition	NACK Condition
Broadcast Address	Always	Never
Private/I²C Read Transaction[1]	Always when ACKP = `0` and data are ready to be transmitted from the TX FIFO (TXFNE = `1`) Or, once when ACKP = `1` and ACKPOS = `1` in addition to data being ready to be transmitted from the TX FIFO (TXFNE = `1`)	Always when TX FIFO is empty (TXFNE = `0`) Or, always when ACKP = `1` and ACKPOS = `0`
Private/I²C Write Transaction[1,2]	Always when ACKP = `0` Or, once when ACKP = `1` and ACKPOS = `1`	Always when ACKP = `1` and ACKPOS = `0`
ENTDAA Dynamic Address Assignment	Always when HJCAP = `0` and Target does not have a Dynamic Address assigned Or, only after Hot-Join has been requested when HJCAP = `1` and Target does not have a Dynamic Address assigned	Before Hot-Join has been requested when HJCAP = `1` Or, any time the Target already has an assigned Dynamic Address

Notes:
1. The Target responds to static address when operating in I²C mode, dynamic address when operating in I3C SDR mode, and both static and dynamic addresses when operating in Static Address SDR mode.
2. The status of the receive buffer and FIFO (RXBF bit) has no effect on $\overline{ACK}$/NACK during Private/I²C Write Transaction.

The following address types can be transmitted on the I3C bus:

- I²C Static Address
- I3C Dynamic Address
- I3C Broadcast Address
- I3C Hot-Join Address

37.2.4.2.1 I²C Static Address

Every device on the I3C bus has a 7-bit Static Address that the device uses to communicate on the bus before it is assigned a Dynamic Address. This Target module stores the Static Address in the I3CxSADR register. The user must configure this Static Address during setup before the module is enabled for proper operation.

The Target module operates in I²C mode (OPMD = `0b00`) using this Static Address after it is set up and enabled until it is assigned a Dynamic Address by the Controller or the Static Address SDR mode is activated.**(2)** While the Target is operating in I²C mode, the Controller can engage with the Target through a legacy I²C read/write transaction. Refer to Legacy I²C Transaction on I3C Bus for more information.

Since the I²C protocol does not support address arbitration, the Static Address is not arbitrable, meaning only the Controller can drive the Target's Static Address on the bus when writing to (R/$\overline{\text{W}}$ bit = `0`) or reading from (R/$\overline{\text{W}}$ bit = `1`) the Target. When operating in I²C mode, the Target sets the SADRIF interrupt flag when it detects the Controller has transmitted the Target's Static Address on the bus. Table 37-6 shows the different conditions when this Target module $\overline{\text{ACK}}$/NACKs the static address on the bus.

The Controller usually communicates at slower I²C speeds when communicating with an I²C device (or I3C devices operating in I²C mode) on the bus.

Important:
1. The Target typically cannot drive the address on the bus in I²C mode with the exception of making a Hot-Join request, in which case it transmits the reserved I3C Hot-Join Address.
2. This Target device supports a special Static Address SDR Mode where the module can operate in I3C SDR mode (OPMD = `0b01`) using its Static Address without requiring a Dynamic Address. Refer to Static Address SDR Mode for more information. A Static Address match in this mode also sets the SADRIF bit. It is imperative to note that when operating in this mode, the Static Address following a Start (but not a Restart) is also arbitrable.

37.2.4.2.2 I3C Dynamic Address

In addition to the Static Address described above, every I3C device on the bus also has a 7-bit Dynamic Address, which is assigned by the Controller through the Dynamic Address Assignment process or the Hot-Join Mechanism. This Target module stores the Dynamic Address in the I3CxDADR register. Once the Target receives its Dynamic Address from the Controller, it starts to operate in I3C SDR mode (OPMD = `0b01`) and will no longer respond to the Static Address. The Controller communicates with the Target at I3C speeds once it is assigned a Dynamic Address.

Important: This Target device supports a special Static Address SDR Mode where the module can operate in I3C SDR mode (OPMD = 0b01) using its Static Address without requiring a Dynamic Address. The module can still participate in Dynamic Address Assignment procedure in this mode, in which case the module will respond to both Static and Dynamic Addresses. Refer to Static Address SDR Mode for more information.

While the Target is operating in I3C SDR mode, the Controller can engage with the Target in the following ways:

- Private Read/Write Transaction
- Broadcast Common Command Code (CCC) Write Transaction

- Direct CCC Read/Write Transaction
- In-Band Interrupt (IBI) Transaction

The Target sets the DADRIF interrupt flag when it detects the Controller has transmitted the Target's Dynamic Address on the bus during a Direct CCC or a Private Transaction.

The Target's Dynamic Address transmitted on the bus immediately following a Start (but not a Restart condition) is subject to arbitration, meaning both the Controller and the Target can drive the Target's Dynamic Address after a Start condition.

- The Controller can transmit the Target's Dynamic Address following a Start condition to initiate a Private Transaction. The Controller also transmits a R/$\overline{\text{W}}$ bit along with the Dynamic Address. When R/$\overline{\text{W}}$= `1` (read), the Controller initiates a Private Read Transaction, whereas R/$\overline{\text{W}}$ = `0` (write) signifies a Private Write Transaction. The Target responds to this request by acknowledging (or not acknowledging) through the $\overline{\text{ACK}}$/NACK bit that follows the R/$\overline{\text{W}}$ bit.
- The Target can transmit its own Dynamic Address following a Start condition to initiate an IBI request.(1) An IBI request is always made in Read mode (the Target releases SDA high for R/$\overline{\text{W}}$ bit). The Controller responds to this request by acknowledging (or not acknowledging) through the $\overline{\text{ACK}}$/NACK bit that follows the R/$\overline{\text{W}}$ bit. Refer to the In-Band Interrupt (IBI) section for details on Controller actions during an IBI transaction.

Since the address header following a Start condition is arbitrable, both cases mentioned above can happen concurrently. Refer to I3C Address Arbitration for more information.

Important:
1. When this Target device is operating in Static Address SDR Mode and does not have a Dynamic Address assigned, the module will transmit its Static Address to request for an In-Band Interrupt.

37.2.4.2.3 I3C Broadcast Address

The Controller transmits the 7-bit Reserved I3C Broadcast Address `7'h7E` after a Start condition to begin an SDR transaction on the I3C bus. `7'h7E` is a reserved address in the I^{2}C protocol, so any I^{2}C devices on the bus will always NACK this address.

The following SDR transactions can take place after the Controller sends the `7'h7E` I3C Broadcast Address:

- Broadcast Common Command Code (CCC) Write Transaction
- Direct CCC Read/Write Transaction
- Private Read/Write Transaction
- Dynamic Address Assignment
- Legacy I^{2}C Transaction(1)

The `7'h7E` Broadcast Address can only be transmitted by the Active Controller (and never by any target) following a Start or Restart condition. Typically, the Controller sends the `7'h7E` address in Write mode (R/$\overline{\text{W}}$ bit = `0`, represented as `7'h7E`/W) except in the Dynamic Address Assignment procedure when part of the transaction is in Read mode (R/$\overline{\text{W}}$ bit = `1`, represented as `7'h7E`/R). Table 37-6 shows the different conditions when this Target module $\overline{\text{ACK}}$/NACKs the Broadcast Address on the bus.

The Controller typically transmits the `7'h7E` Broadcast Address following a Start at slower I^{2}C speeds in Open-Drain mode since it is subject to arbitration.(2) This transmission allows the I^{2}C devices to NACK the request. Once the bus is in SDR mode, the rest of the transaction (including any future Broadcast Addresses following a Restart) can happen at faster I3C speeds in Push-Pull mode.

Important:
1. The I3C protocol allows the Controller to communicate to any I^{2}C device (or I3C devices operating in I^{2}C mode) even after configuring the bus to operate in I3C SDR mode by transmitting a Restart followed by the device's Static Address. Refer to the Legacy I^{2}C Transaction on I3C Bus section for more information.
2. Since `7'h7E` is an extremely low priority address, the Controller will almost always lose arbitration if another device is transmitting another address at the same time. Refer to the I3C Address Arbitration section for details.

37.2.4.2.4 I3C Hot-Join Address

The Target transmits the 7-bit Reserved I3C Hot-Join Address `7'h02` after a Start following a Bus Idle Condition to initiate a Hot-Join request to the Controller.(1)

The `7'h02` Hot-Join Address can only be transmitted by a target device on the bus (and never by the Controller) following a Start condition. A Hot-Join request is always made in Write mode (Target pulls SDA low for R/$\overline{\text{W}}$ bit, represented as `7'h02`/W). The Controller responds to this request by acknowledging (or not acknowledging) through the $\overline{\text{ACK}}$/NACK bit that follows the R/$\overline{\text{W}}$ bit. Refer to the Hot-Join Mechanism section for details on Controller actions during a Hot-Join mechanism.

The `7'h02` Hot-Join Address is transmitted in Open Drain mode since it is part of the arbitrable address header, meaning multiple devices on the bus can also drive the SDA line to transmit an address on the bus at the same time. Since `7'h02` is an extremely high-priority address, the Target will almost always win the arbitration if another device is transmitting another address at the same time.(2) Refer to the I3C Address Arbitration section for more information on the address arbitration process.

Important:
1. Since this Target device supports passive Hot-Join functionality, the Target can also send the Hot-Join address without waiting for Bus Idle condition when another device on the bus issues a Start condition.
2. If multiple target devices on the bus send the `7'h02` Hot-Join Address simultaneously, then the priority is resolved during the Dynamic Address Assignment process, which usually follows the Hot-Join request.

37.2.4.2.5 I3C Address Arbitration

The Address Header following a Start condition (but not a Restart condition) is subject to arbitration, meaning multiple devices on the bus may attempt to drive an address on the bus using SDA lines. The Controller may drive the SDA line to transmit the address of a device it intends to communicate with. The Target may drive the SDA line to transmit its own address while requesting for Hot-Join or In-Band Interrupt. The Address Header Arbitration process is described in Figure 37-11. The Target loses Address Arbitration when it releases the SDA line to transmit a '`1`', but another device on the bus drives it low to transmit a '`0`'. Table 37-7 lists all the devices on an I3C bus that can participate in address arbitration and the different addresses they can drive on the bus.

Important: The arbitrable Address Header is usually transmitted in Open-Drain configuration to allow legacy I^{2}C devices on the bus to participate in the arbitration process as well. However, the Controller may transmit some or all parts of the Address Header in Push-Pull configuration to exclude I^{2}C devices from the transaction.

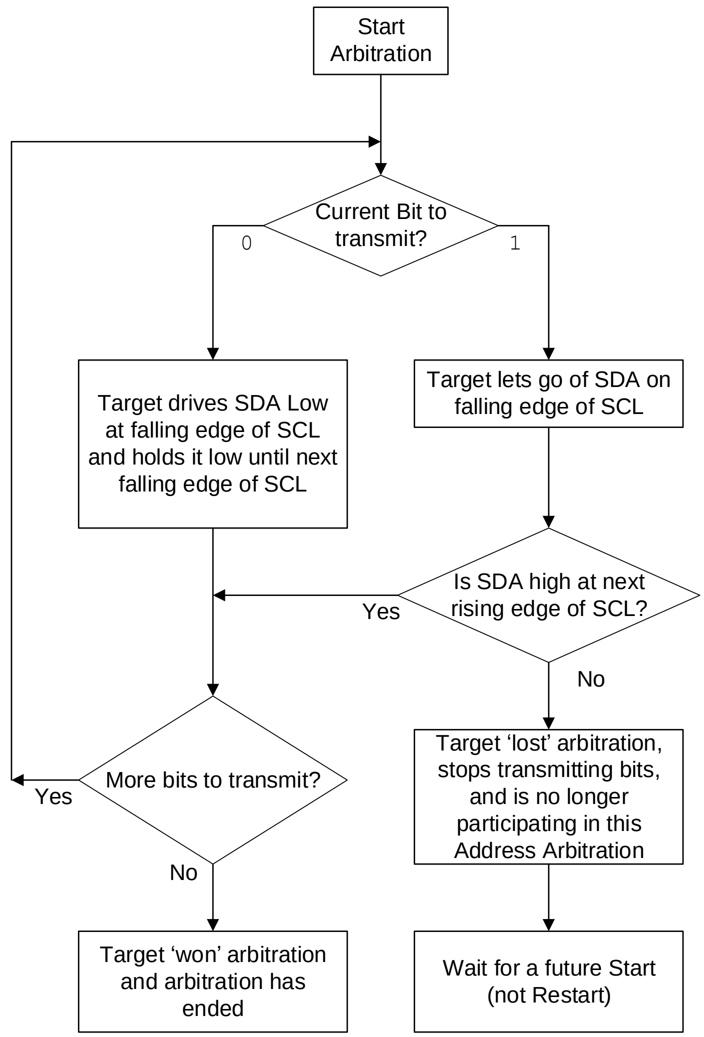
Table 37-7. Address Arbitration Summary

Device Driving SDA after Start	Address Being Driven on SDA	Representation
Active I3C Controller	Broadcast Address/W	I3C SDR transaction
	Dynamic Address/W	I3C Private Write transaction
	Dynamic Address/R	I3C Private Read transaction
	Static Address/W	Legacy I^2C Write transaction
	Static Address/R	Legacy I^2C Read transaction
Secondary I3C Controller (acting as an I3C Target)	Dynamic Address/W	Controller Role Request
	Dynamic Address/R	In-Band Interrupt Request
	Hot-Join Address/W	Hot-Join Request
I3C Target	Dynamic Address/R[(1)]	In-Band Interrupt Request
	Hot-Join Address/W	Hot-Join Request
I^2C Target	N/A	N/A

Notes:

1. When this Target device is operating in Static Address SDR Mode and does not have a Dynamic Address assigned, the module will transmit its Static Address to request for an In-Band Interrupt.
2. When multiple devices drive the address header simultaneously, the device transmitting the lowest 7-bit address + R/$\overline{W}$ bit value wins the arbitration.
3. Should the Active Controller and the Target both drive the same 7-bit Dynamic Address + R/$\overline{W}$ bit on the bus, then each device waits for the other device to acknowledge, and a passive NACK is implied on the bus.

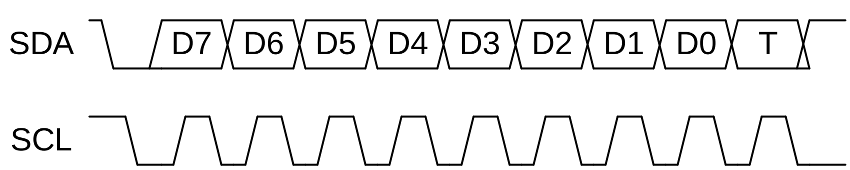
Figure 37-11. Address Arbitration Process



37.2.4.3 I3C Data Word

The I3C Data Word is 9 bits wide, which consists of 8-bit data and a 9th Transition bit as shown in Figure 37-12. Unlike I^{2}C Data Word, which is transmitted in Open Drain, the I3C Data Word is transmitted using Push-Pull signaling.

Figure 37-12. I3C® Data Word in Push-Pull Bus Configuration



37.2.4.3.1 Transition Bit (T-Bit)

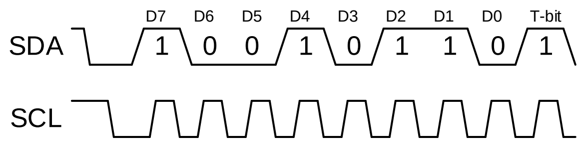
Unlike I^{2}C, where the ninth data bit represents $\overline{\text{ACK}}$/NACK, the ninth data bit in an I3C SDR Data Word is a Transition Bit (T-bit).

When the Controller is writing data to the Target, the ninth data bit (T-bit) of each SDR Data Word is a Parity bit calculated using odd parity, which is helpful in detecting noise-caused errors on the bus.

The value of this Parity bit is the XOR of each of the eight data bits with '1'. Figure 37-13 shows an example Write Data Word from the Controller with the Parity T-bit included.

Important: Since I3C Write Data Word does not have an $\overline{ACK}$/NACK bit, there is no way for the Target to notify the Controller when it cannot receive any more data, although there are internal flags in the Target that are set to identify such errors. To mitigate this, the I3C specification includes special SETMRL/GETMRL and SETMWL/GETMWL Common Command Codes (CCC) to set maximum read and write lengths and notify the Target ahead of time.

Figure 37-13. Example Write Data Word for Controller to Target Communication (Example Data: `0x96`)



When the Controller is reading data returned from the Target, the ninth data bit (T-bit) of each SDR Data Word represents the End-of-Data bit. Unlike I^{2}C, where a target device does not have control over the number of data words it sends, the Target uses this bit in I3C to control the number of data words it returns, and it also lets the Controller abort the read prematurely when necessary. To end the message, the Target can return the ninth T-Bit as '0'. To continue the message, the Target returns the ninth T-Bit as '1' and monitors the SDA line. If the SDA line remains high on the next falling SCL edge, the Target continues to send the next data value. If the SDA line is low on the next falling SCL edge (Restart), then the Controller has aborted the data transfer and the Target module does not send the next data. This condition can be monitored using the RSCIF flag.

Figure 37-14 shows an example Read Data Word from the Target where the End-of-Data bit is asserted by the Target. Figure 37-15 shows an example Read Data Word from the Target where the Controller aborts the transaction by asserting the End-of-Data bit.

Important: For the Target module to send an End-of-Data T-bit = `1`, the user must write the next byte to I3CxTXB Transmit Buffer before the Transmit FIFO becomes empty. The Target module responds with an End-of-Data T-bit = `0` as soon as the Transmit FIFO becomes empty. This applies to Private Read Transactions and while sending the IBI Payload.

Figure 37-14. Example Read Data Words for Target to Controller Communication with End-of-Data Asserted by the Target (Example Data: `0x96` and `0xD4`)

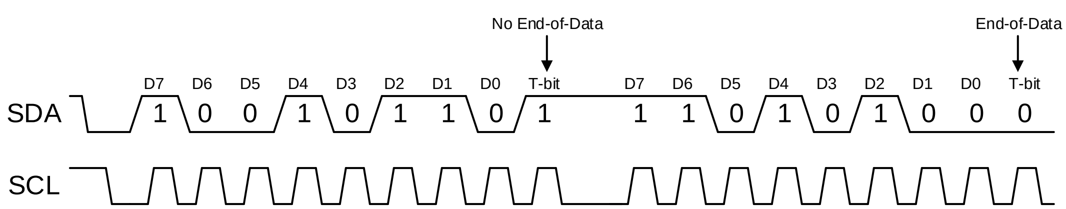
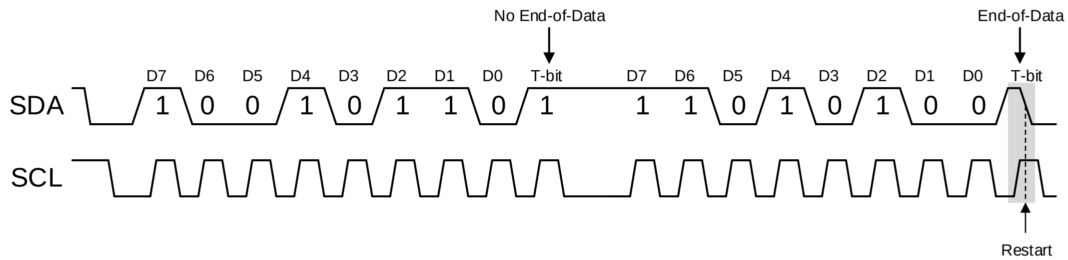


Figure 37-15. Example Read Data Words for Target to Controller Communication with End-of-Data Asserted by the Controller (Example Data:`0x96` and `0xD4`)



37.2.4.4 Transmit and Receive Buffers and FIFO

This Target module contains separate independent Transmit and Receive Buffers, which the user software can interact with to send data to and receive data from the Target. The user can write to I3CxTXB Transmit Buffer Register to send data onto the bus. The I3CxRXB Receive Buffer Register contains data the Target receives from the Controller that the user can read. The Transmit and Receive Buffers are each equipped with separate dedicated FIFOs. Both the Transmit and Receive FIFOs on this Target module are 8 bytes each. The user can only send and receive data through the I3CxTXB Transmit and I3CxRXB Receive Buffers, the Transmit and Receive FIFOs are not user accessible. The CLRTXB and CLRRXB bits can be used to clear the Transmit and Receive Buffers and FIFOs.

Refer to the Interrupts and DMA Triggers section for more information on the different interrupts and DMA triggers mentioned in this section and how to use them.

Tip: It is recommended that the user use DMA to read and write from the I3C Transmit and Receive Buffers to ensure that the CPU can keep up with the higher I3C speeds. Refer to the Interrupts and DMA Triggers section and **"DMA - Direct Memory Access"** chapter for more information.

37.2.4.4.1 Transmit Buffer and FIFO Operation

The I3CxTXB register is safe to write when the contents of the register is empty. This condition is represented through the Transmit Buffer Empty TXBE bit. This also results in the I3CxTXIF system level interrupt flag being set, which can also be used as a DMA trigger.

When the user software writes data to the I3CxTXB register, the TXBE and I3CxTXIF bits are cleared. The data are then passed onto the Transmit FIFO, which sets the Transmit FIFO Not Empty TXFNE bit and, subsequently, the TXBE/I3CxTXIF bits as well. If the data are written to the I3CxTXB Transmit Buffer faster than the Controller's reading speed, it is possible that the Transmit Buffer and FIFO will eventually become full and the TXBE and I3CxTXIF bits will remain cleared, signifying that the I3CxTXB register cannot accept new data. If the I3CxTXB Transmit Buffer is written to when it is full (TXBE = `0`), a Transmit Buffer Write Error occurs and the TXWEIF interrupt flag is set. The TXBE and I3CxTXIF flags are set again as soon as the Controller reads from the Transmit FIFO and the data in the I3CxTXB register are shifted into the Transmit FIFO. The TXFNE bit is cleared after all the data in the Transmit FIFO have been transmitted on the bus or a buffer reset operation has been performed using the CLRTXB bit. It is also possible that the Controller attempts to read from the Target when the Transmit FIFO is empty (TXFNE = 0), in which case a Transmit Underrun occurs, the TXUIF interrupt flag is set, and the read request is NACKed by the Target.

Table 37-8. Summary of Transmit Status and Interrupt Flags

I3CxTXB Transmit Buffer Status	Transmit FIFO Status	TXBE/I3CxTXIF	TXFNE	Other Interrupts
Empty	Empty	`1`	`0`	TXUIF is set when read is requested by the Controller(1)
Full	Empty	`0`	`0`	TXUIF is set when read is requested by the Controller(1) TXWEIF is set when write is attempted to the I3CxTXB register
Empty	Partially Full or Full	`1`	`1`	
Full	Partially Full or Full	`0`	`1`	TXWEIF is set when write is attempted to the I3CxTXB register

Note:

1. The TXUIF Transmit Underrun interrupt flag is set alongside the $\overline{\mathrm{ACK}}$/NACK bit of the address header after the R/$\overline{\mathrm{W}}$ bit has been transmitted. If a read is requested by the Controller and the data are not available in the Transmit FIFO, the Target module NACKs the read request and sets the TXUIF flag simultaneously.

Important:

1. While the Target will typically continue to transmit data (with End-of-Data T-bit = `1`) during a Private Read or IBI transaction as long as the Transmit FIFO is not empty (TXFNE = `1`), the transmit operation can be limited if the Maximum Read Length (I3CxMRL register) or IBI Payload Size Limit (I3CxIBIPSZ register) is set. When the Maximum Read Length or the IBI Payload Size Limit has been reached in the appropriate transaction, the Target will stop transmitting further data (with End-of-Data T-bit = `0`) even if the Transmit FIFO is not empty. This does not affect the operation of other Transmit Status and Interrupt flags.
2. This Target module will always NACK an I^{2}C/Private Read request when the Transmit FIFO is empty (TXFNE = `0`). When data are available in the Transmit FIFO (TXFNE = `1`), the Target module will $\overline{\mathrm{ACK}}$ an I^{2}C/Private Read request when the ACKP bit = `0`. To NACK an I^{2}C/Private Read request when data are in the Transmit FIFO, the ACKP bit must be set to `1`. With ACKP bit set, a one-time $\overline{\mathrm{ACK}}$ can be performed using the ACKPOS bit. Refer to Private Read Transaction for more information.

37.2.4.4.2 Receive Buffer and FIFO Operation

The I3CxRXB register is safe to read when the contents of the register is full. This condition is represented through the Receive Buffer Full RXBF bit. This also sets the I3CxRXIF system level interrupt flag, which can also be used as a DMA trigger.

When the Target receives data from the Controller on the bus, it is received in the Receive FIFO. This data shifts through the Receiver FIFO and passes onto the I3CxRXB register, thus setting the RXBF and I3CxRXIF bits indicating that the Receive Buffer is full. Once the data are read by the user software, the RXBF and I3CxRXIF bits are cleared. Any available data in the Receive FIFO are then transferred to the I3CxRXB register, thus setting the RXBF/I3CxRXIF bits again. The RXBF and I3CxRXIF bits can also be cleared when a buffer reset operation has been performed using the CLRRXB bit. If the I3CxRXB Receive Buffer is read when it is empty (RXBF = `0`), then a Receive Buffer Read Error occurs and the RXREIF interrupt flag is set. If the data being read from the I3CxRXB Receive Buffer are slower than the Controller's writing speed, it is possible that the Receive FIFO will become full. If the Controller continues to write data to an already full Receive FIFO, a Receive Overrun occurs, and the RXOIF interrupt flag is set.

Table 37-9. Summary of Receive Status and Interrupt Flags

I3CxRXB Receive Buffer Status	Receive FIFO Status	RXBF/I3CxRXIF	Other Interrupts
Empty	Empty or Partially Full	0	RXREIF is set when read is attempted from the I3CxRXB register
Empty	Full	0	RXREIF is set when read is attempted from the I3CxRXB register RXOIF is set when write is attempted by the Controller(1)
Full	Full	1	RXOIF is set when write is attempted by the Controller(1)
Full	Empty or Partially Full	1	

Note:
1. The RXOIF Receive Overrun interrupt flag is set after every byte that the Controller writes to the Target when the Receive FIFO becomes full.

Important:
1. While the Target will typically continue to receive data during a Private Write transaction as long as the Receive FIFO is not full, the receive operation can be limited if the Maximum Write Length (I3CxMWL register) is set. When the Maximum Write Length has been reached in a Private Write transaction, the Target will stop receiving further data and sets RXOIF Receive Overrun flag for every subsequent byte received thereafter, even if the Receive FIFO is not full. This does not affect the operation of the other Receive Status and Interrupt flags.
2. This Target module will always $\overline{\text{ACK}}$ an I^{2}C/Private Write request when the ACKP bit = `0`, even if the Receive FIFO is full. To NACK an I^{2}C/Private Write request, the ACKP bit must be set to `1`. With ACKP bit set, a one-time $\overline{\text{ACK}}$ can be performed using the ACKPOS bit. Refer to Private Write Transaction for more information.

37.2.5 Legacy I^{2}C Transaction on I3C Bus

Until the Dynamic Address is assigned, the I3C Target operates in I^{2}C Target mode (OPMD = `0b00`) and uses the Static Address stored in the I3CxSADR register to represent itself on the bus. When in this mode, the Controller can use an **I^{2}C Write** Transfer to write data to the Target directly and an **I^{2}C Read** Transfer to read data from the Target directly.

Once the Target participates in the Dynamic Address Assignment procedure and receives a Dynamic Address in its I3CxDADR register, it starts to operate in I3C SDR Mode (OPMD = `0b01`). The Target will then no longer respond to its Static Address in I3CxSADR register and will NACK any request to its Static Address.

Important:
1. The I3C Target module does not support 10-bit I²C addressing and clock stretching when operating in I²C mode. Refer to I²C Backward Compatibility for details.
2. Additional pin configuration is required for the SDA and SCL pads to be I²C/SMBus-compatible. Refer to I3C Pad Compatibility with I²C/SMBus Levels for more information.
3. It is possible for an I²C Transaction to take place even when the bus is configured to operate in I3C SDR Mode or when an I3C SDR Transaction is in progress. For example, the Controller can choose to transmit I3C Broadcast Address `7'h7E`/W, followed by a Restart and I²C Static Address to begin an I²C Transaction while in I3C SDR Mode.
4. The Maximum Read and Write Lengths specified in the I3CxMRL and I3CxMWL registers have no effect when the module is operating in I²C Target mode (OPMD = `0b00`).

CAUTION This Target device supports a special Static Address SDR Mode where the module can operate in I3C SDR mode (OPMD = `0b01`) using its Static Address without requiring a Dynamic Address. When this special mode is activated, the module will respond to the Static Address to participate in an I3C SDR transaction and not in Legacy I²C transaction.

To address the Target directly, the Controller sends a Start or a Restart, followed by the **I²C Address Header**. The address header consists of the Target's 7-bit Static Address, followed by a R/$\overline{\text{W}}$ bit from the Controller and an $\overline{\text{ACK}}$/NACK bit from the Target. The R/$\overline{\text{W}}$ bit is '`0`' (write) for I²C Write Transfer and '`1`' (read) for I²C Read Transfer. If the Static Address in the address header matches with the Target's Static Address in the I3CxSADR register, the Target ACKs the request and sets the SADRIF interrupt flag bit. The RNW status bits are also set according to the R/$\overline{\text{W}}$ bit in the address header. The Target NACKs the request if the Static Address in the address header does not match the address in I3CxSADR register.

When an I²C transaction is initiated, the $\overline{\text{ACK}}$/NACK response from the Target is controlled by the ACKP and ACKPOS bits and is also based on the status of the Transmit FIFO/Buffer. Refer to Table 37-6 for more information.

Important: The RNW status bits only apply to Private I3C/I²C Transfers. The R/$\overline{\text{W}}$ bit in the address header is not captured during non-Private Transactions (such as CCC, Hot-Join or IBI).

In **I²C Write Transfer**, following the address header, the Controller will continue to send the 8-bit Data on the bus. The data become available for the user to read from the I3CxRXB Receive Buffer and the Target sends an $\overline{\text{ACK}}$ on the bus. This process continues until the Controller ends the transaction with a Stop or Restart, after which the Transaction Complete TCOMPIF flag is set, and the RNW status bits continue to hold the value until cleared by the user or overwritten in the next transaction. The general frame format for I²C Write Transaction is shown in Figure 37-16 and a pseudo-code is shown in Example 37-1 below.

In **I²C Read Transfer**, following the address header from the Controller, the Target sends an 8-bit Data on the bus. The user writes the data to be sent to the I3CxTXB Transmit Buffer. If the Controller accepts the data and sends an $\overline{\text{ACK}}$ on the bus, I2CACKIF interrupt flag is set. If the Controller declines the data and sends a NACK on the bus, I2CNACKIF interrupt flag is set, the Target stops sending data until the Controller terminates the transaction with a Stop or Restart. The Transaction Complete TCOMPIF flag is then set, and the RNW status bits continue to hold the value until cleared by the user or are overwritten in the next transaction. The general frame format for I^{2}C Read Transaction is shown in Figure 37-17 and a pseudo-code is shown in Example 37-2 below.

Important: All the Transmit and Receive Buffers and FIFO status and interrupt flags continue to operate as expected in I^{2}C Target mode as well. Refer to the Transmit and Receive Buffers and FIFO section for more information.

Figure 37-16. Legacy I^{2}C Write Transfer Frame Format

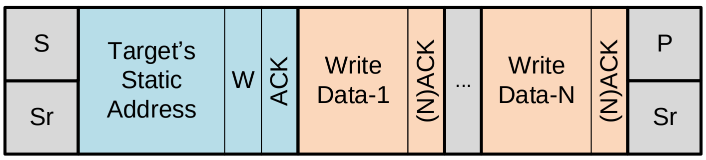
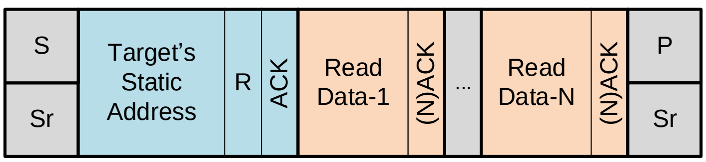


Figure 37-17. Legacy I^{2}C Read Transfer Frame Format



Example 37-1. Pseudo-code for Legacy I^{2}C Write Transaction

```
uint8_t rxData[SIZE];

void I3C1_Target_I2CWrite_Setup()
{
    // Default I2C Write ACK setting
    I3C1CON0bits.ACKP = 0;      // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0;    // 0=One-shot disabled; 1=enabled
}

void I3C1_Target_I2CWrite()
{
    uint16_t i = 0;

    while(i < SIZE) {
        // Wait for data to become available in Rx Buffer
        while(!I3C1STAT0bits.RXBF);

        // Read data from Receive buffer and increment pointer
        rxData[i++] = I3C1RXB;

        // Perform error checking if desired
        // Check for Rx Overrun Error or Rx Read Error
        // if(I3C1ERRIR0bits.RXOIF || I3C1ERRIR1bits.RXREIF) { ... }

        // Check for End of Transaction
        if(I3C1PIR1bits.TCOMPIF) {
            return 0;    // end of transaction
        }
    }

    // Code execution reaches here when I2C write has exceeded SIZE
    // Check for Rx errors and Transaction Complete
    // if(I3C1ERRIR0bits.RXOIF || I3C1ERRIR1bits.RXREIF) { ... }
    if(I3C1PIR1bits.TCOMPIF) {
        return 0;        // end of transaction with SIZE overflow
    }
```

```
}

void main(void) {
    // Perform System and I3C Initialization
    SYSTEM_Initialize();
    I3C1_Target_Setup();

    // Private Write Setup
    I3C1_Target_I2CWrite_Setup();

    while(1) {
        // Set one-shot of I2C Write ACK if applicable
        I3C1CON1bits.ACKPOS = 1;

        // Check if Static Address Match occured in Write mode
        if(I3C1PIR0bits.SADRIF && I3C1STAT0bits.RNW == 0b10) {
            I3C1_Target_I2CWrite();
        }
    }
}
```

Example 37-2. Pseudo-code for Legacy I^{2}C Read Transaction

```
uint8_t txData[SIZE];

void I3C1_Target_I2CRead_Setup()
{
    // Initialize data to send
    for(uint8_t i=0; i<SIZE; i++) {
        txData[i] = i;
    }

    // Default I2C Read ACK setting
    I3C1CON0bits.ACKP = 0;      // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0;    // 0=One-shot disabled; 1=enabled

}

void I3C1_Target_I2CRead()
{
    uint8_t i = 0;

    while(i < SIZE) {
        // Wait for Tx Buffer to become empty
        while(!I3C1STAT0bits.TXBE);

        // Write data to Transmit buffer and increment pointer
        I3C1TXB = txData[i++];

        // Perform error checking if desired
        // Check for Tx Underrun Error or Tx Write Error
        // if(I3C1ERRIR0bits.TXUIF || I3C1ERRIR1bits.TXWEIF) { ... }

        // Check for End of Transaction
        if(I3C1PIR1bits.TCOMPIF) {
            if(I3C1ERRIR0bits.I2CNACKIF) {
                return 0;   // end of transaction w Controller NACK
            }
            else return 0;  // graceful end of transaction
        }
    }

    // Code execution reaches here when I2C read has exceeded SIZE
    // Check for Tx Errors or Transaction Complete
    // if(I3C1ERRIR0bits.TXUIF || I3C1ERRIR1bits.TXWEIF) { ... }
    if(I3C1PIR1bits.TCOMPIF) {
        return 0;       // end of transaction with SIZE overflow
    }

}

void main(void) {
    // Perform System and I3C Initialization
    SYSTEM_Initialize();
    I3C1_Target_Setup();
```

```
    // Private Read Setup
    I3C1_Target_I2CRead_Setup();

    while(1) {
        // Set one-shot of I2C Read ACK if applicable
        I3C1CON1bits.ACKPOS = 1;

        // Check if Static Address Match occured in Read mode
        if(I3C1PIR0bits.SADRIF && I3C1STAT0bits.RNW == 0b01) {
            I3C1_Target_I2CRead();
        }
    }
}
```

37.2.6 Dynamic Address Assignment

The Active Controller performs the Dynamic Address Assignment procedure to provide a unique Dynamic Address to each device connected to the I3C bus.(1) The Active Controller provides a Dynamic Address to the Target upon initialization of the I3C bus or when a Target is newly connected to an already configured I3C bus and performs a Hot-Join request. Once the Dynamic Address has been assigned, it is stored in the I3CxDADR Dynamic Address register, and the Target starts to operate in I3C SDR mode (OPMD = `0b01`).(2)

Until a Dynamic Address is assigned, the Target operates in I^{2}C mode (OPMD = `0b00`) and uses a 7-bit I^{2}C static address, which is stored in the I3CxSADR Static Address register, to represent itself on the bus. The Target is backward-compatible to I^{2}C in this mode and can respond to both I^{2}C and SMBus traffic on the bus.(3)

Important:

1. The *MIPI I3C® Specification* details multiple methods by which an I3C device can be assigned a Dynamic Address. Out of all the methods, this Target module supports the traditional Dynamic Address Assignment procedure using the ENTDAA CCC as explained in this section.
2. This Target module supports a special Static Address SDR mode in which the module can operate in I3C SDR mode (OPMD = `0b01`) using the Target's Static Address without requiring a Dynamic Address. Refer to the Static Address SDR Mode section for more information.
3. To be fully compatible with I^{2}C/SMBus traffic on the bus, it is recommended to use the I^{2}C/SMBus-specific input buffers instead of the I3C-specific input buffers on the SDA and SCL pads. Refer to the SDA and SCL Pins section for more information.
4. Dynamic Address Assignment only switches the Target's mode of operation from I^{2}C mode to I3C SDR mode, but it does not change the input buffers on SDA and SCL pads. The user must manually change the input buffers if desired.

37.2.6.1 Provisional ID

Each I3C device connected to the I3C bus must be uniquely identifiable to receive a Dynamic Address. For this purpose, the Target module contains a 48-bit Provisional ID available via I3CxPID0 through I3CxPID5 registers. The Controller uses this 48-bit Provisional ID to assign a Dynamic Address to the device. The Controller can also request for this data using the GETPID Common Command Code (CCC).

The Provisional ID is composed of three parts:

- **PID[47:33]**: MIPI Manufacturer ID (15 bits)

- **PID[32]**: Provisional ID Type Selector (1 bit)
- **PID[31:0]**: Vendor Fixed Value or Random Value (32 bits)

The MIPI Manufacturer ID is a two-byte Hexadecimal ID that is assigned by MIPI Alliance, Inc., and is available on the “MIPI Alliance Manufacturer ID Page” at https://mid.mipi.org/. Only the 15 Least Significant bits are used in PID[47:33]. The most significant bit is discarded.

The Provisional ID Type Selector (PID[32]) determines whether PID[31:0] is a Vendor Fixed Value or a Random Value.

If PID[32] = `1`, PID[31:0] is a 32-bit value randomly generated by the user software.

If PID[32] = `0`, PID[31:0] is a 32-bit Vendor Fixed Value composed of three parts:

- **PID[31:16]**: Part ID (16 bits): This is defined by the device vendor.
- **PID[15:12]**: Instance ID (4 bits): This defines the individual device using a method defined by the user.
- **PID[11:0]** (12 bits): The user or the vendor can use this to provide additional information to the Controller (for example, deeper device characteristics may be provided).

37.2.6.2 Dynamic Address Assignment Procedure

The Active Controller begins the Dynamic Address Assignment procedure by broadcasting the ENTDAA (Enter Dynamic Address Assignment) CCC. The Target participates in this process automatically if it does not have a Dynamic Address already assigned and is not a Hot-Joining device (HJCAP = `0`). If the Target already has a Dynamic Address assigned or is a Hot-Joining device (HJCAP = `1`), it passively NACKs the Active Controller and waits for the Stop condition (Hot-Joining devices are assigned a Dynamic Address through a separate Hot-Join Mechanism).

Important: The Controller can send ENTDAA CCC to configure a new I3C bus or as a response to a Target requesting Hot-Join to an already configured I3C bus. Refer to the Hot-Join Mechanism section for more information.

Tip: The user can configure the Target as a Hot-Joining device (HJCAP = `1`) and choose not to request a Hot-Join to always NACK an ENTDAA CCC and not participate in the Dynamic Address Assignment procedure.

During the Dynamic Address Assignment procedure, the Target (alongside all the other devices on the bus) sends its own 48-bit Provisional ID (I3CxPID5 through I3CxPID0), Bus Characteristics Register (I3CxBCR), and Device Characteristics Register (I3CxDCR) in Open-Drain mode to participate in arbitration. Due to the nature of the I3C bus, the Target wins the arbitration if it has the lowest concatenated value of the Provisional ID, BCR, and DCR.[(1)]

Upon winning the arbitration, the Active Controller transfers a 7-bit wide Dynamic Address to the Target followed by the Parity T-Bit. If the parity is valid, the Target ACKs the Active Controller, stores the Dynamic Address in I3CxDADR register, changes the mode of operation to I3C SDR mode (OPMD = `0b01`), and sets the Dynamic Address Changed DACHIF interrupt flag. If the parity is invalid, the Target passively NACKs the Active Controller and waits for the next arbitration round.

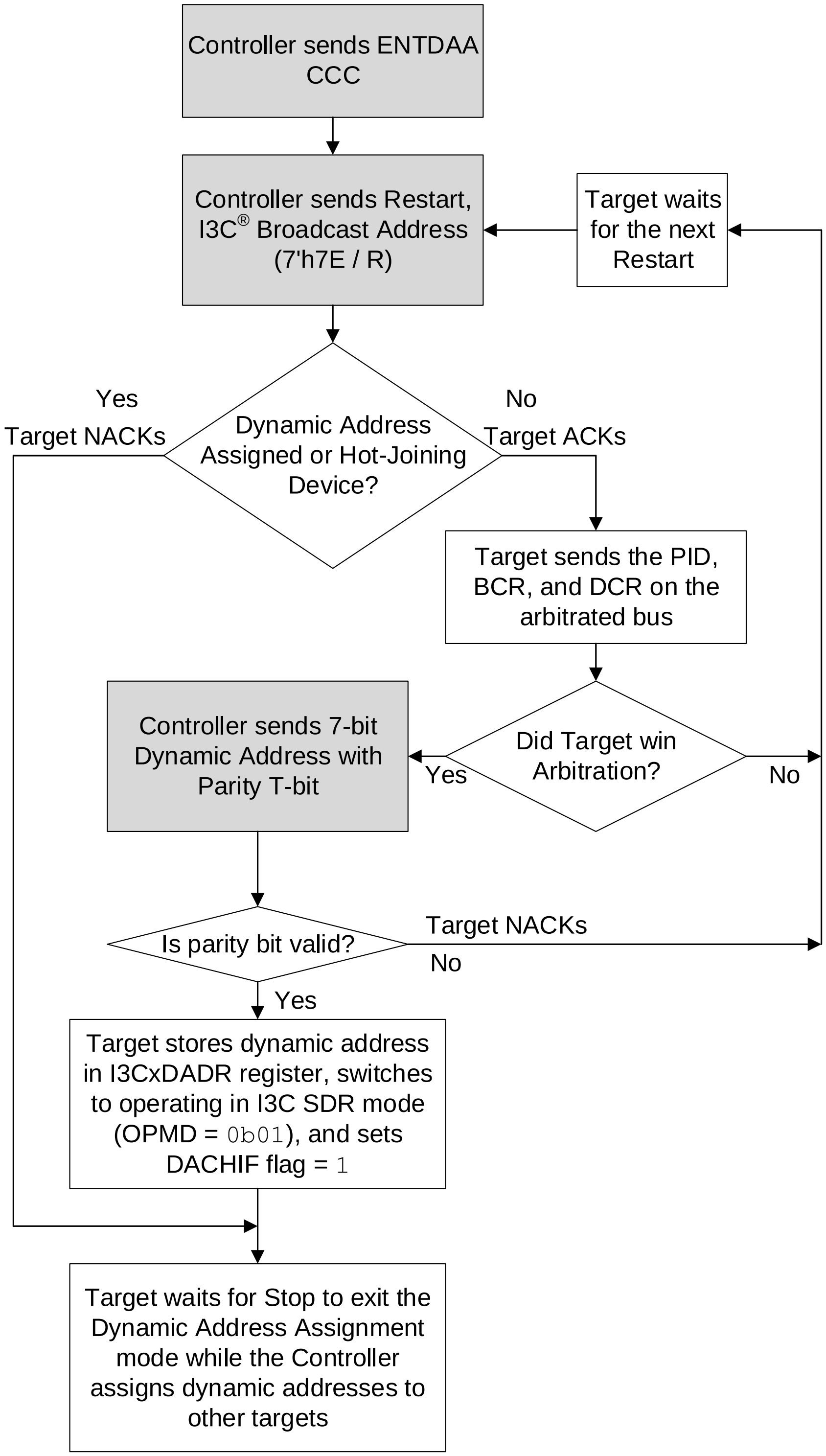
The Dynamic Address Assignment procedure is outlined in Figure 37-18 below. Figure 37-19 shows the frame format for a typical Dynamic Address Assignment procedure. The Dynamic Address Assignment uses Open-Drain signaling, except when the Controller is transmitting a Restart followed by the Broadcast Address `7'h7E`/R, in which case Push-Pull signaling is used.

Important:

1. The Target loses Dynamic Address Arbitration when it releases the SDA line to transmit a '1', but another device on the bus drives it low to transmit a '0'.
2. The Dynamic Address assigned by the Active Controller incorporates the priority level assigned to the Target for servicing In-Band Interrupt (IBI) requests. Refer to In-Band Interrupt (IBI) for details.
3. The Active Controller can abort the Dynamic Address Assignment procedure anytime by sending the Stop condition. The Active Controller can also restart the procedure anytime by sending the ENTDAA CCC.

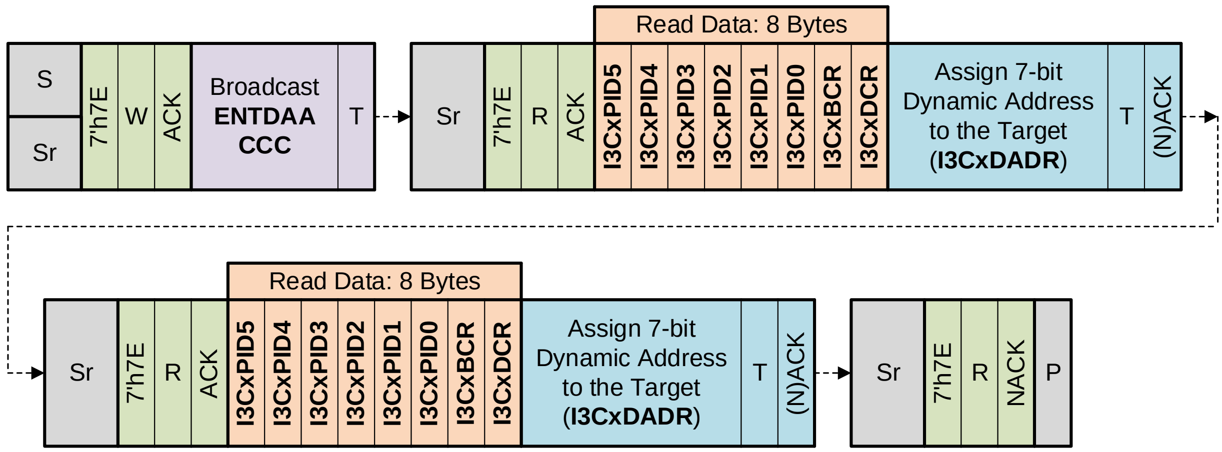
Tip: The user can activate Static Address SDR Mode to gain the ability to respond to both Static and Dynamic Addresses.

Figure 37-18. Dynamic Address Assignment Procedure



Note: Shaded boxes are Controller specific actions.

Figure 37-19. Dynamic Address Assignment Frame Format



37.2.6.3 Changing Dynamic Address

The Controller can use the Reset Dynamic Address Assignment (RSTDAA) CCC to require devices to clear/reset their Controller-assigned Dynamic Address. Upon receiving the RSTDAA CCC, the Target goes back to operating in I^{2}C mode (OPMD = `0b00`)[(2)] and is ready to participate in the Dynamic Address Assignment procedure again. The Target sets the Dynamic Address Changed DACHIF interrupt flag when it clears its stored Dynamic Address upon receiving the RSTDAA CCC.

The Controller can also assign a new Dynamic Address to the Target directly using the Set New Dynamic Address (SETNEWDA) CCC. The Dynamic Address Changed DACHIF interrupt flag is set in this case as well.

Important:

1. If the Static Address SDR Mode is activated, then RSTDAA CCC will clear the Controller-assigned Dynamic Address; however, the module continues to operate in I3C SDR mode (OPMD = `0b01`).
2. Clearing the Dynamic Address only switches the Target's mode of operation from I3C SDR mode to I^{2}C mode, but it does not change the input buffers on SDA and SCL pads. The user must manually change the input buffers, if desired.

37.2.6.4 Static Address SDR Mode

There are instances when an I3C SDR operation may be required without the Target being assigned a Dynamic Address. In such applications, the Target module can be configured to operate in I3C SDR mode using the Static Address itself without requiring a Dynamic Address. This special Static Address SDR mode is activated by setting the SASDRMD bit.

When the Static Address SDR mode is activated, the Target's operating mode changes from I^{2}C mode to I3C SDR mode (OPMD = `0b01`). In this mode, the module can participate in any of the I3C SDR transactions as mentioned in I3C Bus Communication using the Static Address, even if the Dynamic Address remains unassigned.

While operating in this mode, the Target can still participate in the Dynamic Address Assignment procedure. The assignment of a Dynamic Address does not change the OPMD operating mode bits since the module is already in I3C SDR mode. However, when a Dynamic Address is assigned, the Target will respond to both Static and Dynamic Addresses. If the Dynamic Address is cleared by the

Controller using the RSTDAA CCC, the Target will stop responding to its Dynamic Address but will continue to operate in I3C SDR mode (OPMD = `0b01`) using its Static Address.

The operation of Static and Dynamic Address Match SADRIF and DADRIF bits does not change in this mode. The SADRIF bit is set when the Target responds to its Static Address and the DADRIF bit is set when the Target responds to its Dynamic Address.

When an In-Band Interrupt is requested in this mode, the Target sends its Static Address on the bus if a Dynamic Address has not been assigned. If the Target has a Dynamic Address assigned, then the Dynamic Address will be sent on the bus during an In-Band Interrupt request.

When this mode is deactivated by clearing the SASDRMD bit, the module goes back to operating in the I^{2}C mode (OPMD = 0b00). If the Target already has a Dynamic Address assigned when this mode is deactivated, then the module continues to operate in I3C SDR mode (OPMD = `0b01`) using the Dynamic Address and goes back to I^{2}C mode only after its Dynamic Address has been cleared by the Controller.

Important:

1. It is recommended to activate or deactivate the Static Address SDR mode only when the bus is idle or when the I3C module is disabled (EN = `0`).
2. The Static Address SDR mode feature is different from Set All Addresses to Static Address (SETAASA CCC). Unlike SETAASA CCC, this mode does not assign its Dynamic Address to be the same as Static Address. This Target module does not support SETAASA CCC.
3. The Controller must be made aware of the Target's Static Address through private agreement prior to configuring the module to operate in the Static Address SDR mode.
4. A Target operating in Static Address SDR mode can be assigned a Dynamic Address through either an ENTDAA CCC or a SETNEWDA CCC.

37.2.6.5 Operation Before Dynamic Address Assignment

Before a Dynamic Address is assigned (or after the Dynamic Address is cleared) and the Static Address SDR mode is deactivated, the Target operates in I^{2}C mode (OPMD = `0b00`). In this mode, the Target behaves as follows:

- The Target responds and appropriately processes all supported Broadcast Common Command Codes (CCCs) as specified in Supported CCCs, including ENTDAA CCC (in accordance with HJCAP bit setting).
- The Target recognizes and appropriately processes all HDR Entry and Exit patterns as specified in High Data Rate (HDR) Modes.
- The Target disregards all Direct CCC transactions since it does not have an assigned Dynamic Address to process them, but the Target properly recognizes the ends of all supported and unsupported CCCs as specified in End of a CCC Command.
- The Target participates in Legacy I^{2}C transactions using its Static Address.
- The Target can send a Hot-Join request, but not an In-Band Interrupt request.

Important: If the user has enabled the 50 ns spike filters on the SDA/SCL pads (FLTEN = `1`), then the Target may not respond to Broadcast CCC or HDR Entry/Exit patterns properly if the Controller is sending small pulses on the bus to exclude I^{2}C devices from the communication.

37.2.7 Common Command Code (CCC)

Common Command Codes (CCCs) are globally supported standardized commands that the Controller can transmit either directly to a specific target or broadcast to all targets on the bus simultaneously. The CCC protocol is formatted using I3C SDR and always begins with the I3C Broadcast Address (`7’h7E`/W). All I3C targets on the bus recognize this address, whereas any I^{2}C target present on the bus will NACK the request since `7’h7E` is a reserved I^{2}C address.

37.2.7.1 Broadcast vs Direct CCC

There are three categories of CCCs:

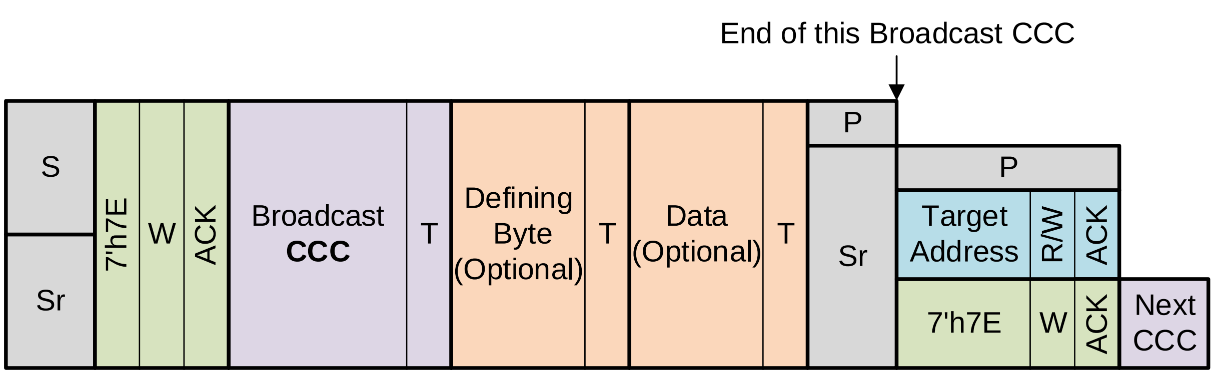
1. **Broadcast Write** – A Broadcast Write CCC is seen by all I3C targets on the bus. The Target module inspects every received Broadcast command, even if it then chooses to ignore the CCC (for example, an unsupported CCC is ignored). ENEC is an example of a Broadcast Write CCC.
2. **Direct Write** – A Direct Write CCC writes data to a specific target on the bus directly by selecting its Dynamic Address. Other targets on the bus can also be addressed by the Controller in the same transaction by selecting the appropriate Dynamic Addresses. SETMRL is an example of a Direct Write CCC.
3. **Direct Read** – A Direct Read CCC reads data from a specific target on the bus directly by selecting its Dynamic Address. Other targets on the bus can also be addressed by the Controller in the same transaction by selecting the appropriate Dynamic Addresses. GETPID is an example of a Direct Read CCC.

Each CCC has its own unique 8-bit command code. The command code space is divided into Broadcast CCC and Direct CCC codes. Broadcast CCCs have command codes `0x00` through `0x7F`. Direct CCCs have command codes `0x80` through `0xFE`. Consequently, the targets can inspect the Most Significant bit (bit 7) of the command code to differentiate between the two types of CCCs. Table 37-11 lists the command codes for all the CCCs that are supported by this Target module.

The frame format for Broadcast CCCs is shown in Figure 37-20. All of the Broadcast CCCs share the same general frame format and have the following sequence:

1. Start or Restart, followed by the Broadcast Address.
2. Broadcast CCC value, followed by any required defining byte or data.
3. End of command.

Figure 37-20. Broadcast CCC General Frame Format

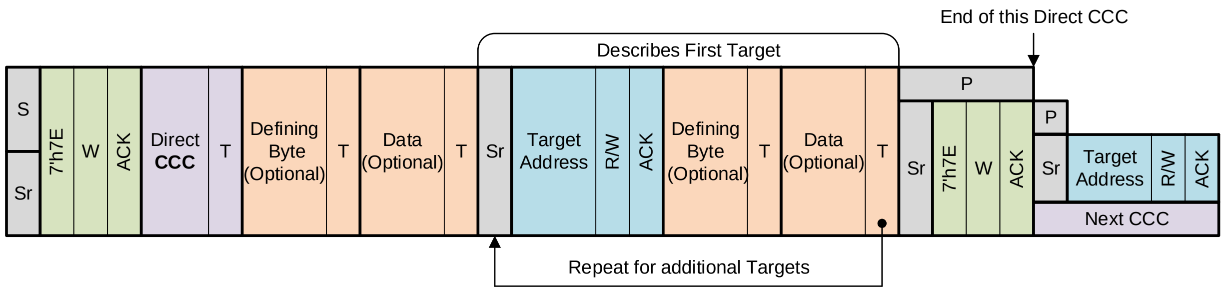


The frame format for Direct CCCs is shown in Figure 37-21. All of the Direct CCCs share the same general frame format and have the following sequence:

1. Start or Restart, followed by the Broadcast Address.
2. Direct CCC value, followed by any required defining byte or data.

3. Restart, followed by the address of the targeted Target, followed by any required defining byte or data.
4. Repeat step 3 if the Controller wants to address multiple targets in the same CCC transaction.
5. End of command.

Figure 37-21. Direct CCC General Frame Format



The frame field definitions are explained in Table 37-10.

Table 37-10. CCC Frame Field Definitions

Field	Definition
S or Sr	A CCC always begins with either Start or Restart condition
Broadcast Address/ W/ACK	This field has three parts: • Broadcast Address – The CCC Frame starts with Controller transmitting the global I3C Broadcast Address (`7'h7E`) so that all the I3C targets on the bus will see the CCC code that follows. • W – The R/$\overline{W}$ bit is always clear (`0` = Write) indicating that the Controller is writing a message to the targets. • ACK – The collective ACK by at least one I3C target on the bus. If there are no I3C targets on the bus, this will be a passive NACK and the Controller will terminate the transaction.
Broadcast or Direct CCC/T	The Controller then sends an 8-bit code corresponding to the CCC being sent. All supported CCC codes are defined in Table 37-11. This is followed by a Parity T-bit.
Defining Byte (Optional)/T	Some CCCs require an additional defining byte to be sent. Refer to the individual CCC definition for more information. This is followed by a Parity T-bit.
Data (Optional)/T	Some CCCs require additional data (one or more bytes) to be sent. Refer to the individual CCC definition for more information. This is followed by a Parity T-bit for a Write CCC or an End-of-Data T-bit for a Read CCC.
Target Address/R/$\overline{W}$ /ACK	This field is used by Direct CCCs to address an individual target on the bus. This field has three parts: • Target Address – The 7-bit Dynamic Address of the target being addressed. • R/$\overline{W}$ – The R/$\overline{W}$ is set appropriately depending on whether the Controller is performing a read or a write operation. Refer to the individual CCC definition for more information. • ACK – The addressed target ACKs the request. If the addressed target is not available on the bus (passive NACK) or if it NACKs for any reason, the Controller terminates the transaction and retries one more time.
Sr/Broadcast Address or P	A CCC always ends with either a Stop condition or a Restart condition followed by the `7'h7E` Broadcast Address (which can follow into another CCC).

37.2.7.1.1 End of a CCC Command

A Broadcast CCC frame ends when either of the following Bus conditions occur after a command or data:

- Controller issues a Stop condition
- Controller issues a Restart (for any address value)

A Direct CCC frame ends when either of the following bus conditions occur after a command or data:

- Controller issues a Stop condition
- Controller issues a Restart followed by Broadcast Address `7'h7E` (which may be the start of a new CCC or can be followed by another Restart or Stop)

These conditions are illustrated in Figure 37-20 and Figure 37-21.

In addition to the above-mentioned conditions, the Controller can terminate any CCC prematurely at any time by issuing a Stop condition. The Target handles this premature termination and responds by setting an appropriate Bus error condition.

37.2.7.2 Supported CCCs

When the Target receives a CCC from the Controller, the CCC code is stored in the I3CxCCC register. In addition, SCCCIF and UCCCIF interrupt flags are also set depending on whether the received CCC is supported or unsupported. The interrupt flags are set for all Broadcast CCCs and only for those Direct CCCs for which an address match occurs.

Important: The SADRIF and DADRIF address match flags are not set for CCC Transactions.

Tip: The user can use the CCC code stored in the I3CxCCC register in conjunction with UCCCIF interrupt flag to provide custom firmware support for unsupported CCCs.

Table 37-11. List of Supported Common Command Codes (CCC)

Common Command Code (CCC)	Type		Value	Brief Description
ENEC	Enable Events Command	Broadcast Write	0x00	Enable Target events such as Hot-Join and In-Band Interrupt (I3CxEC)
		Direct Write	0x80	
DISEC	Disable Events Command	Broadcast Write	0x01	Disable Target events such as Hot-Join and In-Band Interrupt (I3CxEC)
		Direct Write	0x81	
ENTDAA	Enter Dynamic Address Assignment	Broadcast Write	0x07	Enter Controller initiation of Dynamic Address Assignment Procedure
RSTDAA	Reset Dynamic Address Assignment	Broadcast Write	0x06	Discard current Dynamic Address and wait for new assignment
		Direct Write(1)	0x86	
SETNEWDA	Set New Dynamic Address	Direct Write	0x88	Controller assigns new Dynamic Address to a Target
GETPID	Get Provisional ID	Direct Read	0x8D	Controller queries Target's Provisional ID (I3CxPID0 through I3CxPID5)
GETDCR	Get Device Characteristics Register	Direct Read	0x8F	Controller queries Target's Device Characteristics Register (I3CxDCR)
GETBCR	Get Bus Characteristics Register	Direct Read	0x8E	Controller queries Target's Bus Characteristics Register (I3CxBCR)
GETSTATUS	Get Device Status	Direct Read	0x90	Controller queries Target's operating status (I3CxDSTAT0 and I3CxDSTAT1)
RSTACT	Target Reset Action	Broadcast Write	0x2A	Controller configures and/or queries Target Reset action and timing (I3CxRSTACT)
		Direct Write and Read	0x9A	
SETMRL	Set Maximum Read Length	Broadcast Write	0x0A	Controller sets maximum read length (I3CxMRL) and IBI payload size (I3CxIBIPSZ)
		Direct Write	0x8A	
SETMWL	Set Maximum Write Length	Broadcast Write	0x09	Controller sets maximum write length (I3CxMWL)
		Direct Write	0x89	
GETMRL	Get Maximum Read Length	Direct Read	0x8C	Controller queries Target's maximum possible read length (I3CxMRL) and IBI payload size (I3CxIBIPSZ)
GETMWL	Get Maximum Write Length	Direct Read	0x8B	Controller queries Target's maximum possible write length (I3CxMWL)
GETMXDS	Get Maximum Data Speed	Direct Read	0x94	Controller queries Target's maximum read and write data speeds (I3CxMRS, I3CxMWS) and maximum read turnaround time (I3CxMRT)
SETBUSCON	Set Bus Context	Broadcast Write	0x0C	Controller specifies a higher-level protocol and/or I3C specification version (I3CxBUSCXT)

Note:
1. Direct RSTDAA CCC is not supported by *MIPI I3C® Specification v1.1* onwards. Controllers adhering to *MIPI I3C® Specification v1.0* are not recommended to use Direct RSTDAA CCC even though this Target module supports it.

37.2.7.2.1 Enable/Disable Target Events Command (ENEC/DISEC)

The Controller uses the Direct and Broadcast ENEC/DISEC set of CCCs to control whether Target-initiated traffic is allowed on the bus or not. This governs whether a Target on the bus can perform any of following three requests:

- In-Band Interrupt (IBI) Request
- Controller Role Request[(1)]
- Hot-Join Request

Figure 37-22 shows the frame format for Direct Write ENEC/DISEC CCC, whereas Figure 37-23 shows the frame format for Broadcast Write ENEC/DISEC CCC. Table 37-12 and Table 37-13 show the command byte for ENEC and DISEC respectively. The information received from the Controller is stored in the I3CxEC Event Commands register.

Figure 37-22. Direct Write ENEC/DISEC Frame Format

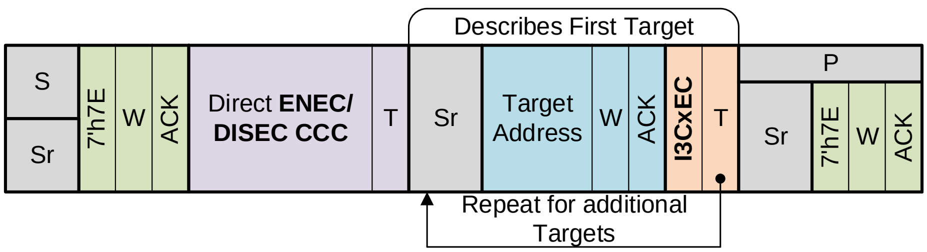


Figure 37-23. Broadcast Write ENEC/DISEC Frame Format

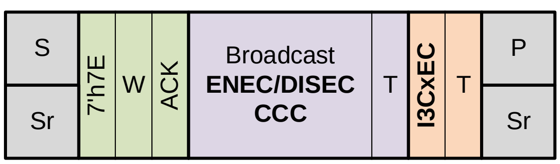


Table 37-12. Enable Target Events Command Byte Format

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved				ENHJ	Reserved	ENCR	ENINT

Table 37-13. Disable Target Events Command Byte Format

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved				DISHJ	Reserved	DISCR	DISINT

The ENINT/DISINT (IBIEN bit in the I3CxEC register) allows the Controller to control when a Target can perform an IBI request. When enabled (ENINT), the Controller instructs the Target that performing IBI requests is permitted on the bus. When disabled (DISINT), the Controller instructs the Target that performing IBI requests is not permitted on the bus and that any such requests may not be honored.

The ENHJ/DISHJ (HJEN bit in the I3CxEC register) allows the Controller to control when a Target can perform a Hot-Join request. When enabled (ENHJ), the Controller instructs the Target that performing Hot-Join requests is permitted on the bus. When disabled (DISHJ), the Controller instructs the Target that performing Hot-Join requests is not permitted on the bus and that any such requests may not be honored. The Controller can choose to broadcast this CCC to instruct devices to refrain from making Dynamic Address Assignment requests until later authorized by the Controller, in case the Controller is unable to service the Hot-Joining devices.

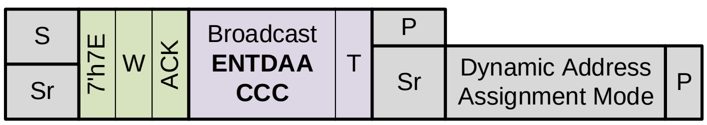
Important: This I3C Target module does not support Secondary Controller features. Controller role request (ENCR/DISCR) in the command byte will be ignored and the CREN bit in the I3CxEC register will always read '0'.

37.2.7.2.2 Enter Dynamic Address Assignment (ENTDAA)

The Controller uses the Broadcast ENTDAA CCC to indicate to all I3C devices on the bus to enter the Dynamic Address Assignment procedure as described in Dynamic Address Assignment. The Target module will participate in this procedure unless it already has a Dynamic Address assigned, in which case the Target NACKs this command and waits for the next Start condition. The ENTDAA CCC always ends with a Stop condition (not Restart). The frame format for Broadcast Write ENTDAA CCC is shown in Figure 37-24.

Important: The Target's response to ENTDAA CCC depends on whether it is a Hot-Joining device or not (HJCAP bit) as explained in the Hot-Join Mechanism section.

Figure 37-24. Broadcast Write ENTDAA Frame Format



37.2.7.2.3 Reset Dynamic Address Assignment (RSTDAA)

The Controller uses the Direct RSTDAA CCC to indicate to the Target or the Broadcast RSTDAA CCC to indicate to all I3C devices on the bus to clear their Controller-assigned Dynamic Address, after which the Target is ready to participate in the Dynamic Address Assignment procedure as described in Dynamic Address Assignment. The frame format for the Direct Write RSTDAA CCC is shown in Figure 37-25, whereas the frame format for the Broadcast Write RSTDAA CCC is shown in Figure 37-26. Refer to Changing Dynamic Address for more details.

Remember: Direct RSTDAA CCC is not supported by *MIPI I3C® Specification v1.1* onwards. Controllers adhering to *MIPI I3C® Specification v1.0* are not recommended to use Direct RSTDAA CCC even though this Target module supports it.

Figure 37-25. Direct Write RSTDAA Frame Format

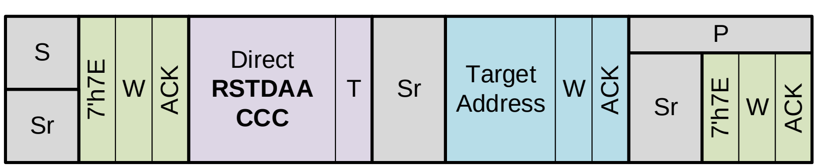
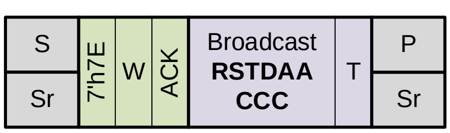


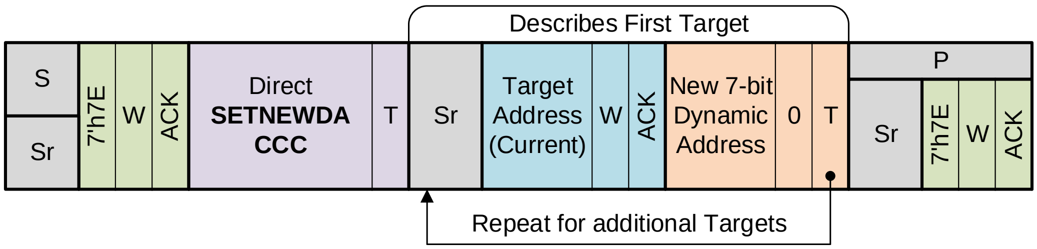
Figure 37-26. Broadcast Write RSTDAA Frame Format



37.2.7.2.4 Set New Dynamic Address (SETNEWDA)

The Controller uses the Direct SETNEWDA CCC to set a new Dynamic Address for the Target when the Target already has a Dynamic Address assigned. The frame format for Direct Write SETNEWDA CCC is shown in Figure 37-27. The Target's new Dynamic Address is the first 7 bits of the 9-bit Dynamic Address field. This new address is stored in the I3CxDADR register. Refer to Changing Dynamic Address for more details.

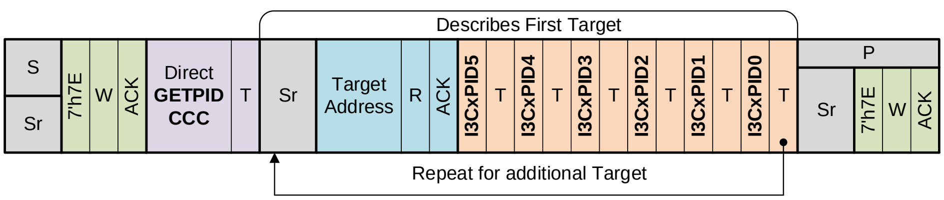
Figure 37-27. Direct Write SETNEWDA Frame Format



37.2.7.2.5 Get Provisional ID (GETPID)

The Controller uses the Direct GETPID CCC to get the 48-bit Provisional ID from the Target. This CCC reads the I3CxPID5 through I3CxPID0 Provisional ID registers in that order from the Target with the most significant bit first. The frame format for Direct Read GETPID CCC is shown in Figure 37-28. Refer to Provisional ID for more details.

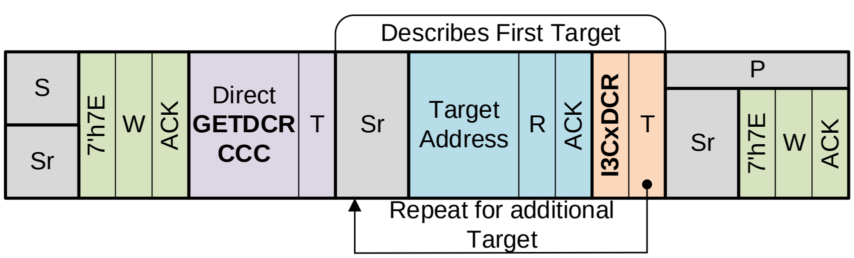
Figure 37-28. Direct Read GETPID Frame Format



37.2.7.2.6 Get Device Characteristics Register (GETDCR)

The Controller uses the Direct GETDCR CCC to get the Device Characteristics Register from the Target. This CCC reads the I3CxDCR register from the Target with the Most Significant bit first. The frame format for Direct Read GETDCR CCC is shown in Figure 37-29. Refer to I3C Characteristics Registers for more details.

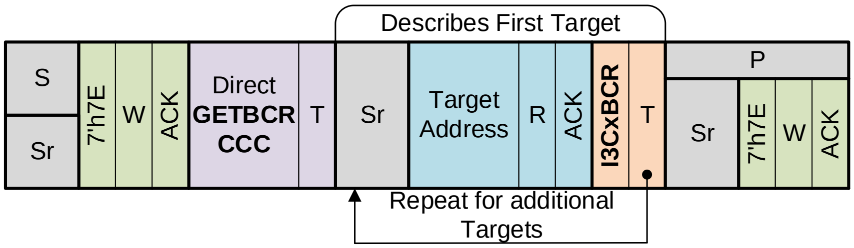
Figure 37-29. Direct Read GETDCR Frame Format



37.2.7.2.7 Get Bus Characteristics Register (GETBCR)

The Controller uses the Direct GETBCR CCC to get the Bus Characteristics Register from the Target. This CCC reads the I3CxBCR register from the Target with the Most Significant bit first. The frame format for Direct Read GETBCR CCC is shown in Figure 37-30. Refer to I3C Characteristics Registers for more details.

Figure 37-30. Direct Read GETBCR Frame Format



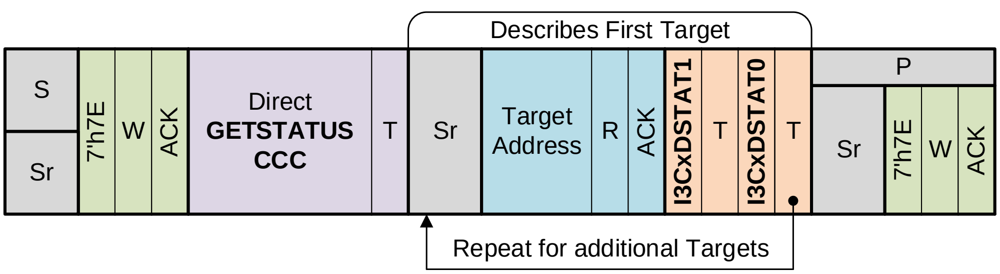
37.2.7.2.8 Get Device Status (GETSTATUS)

The Controller uses the Direct GETSTATUS CCC to get the current status from the Target. This CCC reads the I3CxDSTAT1 and I3CxDSTAT0 registers from the Target with the Most Significant bit first. The frame format for Direct Read GETSTATUS CCC Format 1 is shown in Figure 37-31.

The Controller also can use the GETSTATUS CCC to determine whether the Target is still on the bus or not. If the Controller finds that the Target is no longer on the bus, it can recycle the Target's Dynamic Address or keep the address reserved in case the Target later returns to the bus and performs a Hot-Join request.

Important: This Target module supports GETSTATUS CCC Format 1 only. GETSTATUS CCC Format 2 is not supported.

Figure 37-31. Direct Read GETSTATUS Frame Format 1



37.2.7.2.9 Target Reset Action (RSTACT)

The Controller uses the Broadcast and Direct Write RSTACT CCC to configure the next Target Reset action. The RSTACT CCC is used in conjunction with the Target Reset Pattern. Figure 37-32 shows the frame format for Broadcast Write RSTACT CCC, whereas Figure 37-33 shows the frame format for Direct Write RSTACT CCC.

The Controller uses the Direct Read RSTACT CCC to retrieve the Target's most recently configured Reset action or the Target's Reset recovery timing. Refer to Table 37-14 for more information on the data returned by the Target. Figure 37-34 shows the frame format for Direct Read RSTACT CCC.

The RSTACT CCC uses a Defining Byte. The different values of the defining byte and their corresponding action are listed in Table 37-14.

Table 37-14. RSTACT Defining Byte Values

Defining Byte Value	Description	Direct or Broadcast Write Action	Direct Read Action
`0x00`	No Reset on Target Reset Pattern	Target ACKs and the user software configures the necessary reset action[1]; Refer to Target Reset for details	Target ACKs and returns the currently set Defining Byte value from I3CxRSTACT register[1]
`0x01`	Reset I3C Peripheral Only (Default)		
`0x02`	Reset the Whole Target		
`0x03`	Debug Network Adaptor Reset[2]	Target NACKs	Target NACKs
`0x04`	Virtual Target Detect[2]	Target NACKs	Target NACKs
`0x05` to `0x3F`	Reserved by MIPI	–	–
`0x40` to `0x7F`	Reserved for vendors and external standards	–	–
`0x80`	Reserved by MIPI	–	–
`0x81`	Return Time to Reset Peripheral	–	Target ACKs and returns `0xFF` (Controller should assume maximum time of 1 ms)
`0x82`	Return Time to Reset Whole Target	–	Target ACKs and returns `0xFF` (Controller should assume maximum time of 1s)
`0x83`	Return Time for Debug Network Adaptor Reset[2]	–	Target NACKs
`0x84`	Return Virtual Target Indication[2]	–	Target NACKs
`0x85` to `0xBF`	Reserved for timing for MIPI reserved values	–	Target ACKs and returns `0xFF`
`0xC0` to `0xFF`	Reserved for timing for vendors and external standards reserved values	–	Target ACKs and returns `0xFF`

Notes:

1. Any Reset action (or inaction) configured via the RSTACT CCC is stored in the I3CxRSTACT register. It is recommended for the user to read this value and perform the appropriate reset action in the software. Refer to the Target Reset section for more information. The I3CxRSTACT register continues to hold the value of the most recent RSTACT CCC defining byte value until it is overwritten by the next RSTACT CCC defining byte or the register is reset due to a reset action. The user can also reset the register manually by writing `0xFF` to it.
2. This Target module does not support MIPI Debug or Virtual Target capability, hence defining bytes `0x03`, `0x04`, `0x83` and `0x84` are not supported. The hardware functions are undefined for these defining bytes.
3. All defining bytes received during a Direct or Broadcast RSTACT CCC are stored in the I3CxRSTACT register regardless of whether they are supported or not.

Figure 37-32. Broadcast Write RSTACT Frame Format

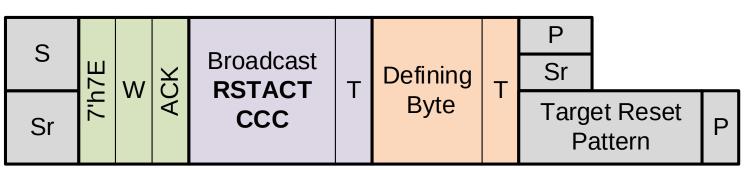


Figure 37-33. Direct Write RSTACT Frame Format

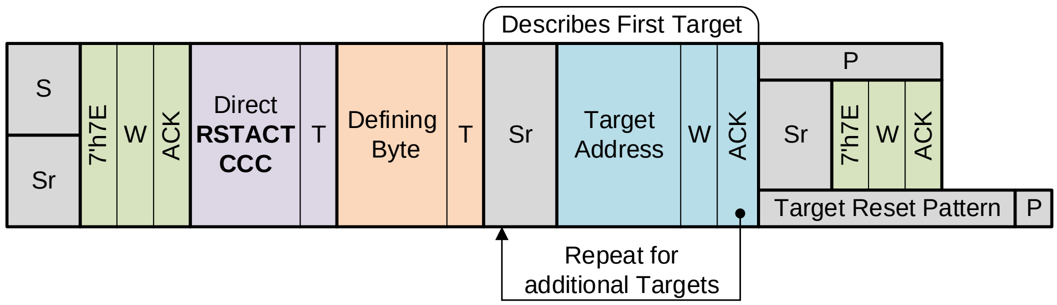
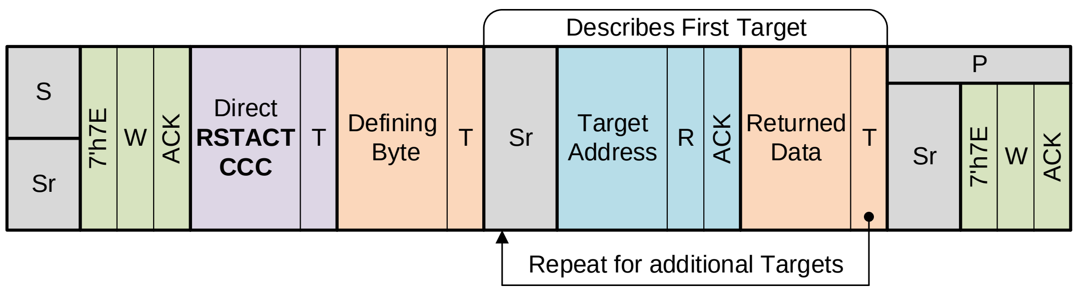


Figure 37-34. Direct Read RSTACT Frame Format



37.2.7.2.10 Set/Get Maximum Read Length (SETMRL/GETMRL)

The Controller uses the Direct and Broadcast Write SETMRL CCC to set the maximum data read length and maximum IBI payload size for the Target, which are stored in the I3CxMRL and I3CxIBIPSZ registers, respectively and are updated after the entire CCC has been processed.

The Controller uses the Direct Read GETMRL CCC to read the maximum data read length and maximum IBI payload size from the Target. This CCC reads the I3CxMRL and I3CxIBIPSZ registers from the Target with the Most Significant bit first.

The frame format for Direct Write/Read SETMRL/GETMRL CCC is shown in Figure 37-35, whereas the frame format for the Broadcast Write SETMRL is shown in Figure 37-36.

Refer to the Private Read Transaction section and the IBI Payload and Mandatory Data Byte section to learn about the significance of Maximum Read Length and IBI payload size, respectively.

Important:
1. As per the *MIPI I3C® Specification v1.1.1*, the minimum I3CxMRL Maximum Read Length value the Controller can set is 16 bytes.
2. The value of the I3CxMRL and I3CxIBIPSZ registers can also be changed by software writes in addition to the Controller writing using the SETMRL CCC. It is highly recommended for the user to change the value of these registers when there are no transactions happening on the bus. In case of a race condition, user writes take precedence over SETMRL CCC.

Figure 37-35. Direct Write/Read SETMRL/GETMRL Frame Format

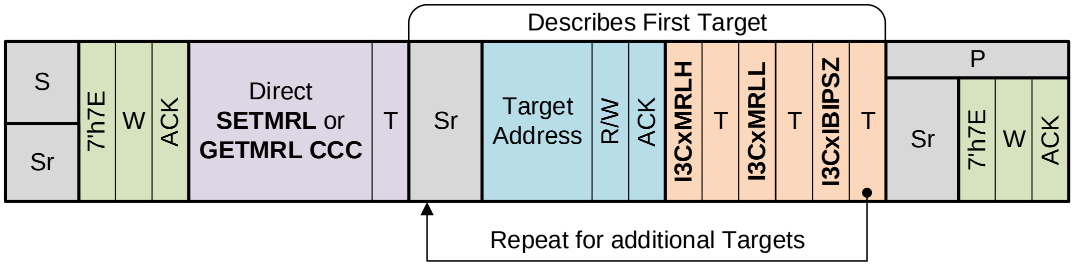
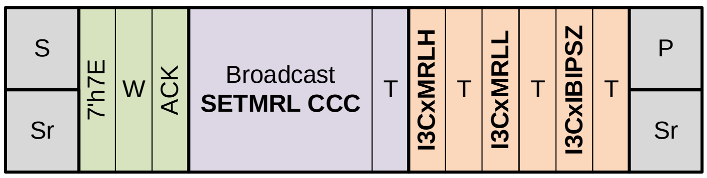


Figure 37-36. Broadcast Write SETMRL Frame Format



37.2.7.2.11 Set/Get Maximum Write Length (SETMWL/GETMWL)

The Controller uses the Direct and Broadcast SETMWL CCC to set the maximum data write length for the Target, which is stored in the I3CxMWL register and is updated after the entire CCC has been processed.

The Controller uses the Direct GETMWL CCC to read the maximum data write length from the Target. This CCC transmits the I3CxMWL register from the Target with the Most Significant bit first.

The frame format for Direct SETMWL/GETMWL CCC is shown in Figure 37-37, whereas the frame format for the Broadcast SETMWL is shown in Figure 37-38.

Refer to the Private Write Transaction section to learn about the significance of Maximum Write Length.

Important:

1. As per the *MIPI I3C® Specification v1.1.1*, the minimum I3CxMWL Maximum Write Length value the Controller can set is 16 bytes.
2. The value of the I3CxMWL register can also be changed by software write in addition to the Controller writing using the SETMWL CCC. It is highly recommended for the user to change the value of this register when there are no transactions happening on the bus. In case of a race condition, user writes take precedence over SETMWL CCC.

Figure 37-37. Direct Write/Read SETMWL/GETMWL Frame Format

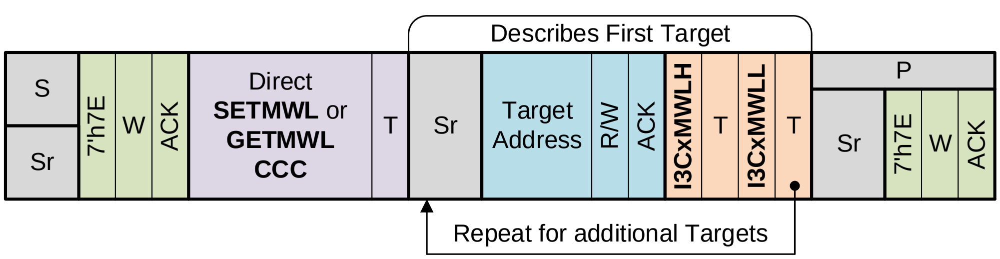
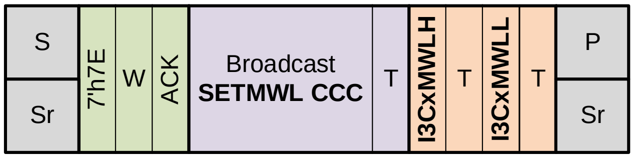


Figure 37-38. Broadcast Write SETMWL Frame Format



37.2.7.2.12 Get Maximum Data Speed (GETMXDS)

The Controller uses the Direct GETMXDS CCC to read the maximum data speed that the Target supports when it sets the BCR0 bit (device is speed-limited). Refer to Speed Limitations for more information. This CCC transmits the I3CxMWS, I3CxMRS, and I3CxMRT registers from the Target with the Most Significant bit first. The frame format for Direct Read GETMXDS CCC is shown in Figure 37-39 (Format 1) and Figure 37-40 (Format 2).

Important: This Target module supports GETMXDS CCC Formats 1 and 2 only. GETMXDS CCC Format 3 is not supported.

Figure 37-39. Direct Read GETMXDS Frame Format 1

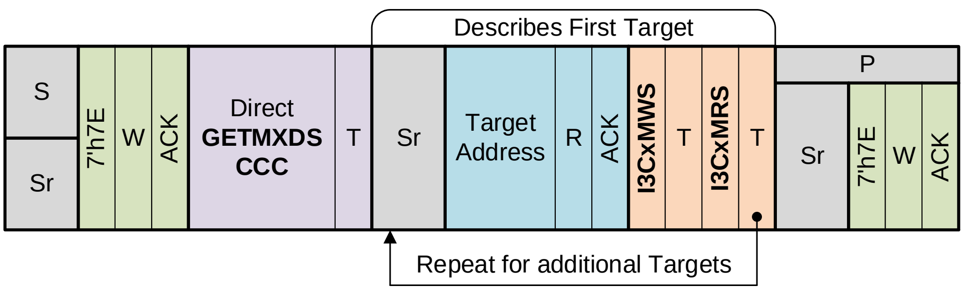
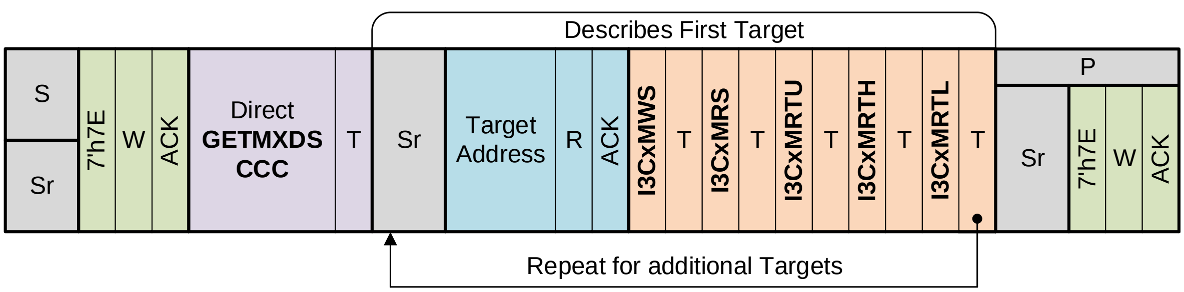


Figure 37-40. Direct Read GETMXDS Frame Format 2

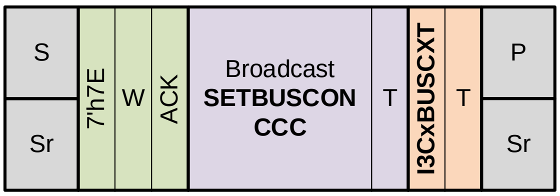


37.2.7.2.13 Set Bus Context (SETBUSCON)

The Controller uses the Broadcast SETBUSCON CCC to specify a particular context that is being used on the bus, which is stored in the I3CxBUSCXT register. The context is usually a higher-level protocol specification published by a standards-developing organization that relies upon MIPI I3C® for the communication (such as JEDEC or MCTP), but it may also indicate which version of the *MIPI I3C Specification* is being used. Upon receiving this CCC, the user can activate any special functionality in the software needed to support the selected higher-level protocol on the bus. The frame format for Broadcast Write SETBUSCON CCC is shown in Figure 37-41.

Important: This Target device only supports single context value. Layered protocol contexts are not supported.

Figure 37-41. Broadcast Write SETBUSCON Frame Format



37.2.8 Hot-Join Mechanism

The Hot-Join mechanism allows for the Target to join the I3C bus after it has already been configured as per I3C Bus Configuration. Hot-Join is used when the Target is mounted on the same I3C bus and remains depowered until needed or until the Target is physically inserted into the I3C bus without disrupting the SDA and SCL lines.

The Target module on this device can be configured as a Hot-Joining device using the HJCAP bit. When the HJCAP bit is set (HJCAP = `1`), the Target is configured as a Hot-Join capable device. In this configuration, the Target will *not* participate in the Dynamic Address Assignment procedure (Target NACKs ENTDAA CCC) unless a Hot-Join is requested by the Target first (HJREQ bit). Once the Target receives a Dynamic Address and the Controller sends the RSTDAA CCC to clear the Dynamic Address, the Target will participate in all future Dynamic Address Assignment process (Target ACKs ENTDAA CCC) even if it did not perform a Hot-Join request again.

Alternatively, when the HJCAP bit is cleared (HJCAP = `0`), the Target is configured to not have Hot-Join capability. In this configuration, the Target *cannot* request for Hot-Join, however the Target will participate in the Dynamic Address Assignment procedure (Target ACKs ENTDAA CCC) anytime it does not have a Dynamic Address assigned.

In summary, the following conditions must be met for the Target to perform a Hot-Join request by setting the HJREQ bit. If these conditions are not met, then setting the HJREQ bit will not have any effect until the conditions are met.

- The Target is Hot-Join capable (HJCAP = `1`)
- The Target does not have a Dynamic Address assigned
- Hot-Join is enabled on the bus by the Controller (HJEN = `1`)

Important:
1. It is highly recommended to change the configuration of the HJCAP bit only when the I3C module is disabled (EN = `0`).
2. The Hot-Join mechanism does not allow Targets to join the I3C bus before the bus has been configured. The Controller cannot acknowledge the request until the bus is configured as described in I3C Bus Configuration.

Tip: To configure this I3C Target module to always operate in I^2C mode (OPMD = `0b00`), the user can set the HJCAP bit and never request for a Hot-Join. In this scenario, the Target will not respond to an ENTDAA CCC and continue operating in I^2C mode.

The Target can request for a Hot-Join by setting the HJREQ bit. Once the HJREQ bit is set, the Target waits for the Bus Idle condition and then issues a Start on the bus by pulling the SDA line low (standard Hot-Join). The Active Controller acknowledges the Start condition by sending clocks on the SCL line[1] marking the beginning of the Arbitrable Address Header, during which the Target transmits the `7’h02`/W Hot-Join Address on the bus.

However, the Target does not always need to wait for the Bus Idle condition to occur on the bus. If another device on the bus issues a Start signal before the Bus Idle condition occurs, the Target participates in the Address Arbitration by transmitting the `7’h02`/W Hot-Join address on the bus (passive Hot-Join). Refer to Figure 37-43 for clarity.

Tip:
1. If the Controller does not acknowledge the Start condition issued by the Target, the Bus Time-out feature can be used to abort the Hot-Join or In-Band Interrupt request.
2. It is recommended to check the value of HJEN bit in the I3CxEC Events Command register before requesting Hot-Join. The Controller can enable/disable Hot-Join (ENHJ/DISHJ) globally on the bus by broadcasting the ENEC/DISEC CCC (Enable/Disable Target Events Command), which is reflected in the I3CxEC register. If the HJREQ bit is set when HJEN = `0`, the Target module will begin the Hot-Join process as soon as the Controller enables Hot-Join and HJEN bit is set by the hardware.

Remember: The *MIPI I3C® Specification* allows multiple devices on the bus to request for Hot-Join together. In the event of such an occurrence, all eligible devices can participate in the Dynamic Address Assignment procedure together.

Once the Target wins the address arbitration and the Controller ACKs the Hot-Join request, the Controller then proceeds with sending the Broadcast ENTDAA CCC on the bus.[1] The Target then undergoes the Dynamic Address Assignment procedure as outlined in the Dynamic Address Assignment section. Upon successful completion of the Hot-Join request, the following changes happen:

- The HJREQ bit is cleared
- The Dynamic Address Changed DACHIF flag is set
- The Dynamic Address assigned by the Controller is stored in the I3CxDADR register
- The Target switches to operating in I3C SDR mode (OPMD = `0b01`)

If the Hot-Join request is unsuccessful (Controller NACKs the Hot-Join request or the Target loses arbitration), the Target will continue to attempt Hot-Join request at the next Bus Idle condition (standard Hot-Join) or the next Start condition on the bus (passive Hot-Join). This process continues until the Hot-Join is successfully completed or until the number of unsuccessful attempts reaches the Arbitration Request Retry Limit as specified in the I3CxRETRY register and the HJEIF error flag is set. The HJREQ bit clears when the Hot-Join request is completed, regardless of the outcome.

The frame format of a successful Hot-Join transaction is shown in Figure 37-42. The Hot-Join mechanism that the Target follows is described in Figure 37-43 and an example pseudo-code is shown in Example 37-3 below.

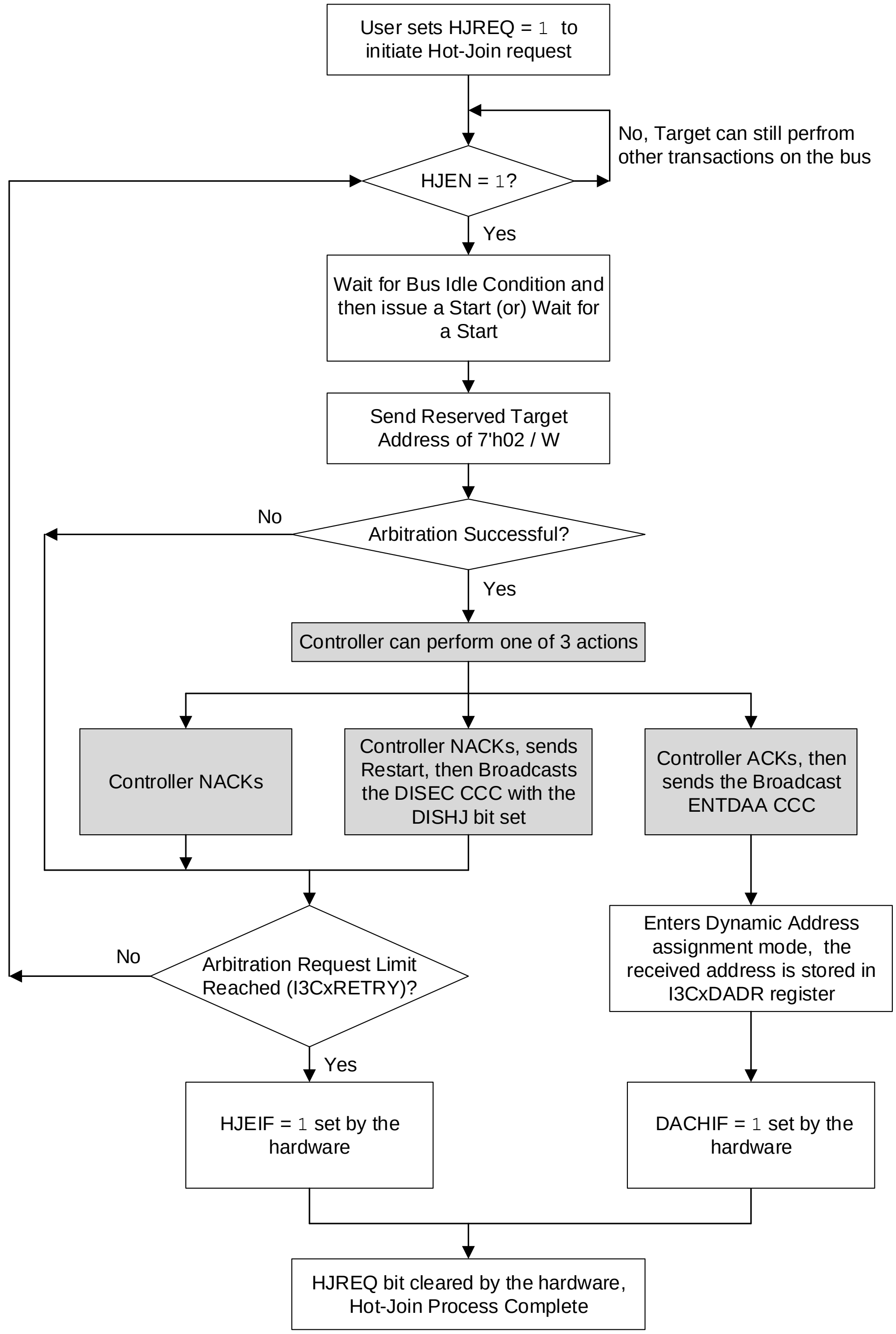
Important:

1. The Controller may or may not immediately respond with an ENTDAA CCC after acknowledging the Hot-Join request. The *MIPI I3C® Specification* allows the Controller to perform other activities and bus transactions after acknowledging the Hot-Join request and before the following ENTDAA CCC.

Figure 37-42. Successful Hot-Join Frame Format

S	Reserved Target Address (7'h02)	W	ACK	Sr	7'h7E	W	ACK	Broadcast **ENTDAA CCC**	T	Dynamic Address Assignment Mode	P

Figure 37-43. Flowchart of Hot-Join Mechanism



Note:
1. Error Detection and Recovery Methods are not shown
2. Shaded boxes are Controller specific actions.

Example 37-3. Hot-Join Request Pseudo-code Using Polling

```
void I3C1_Target_HotJoin_Setup()
{
    // Make Target HJ capable if necessary
    I3C1FEATbits.HJCAP = 1;      // Do this only when bus is idle

    // Set bus idle time
    I3C1BIDL = 12800;            // 200us @ I3C1CLK=64MHz

    // Set Bus Timeout (optional; to recover from stalled Controller)
    I3C1CON0bits.BTOEN = 0;
    I3C1BTO = 164;               // 32*F_scl @ F_scl=12.5MHz

    // Set retry limit
    I3C1RETRY = 3;               // 0=unlimited; 8-bit value

    // Change PID/BCR/DCR if necessary (not shown)
}

uint8_t I3C1_Target_HotJoin()
{
    // Check if Target is ready for Hot-Join
    if(I3C1STAT0bits.OPMD == 0b00 && I3C1ECbits.HJEN && I3C1FEATbits.HJCAP) {
        // Begin Hot-Join request
        I3C1CON0bits.HJREQ = 1;

        // Dynamic Address Assignment occurs

        // Wait for Hot-Join process to complete (blocking)
        while(I3C1CON0bits.HJREQ);        // HJREQ clears when process is
complete

        // Check if Hot-Join completed successfully
        if(I3C1PIR1bits.DACHIF && I3C1STAT0bits.OPMD==0b01) { /* Success */ }
        else if(I3C1ERRIR0bits.HJEIF) { /* Unsuccessful attempt */ return 0; }

        return I3C1DADR;    // Return dynamic address
    }

    return 0;
}
```

37.2.9 In-Band Interrupt (IBI)

The *MIPI I3C® Specification* allows the I3C devices on the bus to generate an In-Band Interrupt (IBI) for the Active Controller to service using the SDA and SCL lines. This makes it possible for the devices on the bus to generate interrupts without using any external interrupt lines.

Each device on the I3C bus has a priority level encoded into its Controller-assigned Dynamic address, where addresses with lower numeric values have higher priority levels. This is a natural outcome of the I3C Address Arbitration, where address bits with value '0' are prioritized over bits with value '1'. This means that when multiple devices request IBI at the same time, devices with lower numeric value addresses (and subsequently higher priority levels) will have their IBI requests processed sooner than devices with higher numeric value addresses.

The Target module on this device can perform IBI requests, which is represented in the BCR1 bit (BCR1 = 1). This is communicated to the Controller during the Dynamic Address Assignment procedure or when the Controller requests for it using the GETBCR (Get Bus Characteristics Register) Direct Common Command Code (CCC).

The following conditions must be met for the Target to perform an IBI request by setting the IBIREQ bit. If these conditions are not met, then setting the IBIREQ bit will not have any effect until the conditions are met.

- The Target has a Dynamic Address assigned
- IBI is enabled on the bus by the Controller (IBIEN = 1)

The Target can request for an In-Band Interrupt by setting the IBIREQ bit. Once the IBIREQ bit is set, the Target waits for the Bus Available condition and then issues a Start on the bus by pulling the SDA line low (standard IBI). The Active Controller acknowledges the Start condition by sending clocks on the SCL line(1) marking the beginning of the Arbitrable Address Header, during which the Target transmits its Dynamic Address in Read mode (R/$\overline{\text{W}}$ bit = `1`) on the bus.

However, the Target does not always need to wait for the Bus Available condition to occur on the bus. If another device on the bus issues a Start signal before the Bus Available condition occurs, the Target participates in the Address Arbitration by transmitting its Dynamic Address on the bus (passive IBI).

Tip:
1. If the Controller does not acknowledge the Start condition issued by the Target, the Bus Time-out feature can be used to abort the Hot-Join or In-Band Interrupt request.
2. It is recommended to check the value of IBIEN bit in the I3CxEC Events Command register before requesting an In-Band Interrupt. The Controller can enable/disable In-Band Interrupt (ENINT/DISINT) globally on the bus by broadcasting the ENEC/DISEC CCC (Enable/Disable Target Events Command), which is reflected in the I3CxEC register. If the IBIREQ bit is set when IBIEN = `0`, the Target module will begin the IBI process as soon as the Controller enables In-Band Interrupt and IBIEN bit is set by the hardware.

Important:
1. When an In-Band Interrupt is requested in Static Address SDR mode (SASDRMD = `1`), the Target sends its Static Address on the bus for arbitration if a Dynamic Address has not been assigned. If the Target has a Dynamic Address assigned, then the Dynamic Address will be sent on the bus for arbitration.
2. It is possible that the Target loses arbitration while requesting an IBI when the Controller attempts to write to the Target at the same time. The Controller drives the bus with the Target's address with R/$\overline{\text{W}}$ = `0` (write, for private write transaction), whereas the Target drives the bus with its own address with R/$\overline{\text{W}}$ = `1` (read, for IBI request). When this happens, the Target loses the arbitration and proceeds forward with the private write transaction with the Controller as described in Private Transaction.

Remember: The *MIPI I3C® Specification* allows multiple devices on the bus to request for In-Band Interrupt together. In the event of such an occurrence, all eligible devices can participate in the Address Arbitration and the Active Controller will service the device that wins the arbitration.

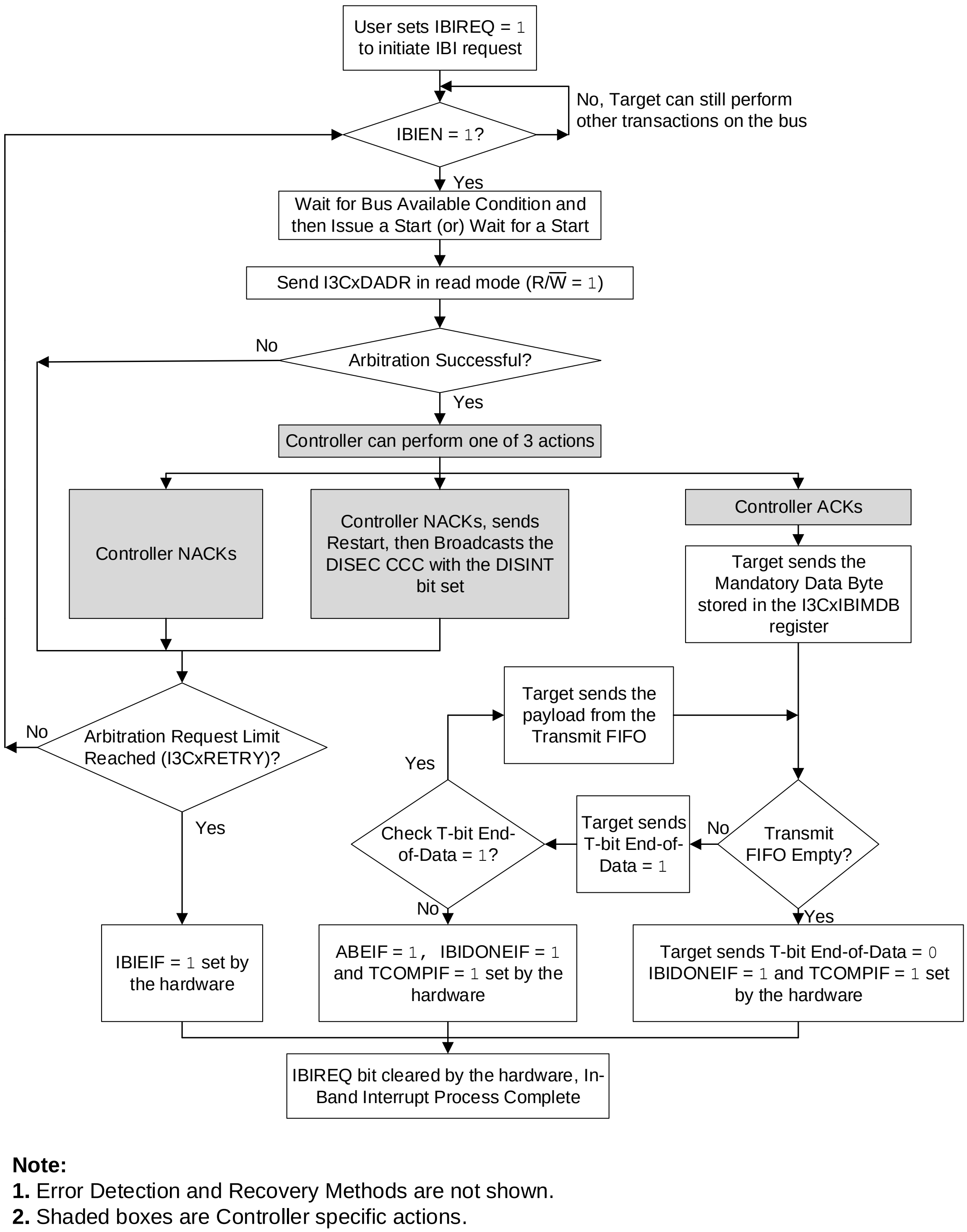
Once the Target wins the address arbitration and the Controller ACKs the In-Band Interrupt request, the Target then proceeds with sending the Mandatory Data Byte and the Payload on the bus as described in the section below. Upon successful completion of the Hot-Join request, the IBIREQ bit is cleared and the IBIDONEIF flag is set.

If the In-Band Interrupt request is unsuccessful (Controller NACKs the IBI request or the Target loses arbitration), the Target will continue to attempt an IBI request at the next Bus Available condition (standard IBI) or the next Start condition on the bus (passive IBI). This process continues until the IBI request is successfully completed or until the number of unsuccessful attempts reaches the

Arbitration Request Retry Limit as specified in the I3CxRETRY register and the IBIEIF error flag is set. The IBIREQ bit clears when the In-Band Interrupt request is completed, regardless of the outcome.

The IBI process that the Target follows is described in Figure 37-44.

Figure 37-44. IBI Process Flowchart



37.2.9.1 IBI Payload and Mandatory Data Byte

The IBI Payload is any data sent by the Target that follows the Dynamic Address after an IBI request is ACKed by the Controller. The first byte of the payload that immediately follows the Dynamic Address is referred to as the Mandatory Data Byte and is accessed using the I3CxIBIMDB register. This Target module is designed to always send one (the Mandatory Data Byte) or more bytes of payload data once the IBI request is accepted by the Controller, which is indicated by the BCR2 bit (BCR2 = `1`). This is communicated to the Controller during the Dynamic Address Assignment procedure or when the Controller requests for it using the GETBCR (Get Bus Characteristics Register) Direct Common Command Code (CCC).

The Controller sets the Maximum Payload Size using the SETMRL (Set Maximum Read Length) CCC which is stored in the I3CxIBIPSZ IBI Payload Size register. The firmware can choose to override this value by writing to the I3CxIBIPSZ register. The Controller can use the GETMRL (Get Maximum Read Length) CCC to read the value of the Maximum Payload Size stored in the I3CxIBIPSZ register.

Important: It is highly recommended for the firmware to write to the I3CxIBIPSZ register when there are no transactions happening on the bus. In the event of a race condition when the I3CxIBIPSZ register is being written by both firmware and hardware (SETMRL CCC), firmware writes will always have precedence.

Once the Controller ACKs the IBI request, it cannot decline the reception of the Mandatory Data Byte since it is transmitted in Push-Pull mode and must wait for the next T-bit. After receiving the Mandatory Data Byte, the Controller can continue to receive further payload data from the Target in Push-Pull mode or terminate any subsequent transmission by pulling the End-of-Data T-bit low (Restart condition on the bus) or transmitting a Stop. The frame format of a successful IBI transaction is shown in Figure 37-45.

The I3CxIBIMDB Mandatory Data Byte provides the Controller additional information about the event that has happened and is divided into two fields as defined by MIPI.

- IBIMDB[7:5] – Interrupt Group Identifier (3 bits)
- IBIMDB[4:0] – Specific Interrupt Identifier (5 bits)

Tip: MIPI Alliance maintains a web-based registry of defined Mandatory Data Byte use case values at https://www.mipi.org/MIPI_I3C_mandatory_data_byte_values_public.

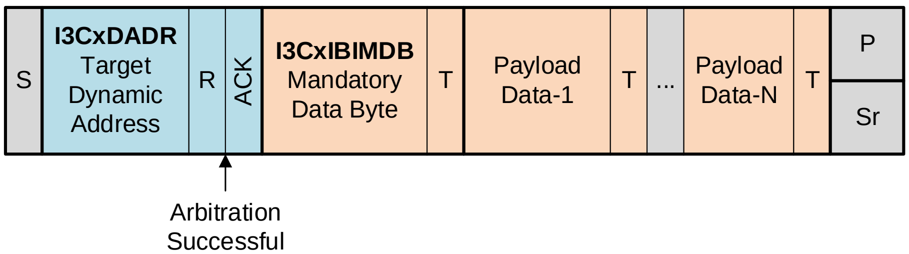
The user can write the payload data to be sent to the I3CxTXB Transmit Buffer, which feeds into the Transmit FIFO. Once the Target sends the I3CxIBIMDB Mandatory Data Byte, it will start sending the payload from the Transmit FIFO. The Target continues to send the payload until one of the following conditions occurs (refer to the pseudo-code shown in Example 37-4 for more information):

- Transmit FIFO becomes empty; Target pulls the End-of-Data T-bit low and sets the IBIDONEIF and TCOMPIF flags
- Maximum Payload Size (I3CxIBIPSZ) limit is reached; Target pulls the End-of-Data T-bit low despite Transmit FIFO not being empty (TXFNE = `1`) and sets the IBIDONEIF and TCOMPIF flags
- Controller aborts the payload transmission by pulling the End-of-Data T-bit low (a Restart condition), in which case the Target sets the ABEIF error alongside the IBIDONEIF and TCOMPIF flags

The user software can use the IBI payload to communicate the specific details of an interrupt. If the Controller NACKs or disables the IBI request on the bus, then the user software can use the INTPEND bits to store the interrupt number of the pending interrupt (a value of 0 indicates no interrupts are pending). This is reported to the Controller when it inquires for the device status through GETSTATUS CCC. The encoding of the INTPEND bits allow the Target to report up to 15 numbered interrupts. If more than one interrupt is pending in the user software, it is recommended to return the interrupt number of the highest priority pending interrupt.

Tip: It is recommended for the user to use DMA to read and write from the I3C Transmit and Receive Buffers to ensure that the CPU is able to keep up with the higher I3C speeds. Refer to the Interrupts and DMA Triggers section and **"DMA - Direct Memory Access"** chapter for more information.

Figure 37-45. Successful IBI Transaction Frame Format



Example 37-4. IBI Request Pseudo-code Using Polling

```
uint8_t payloadData[SIZE];  // payload data to be sent

void I3C1_Target_IBI_Setup()
{
    // Set bus available time
    I3C1BAVL = 64;              // 1us @ I3C1CLK=64MHz

    // Set Bus Timeout (optional; to recover from stalled Controller)
    I3C1CON0bits.BTOEN = 0;
    I3C1BTO = 164;              // 32*F_scl @ F_scl=12.5MHz

    // Set retry limit and mandatory byte
    I3C1RETRY = 3;              // 0=unlimited; 8-bit value
    I3C1IBIMDB = 0x00;          // IBI Mandatory Byte (0x00 = User Defined)

    // Initialize payload to send
    for(uint8_t i=0; i<SIZE; i++) {
        txData[i] = i;
    }

    // Validate Payload Size
    if(I3C1IBIPSZ > SIZE || I3C1IBIPSZ == 0) { // 0=unlimited (8-bit value)
        I3C1IBIPSZ = SIZE;
    }

    // Pre-load Transmit buffer to prevent an EOD after mandatory byte
    while(!I3C1STAT0bits.TXBE);
    I3C1TXB = payloadData[0];
}

void I3C1_Target_IBI_SendPayload()
{
    uint8_t i = 1; // payloadData[0] is already loaded into TXB

    while(i < SIZE) {
        // Wait for Tx Buffer to become empty
        while(!I3C1STAT0bits.TXBE);

        // Write data to Transmit buffer and increment pointer
        I3C1TXB = payloadData[i++];

        // Perform error checking if desired
        // Check for Tx Underrun Error or Tx Write Error
        // if(I3C1ERRIR0bits.TXUIF || I3C1ERRIR1bits.TXWEIF) { ... }
```

```
        // Check for End of Transaction
        if(I3C1PIR1bits.TCOMPIF) {
            if(I3C1STAT1bits.TXFNE) {
                return 0;   // end of transaction due to payload size overflow
            }
            else if(I3C1ERRIR1bits.ABEIF) {
                return 0;   // end of transaction due to Controller abort
            }
            else return 0;  // end of transaction due to TXFIFO empty
        }
    }
}

void I3C1_Target_IBI()
{
    // Check if Target is ready for IBI
    if(I3C1STAT0bits.OPMD == 0b01 && I3C1ECbits.IBIEN) {
        // Begin IBI request
        I3C1CON0bits.IBIREQ = 1;

        // Mandatory Data Byte in I3C1IBIMDB is sent automatically
        // Send IBI Payload
        I3C1_Target_IBI_SendPayload();

        // Check whether IBI process is complete
        while(I3C1CON0bits.IBIREQ);  // IBIREQ clears when process is complete

        // Check if IBI completed successfully
        if(I3C1PIR1bits.IBIDONEIF) { /* Successful IBI */ }
        else if(I3C1ERRIR0bits.IBIEIF || I3C1ERRIR1bits.ABEIF) { /* Error */ }
    }
}
```

37.2.10 Private Transaction

Once the Dynamic Address is assigned and the Target is operating in I3C SDR Mode (OPMD = `0b01`), the Controller can communicate to the Target directly by specifying the Target's Dynamic Address. The Controller uses a Private Write Transfer to write data to the Target directly and a Private Read Transfer to read data from the Target directly.

To address the Target directly, the Controller sends a Start or a Restart[(1)], followed by the 9-bit I3C Address Header. The address header consists of the Target's Dynamic Address, followed by a R/$\overline{\text{W}}$ bit and an $\overline{\text{ACK}}$/NACK bit. The R/$\overline{\text{W}}$ bit is '`0`' (write) for Private Write Transfer and '`1`' (read) for Private Read Transfer. The RNW status bits are set according to the R/$\overline{\text{W}}$ bit in the address header if the Target ACKs the request.[(2)]

If the Dynamic Address in the address header matches with the Target's Dynamic Address in the I3CxDADR register, the Dynamic Address Match DADRIF flag is set. The $\overline{\text{ACK}}$/NACK response from the Target depends upon the type of the transaction and the internal settings, as described in the following sections.

When a Private Transaction is initiated, the $\overline{\text{ACK}}$/NACK response from the Target is controlled by the ACKP bit. When the ACKP bit is cleared (ACKP = `0`), the Target normally ACKs a Private Write/Read request, and when the ACKP bit is set (ACKP = `1`), the Target *always* NACKs a Private Write/Read request. For a Private Write request, this $\overline{\text{ACK}}$/NACK response is strictly based on the ACKP bit setting and is completely independent of the status of the Receive Buffer/FIFO. However, for a Private Read request, in addition to the ACKP bit, the $\overline{\text{ACK}}$/NACK response from the Target is also controlled by the hardware based on the status of the Transmit Buffer/FIFO. A Private Read request when the Transmit FIFO is empty (TXFNE = `0`) will always result in a NACK by the Target and the Transmit Underrun TXUIF error flag is set. A Private Read request is ACK'd by the Target only when there is data available in the Transmit FIFO (TXFNE = `1`) and ACKP is cleared. Refer to Table 37-6 for more information.

As a special feature, a one-shot $\overline{\text{ACK}}$ of a Private Write/Read request can be performed by setting the ACKPOS bit. This feature is intended to be used in conjunction with ACKP = `1` setting. When ACKP =

1, the Target always NACKs a Private Write/Read request. In this mode, setting the ACKPOS bit will override the auto-NACK setting and $\overline{\text{ACK}}$ the Private Write/Read request just one time, after which the ACKPOS bit is auto-cleared by the hardware.

Tip: The user can set ACKP = 1 to force a NACK on the bus for Private/I^{2}C Write/Read requests if the firmware is not ready to receive/send the data from/to the Controller. When the firmware is ready, the user can set ACKPOS = 1 to receive/send the next stream of data from/to the Controller. Since the ACKPOS bit is cleared immediately after a one-time $\overline{\text{ACK}}$, this mode is helpful when the firmware is speed limited and is unable to receive/send data from/to back-to-back Private Write/Read requests.

Important:

1. The Controller can choose to begin an I3C SDR Transaction by transmitting Start and 7'h7E/W Broadcast Address followed by a Restart before addressing the Target's Dynamic Address. This allows the Controller to avoid any unnecessary address arbitration issues following a Restart condition.
2. The RNW status bits only apply to Private I3C/I^{2}C Transfers. The R/$\overline{\text{W}}$ bit in the address header is not captured during non-Private Transactions (like CCC, IBI, or Hot-Join).

Tip: It is recommended for the user to use DMA to read and write from the I3C Transmit and Receive Buffers to ensure that the CPU can keep up with the higher I3C speeds. Refer to the Interrupts and DMA Triggers section and the **"DMA - Direct Memory Access"** chapter for more information.

37.2.10.1 Private Write Transaction

In a Private Write Transfer, following the address header, the Controller continues to send 9-bit I3C Data Words (8-bit Data and a Parity T-bit). The data becomes available in the Receive FIFO, which feeds into the I3CxRXB Receive Buffer for the user to read through the firmware or DMA. The Controller can continue to send more data words and then end the transaction with a Stop or Restart, which is when the Transaction Complete TCOMPIF flag is set and the RNW status bits continue to hold the value until cleared by the user or overwritten in the next transaction.

The Receive FIFO in the Target continues to receive data until the Maximum Write Length (I3CxMWL register) has reached. If the Target continues to receive more data, the Maximum Write Length Overflow MWLOEIF and Receive Overrun RXOIF error flags are set, and any subsequent data are lost even if the Receive FIFO is not full. Refer to the Receive Buffer and FIFO Operation section for more information.

The Controller sets the Maximum Write Length using the SETMWL (Set Maximum Write Length) CCC, which is stored in the I3CxMWL register. The firmware can choose to override this value by writing to the I3CxMWL register. The Controller can use the GETMWL (Get Maximum Write Length) CCC to read the value of the Maximum Write Length size stored in the I3CxMWL register.

The Private Write Transaction Flow is shown in Figure 37-46. The general frame format for Private Write Transaction is shown in Figure 37-47 and a pseudo-code is shown in Example 37-5.

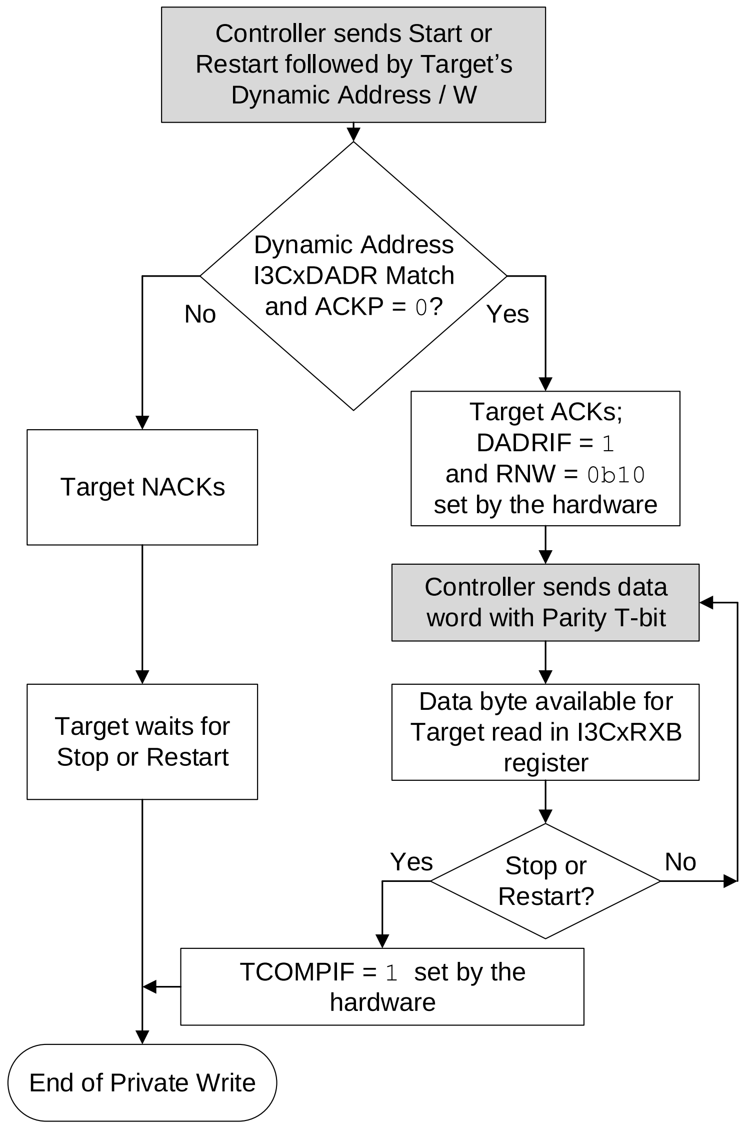
Important:

1. It is highly recommended for the firmware to write to the I3CxMWL register when there are no transactions happening on the bus. In the event of a race condition when the I3CxMWL register is being written by both firmware and hardware (SETMWL CCC), firmware writes will always have precedence.
2. If the user firmware or DMA is reading data from the I3CxRXB register at a slower rate than the rate at which the Target is receiving data from the Controller (bus speed), there is a possibility that the Receive FIFO becomes full. In this scenario, the Target will set the Receive Overrun RXOIF error flag, and any subsequent data are lost. Refer to the Receive Buffer and FIFO Operation section for more information.

Tip:

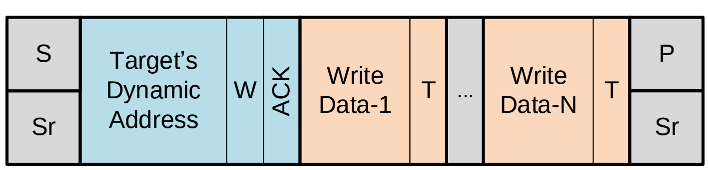
1. It is recommended that the user check the Maximum Write Length value stored in I3CxMWL to properly prepare the Target to receive data from the Controller.
2. The user can override the Maximum Write Length value and set I3CxMWL = 0 to receive unlimited data bytes.

Figure 37-46. Private Write Transaction Flow



Note:
1. Error Detection and Recovery methods are not shown.
2. Shaded boxes are Controller specific actions.

Figure 37-47. Private Write Transfer Frame Format



Example 37-5. Pseudo-code for Private Write Transaction

```
uint8_t rxData[SIZE];

void I3C1_Target_PrivateWrite_Setup()
{
```

```
    // Default Private Write ACK setting
    I3C1CON0bits.ACKP = 0;     // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0;   // 0=One-shot disabled; 1=enabled

    // Validate Maximum Write Length
    if(I3C1MWL > SIZE || I3C1MWL == 0) { // 0=unlimited (16-bit value)
        I3C1MWL = SIZE;
    }
}

void I3C1_Target_PrivateWrite()
{
    uint16_t i = 0;

    while(i < SIZE) {
        // Wait for data to become available in Rx Buffer
        while(!I3C1STAT0bits.RXBF);

        // Read data from Receive buffer and increment pointer
        rxData[i++] = I3C1RXB;

        // Perform error checking if desired
        // Check for Rx Overrun Error or Rx Read Error or maxWrLen overflow
        // if(I3C1ERRIR0bits.RXOIF || I3C1ERRIR1bits.RXREIF ||
I3C1ERRIR1bits.MWLOEIF) { ... }

        // Check for End of Transaction
        if(I3C1PIR1bits.TCOMPIF) {
            return 0;   // end of transaction
        }
    }
}

void main(void) {
    // Perform System and I3C Initialization
    SYSTEM_Initialize();
    I3C1_Target_Setup();

    // Private Write Setup
    I3C1_Target_PrivateWrite_Setup();

    while(1) {
        // Set one-shot of Private Write ACK if applicable
        I3C1CON1bits.ACKPOS = 1;

        // Check if Dynamic Address Match occured in Write mode
        if(I3C1PIR0bits.DADRIF && I3C1STAT0bits.RNW == 0b10) {
            I3C1_Target_PrivateWrite();
        }
    }
}
```

37.2.10.2 Private Read Transaction

In Private Read Transfer, following the address header, the Target continues to send 9-bit I3C Data Words (8-bit Data and an End-of-Data T-bit). The user writes the data to be sent to the I3CxTXB Transmit Buffer using the firmware or DMA, which feeds into the Transmit FIFO. The Target continues to send the data until one of the following conditions occurs:

- Transmit FIFO becomes empty; Target pulls the End-of-Data T-bit low
- Maximum Read Length (I3CxMRL) is reached; Target pulls the End-of-Data T-bit low despite Transmit FIFO not being empty (TXFNE = 1), refer to the Transmit Buffer and FIFO Operation section for more information
- Controller aborts the data transaction by pulling the End-of-Data T-bit low (a Restart condition); Target sets the Abort Error ABEIF flag

Once the data transmission is completed by the Target (or aborted by the Controller), the Transmission Complete TCOMPIF flag is set and the RNW status bits continue to hold the value until cleared by the user or overwritten in the next transaction.

The Controller sets the Maximum Read Length using the SETMRL (Set Maximum Read Length) CCC, which is stored in the I3CxMRL register. The firmware can choose to override this value by writing to the I3CxMRL register. The Controller can use the GETMRL (Get Maximum Read Length) CCC to read the value of the Maximum Read Length size stored in the I3CxMRL register.

The Private Read Transaction Flow is shown in Figure 37-48. The general frame format for Private Read Transaction is shown in Figure 37-49 and a pseudo-code is shown in Example 37-6.

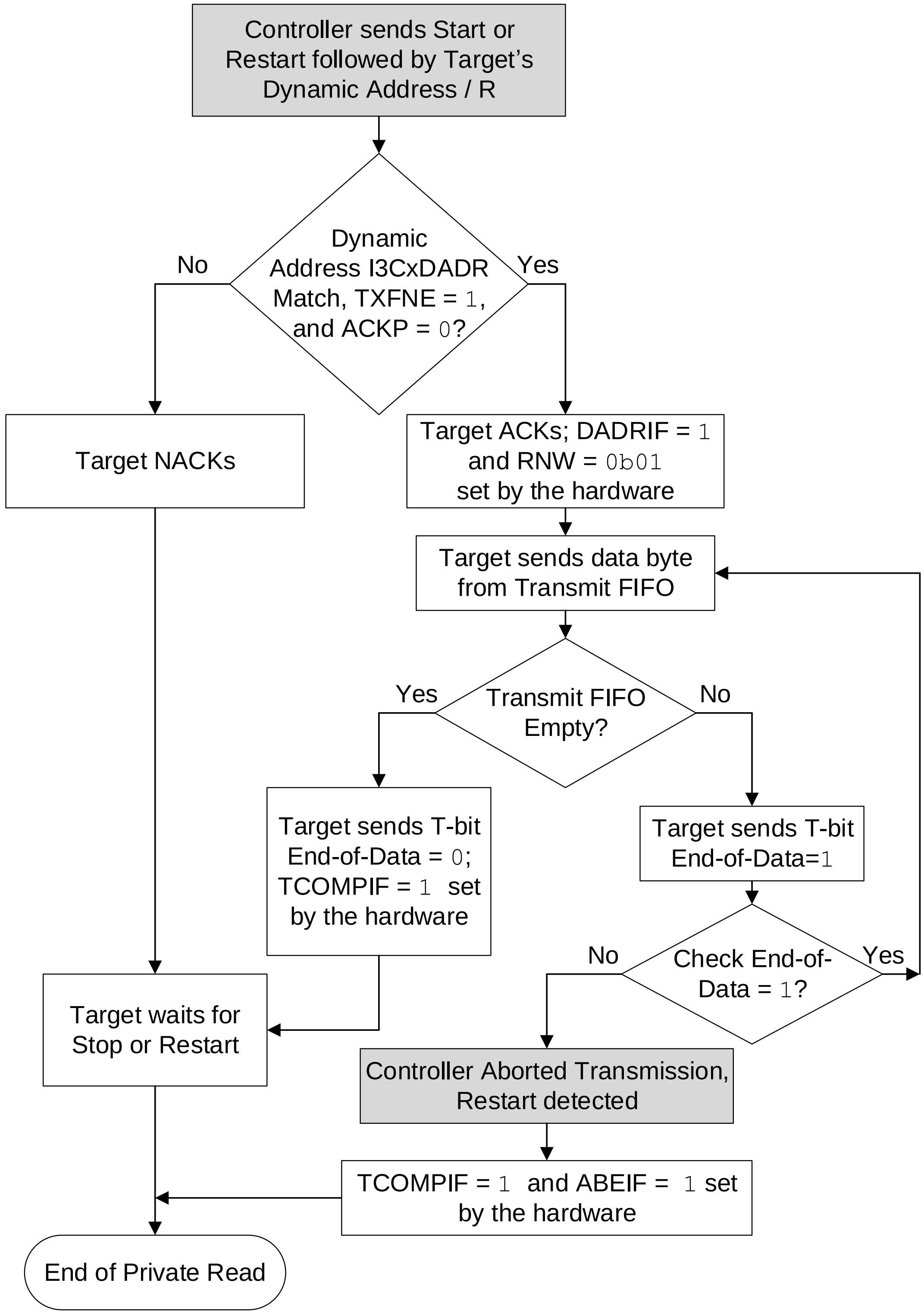
Important:

1. It is highly recommended for the firmware to write to the I3CxMRL register when there are no transactions happening on the bus. In the event of a race condition when the I3CxMRL register is being written by both firmware and hardware (SETMRL CCC), firmware writes will always have precedence.
2. If the user firmware or DMA is writing data to the I3CxTXB register at a slower rate than the rate at which the Target is sending data to the Controller (bus speed), there is a possibility that the Transmit FIFO will become empty before the entire data stream is sent. In this scenario, the Target will pull the End-of-Data T-bit low and the transaction will end prematurely.

Tip:

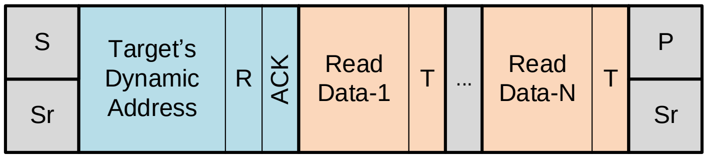
1. It is recommended that the user check the Maximum Read Length value stored in I3CxMRL to properly prepare the Target to send data to the Controller.
2. The user can override the Maximum Read Length value and set I3CxMRL = `0` to send unlimited data bytes.

Figure 37-48. Private Read Transaction Flow



Note:
1. Error Detection and Recovery methods are not shown.
2. Shaded boxes are Controller specific actions.

Figure 37-49. Private Read Transfer Frame Format



Example 37-6. Pseudo-code for Private Read Transaction

```
uint8_t txData[SIZE];

void I3C1_Target_PrivateRead_Setup()
{
    // Initialize data to send
    for(uint8_t i=0; i<SIZE; i++) {
        txData[i] = i;
    }

    // Validate Maximum Read Length
    if(I3C1MRL > SIZE || I3C1MRL == 0) { // 0=unlimited (16-bit value)
        I3C1MRL = SIZE;
    }

    // Default Private Read ACK setting
    I3C1CON0bits.ACKP = 0;       // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0;     // 0=One-shot disabled; 1=enabled

}

void I3C1_Target_PrivateRead()
{
    uint8_t i = 0;

    while(i < SIZE) {
        // Wait for Tx Buffer to become empty
        while(!I3C1STAT0bits.TXBE);

        // Write data to Transmit buffer and increment pointer
        I3C1TXB = txData[i++];

        // Perform error checking if desired
        // Check for Tx Underrun Error or Tx Write Error
        // if(I3C1ERRIR0bits.TXUIF || I3C1ERRIR1bits.TXWEIF) { ... }

        // Check for End of Transaction
        if(I3C1PIR1bits.TCOMPIF) {
            if(I3C1STAT1bits.TXFNE) {
                return 0;    // end of transaction due to MRL overflow
            }
            else if(I3C1ERRIR1bits.ABEIF) {
                return 0;    // end of transaction due to Controller abort
            }
            else return 0;   // end of transaction due to TXFIFO empty
        }
    }
}

void main(void) {
    // Perform System and I3C Initialization
    SYSTEM_Initialize();
    I3C1_Target_Setup();

    // Private Read Setup
    I3C1_Target_PrivateRead_Setup();

    while(1) {
        // Set one-shot of Private Read ACK if applicable
        I3C1CON1bits.ACKPOS = 1;

        // Check if Dynamic Address Match occured in Read mode
        if(I3C1PIR0bits.DADRIF && I3C1STAT0bits.RNW == 0b01) {
```

```
                I3C1_Target_PrivateRead();
            }
        }
    }
```

37.2.11 Target Reset

The Target can be configured to perform different levels of reset when it receives a Target Reset Pattern from the Controller. The Target Reset mechanism, as specified in the *MIPI I3C® Specification v1.1.1*, allows the Controller to reset one or multiple targets while leaving the other targets on the bus unaffected. This is useful when the Controller detects an error or hang condition in the Target or any other serious errors in the overall Target device itself.

The Target Reset mechanism supports different levels of reset for the Target. The Controller can perform a reset of just the I3C Target module or the entire Target device depending upon the severity of the issue. These different reset types allow the Target to recover from various levels of errors. Refer to Levels of Target Reset for details.

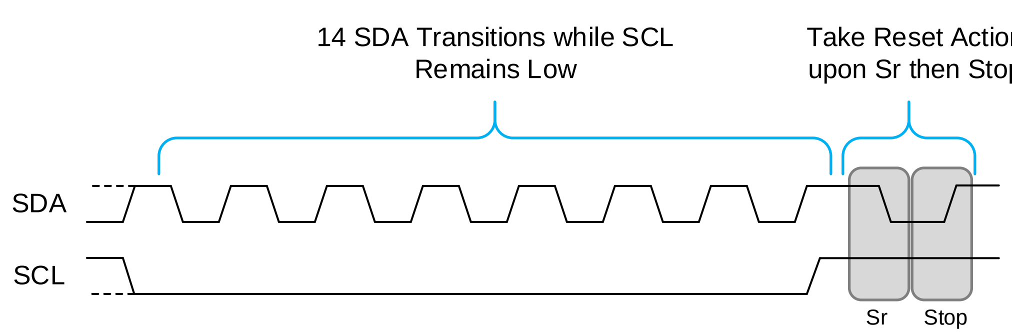
The Controller uses the RSTACT Common Command Code (CCC) to configure which targets need to be reset, the level of reset to be used, and which targets are not to be reset.

37.2.11.1 Target Reset Pattern

The Target Reset Pattern is a special in-band pattern using the SDA and SCL lines that the Controller uses to trigger a Reset action in one or multiple targets. The Target Reset Pattern consists of fourteen SDA transitions while SCL is kept low as shown in Figure 37-50. The pattern ends with a Restart followed by a Stop, which triggers the actual reset action. When the Target detects this pattern on the bus, the RSTDET bit is set and a system level read-only I3CxRIF interrupt flag is also set in the respective PIRx register. Once set, the RSTDET and I3CxRIF bits will not self-clear, the user must clear the RSTDET bit in software to re-arm.

Important:
1. The RSTDET and I3CxRIF bits will be set whenever the Target Reset Pattern is detected on the bus, regardless of whether the reset action (or inaction) has been configured by the Controller using RSTACT CCC or not.
2. If the Target Reset Pattern is not preceded by a Start or Restart, then the Bus Free BFREE bit will not set during the Target Reset Pattern, and the following Restart and Stop conditions will not be detected.

Figure 37-50. Target Reset Pattern



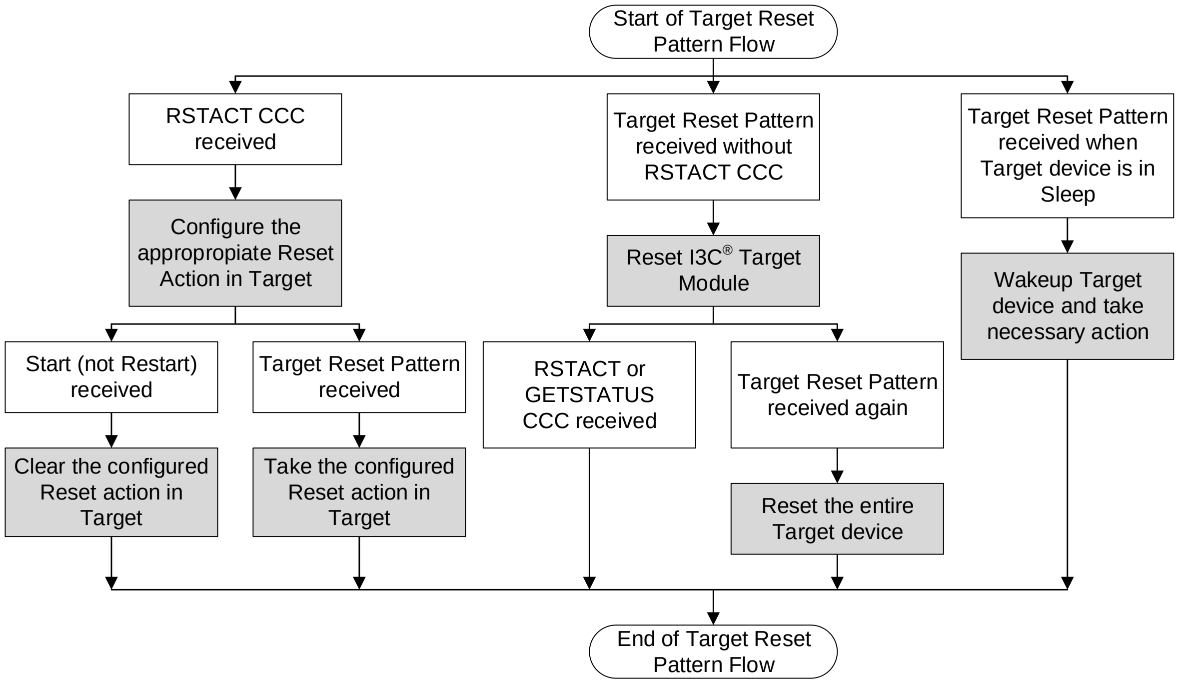
37.2.11.2 Target Reset Actions

The Target can be in one of the following three states when it receives a Target Reset Pattern:

1. Target Reset Pattern received after being configured by RSTACT CCC.

2. Target Reset Pattern received while in Sleep.
3. Target Reset Pattern received without any RSTACT CCC.

Figure 37-51. Target Reset Operation Flow



Note: Shaded boxes suggest recommended user actions.

37.2.11.2.1 Target Reset Pattern Received After RSTACT CCC

This is the normal and preferred method of configuring and taking reset action. The Controller typically sends the Target Reset Action CCC with an appropriate defining byte to configure the Target to take a particular reset action (or to not take any action). The user software is recommended to read the defining byte from the I3CxRSTACT register and prepare the firmware to act accordingly when the next Target Reset Pattern is received. The Target sets the RSTDET bit and the I3CxRIF interrupt flag to notify the user when a Target Reset Pattern is received. Refer to Levels of Target Reset for more details.

Important: The Controller typically sends the Target Reset Pattern in the same frame as RSTACT CCC, separated by a Restart. However, if the Controller begins a new frame using a Start condition instead, the *MIPI I3C® Specification* recommends clearing the reset action that was configured earlier.

37.2.11.2.2 Target Reset Pattern Received While in Sleep

If the Target device happens to be in Sleep mode when it receives the Target Reset Pattern, to be compliant with the *MIPI I3C® Specification*, it is recommended that the corresponding I3CxRIF system level interrupt be enabled so that the Target Reset Pattern can wake up the device. The Target sets the RSTDET bit and processes the I3CxRIF interrupt after the device wakes up. Refer to Interrupts and DMA Triggers for details.

37.2.11.2.3 Target Reset Pattern Received Without Any RSTACT CCC

If the Target has not been configured by the RSTACT CCC yet or if the Target was unable to recognize the RSTACT CCC sent by the Controller (dysfunctional target), the Target will still set the RSTDET bit and the I3CxRIF system level interrupt flag when it detects a Target Reset Pattern on the bus. To be compliant with the *MIPI I3C® Specification*, it is recommended that the user software behave as follows:

- If this is the first time the Target is seeing the Target Reset Pattern, it is recommended the user software perform a software reset of the I3C Target module as outlined in Software Target Reset.
- If the user software has previously reset the I3C Target module and is seeing a new Target Reset Pattern without an intervening RSTACT or GETSTATUS CCCs, it is recommended the user software perform a system level reset of the entire device. Refer to the **"`RESET` Instruction"** section in the **"Resets"** chapter for more information.

> **Important:** Performing the appropriate level of software reset of the I3C Target module or the entire device is at the discretion of the user and the specific application.

37.2.11.3 Levels of Target Reset

Through the RSTACT CCC, there are three levels of reset that the Controller can configure the Target to perform upon receiving the Target Reset Pattern:

1. No Target Reset.
2. Reset the I3C Target module only.
3. Reset the entire Target device.

The specific reset level is identified by the Defining Byte that is sent along with the Direct or Broadcast Write RSTACT CCC. The defining byte is stored in the I3CxRSTACT register. Refer to Table 37-14 in the definition of RSTACT CCC for a list of available configuration options.

The I3CxRSTACT register is initialized to `0xFF` upon module reset. Once the Target receives the RSTACT CCC, the I3CxRSTACT register is updated with the defining byte of the RSTACT CCC, which allows the user software to configure the Target for the appropriate reset action.

> **Important:** As per the *MIPI I3C® Specification*, the user is supposed to clear any reset action (or inaction) configured via the RSTACT CCC at the next Start (but not Restart) condition regardless of whether Target Reset Pattern has been received or not. The I3CxRSTACT register, however, continues to hold the value of the most recent RSTACT CCC defining byte value until it is overwritten by the next RSTACT CCC defining byte or the register is reset due to a reset action. The user can also reset the register manually by writing `0xFF` to it.

When the Target receives a Target Reset Pattern immediately following the RSTACT CCC, the user software is expected to perform the configured reset action based on the I3CxRSTACT Defining Byte values as mentioned in Table 37-15.

Refer to Example 37-7 to learn more about using user software in conjunction with the different levels of Target reset actions.

Table 37-15. Actions for Different Levels of Target Reset

I3CxRSTACT Defining Byte	Level of Reset	Recommended User Action
`0x00`	No Target Reset	Nothing, No reset action to be performed
`0x01`	Reset I3C Target Module	Perform a software reset of the Target module as outlined in Software Target Reset
`0x02`	Reset Entire Target Device	Perform a system level reset of the entire device. Refer to the **"`RESET` Instruction"** section in the **"Resets"** chapter.

Example 37-7. Pseudo-code for Target Reset Pattern Detection

```
// Counter to count number of non-RSTACT reset patterns
uint8_t count = 0;

inline void I3C1_Target_SoftwareReset()
{
    // Perform software reset
    I3C1CON0bits.RST = 1;

    // Wait for software reset to complete
    while(I3C1CON0bits.RST);     // RST bit clears upon reset completion
}

void I3C1_Target_Reset_ISR()
{
    // This ISR is executed when PIRx.I3C1RIF is set
    // Target Reset Pattern detected on bus

    // First, clear the flag to re-arm
    PIRxbits.I3C1RIF = 0;    // x = appropriate PIR register

    // Check status of RSTACT CCC Defining Byte
    // RSTACT DB 0x00 ==> No reset
    // RSTACT DB 0x01 ==> I3C peripheral reset
    // RSTACT DB 0x02 ==> Whole chip reset

    if(I3C1RSTACT == 0x00) {
        // Reset counter and do nothing
        count = 0;
    }
    else if(I3C1RSTACT == 0x01) {
        // Suggested user action is to reset the I3C module
        count = 0;          // Reset counter
        I3C1_Target_SoftwareReset();
    }
    else if(I3C1RSTACT == 0x02) {
        // Suggested user action is to reset the entire device
        count = 0;          // Reset counter
        RESET();
    }
    else if(I3C1RSTACT == 0xFF) {
        // Target Reset Pattern detected without any preceeding RSTACT CCC
        if(count == 0) {
            // Reset Pattern detected w/o RSTACT for the first time
            // Suggested user action is to reset the I3C module
            count++;        // Increment counter
            I3C1_Target_SoftwareReset();
        }
        else if(count > 0) {
            // Reset Pattern detected w/o RSTACT for the second time
            // Suggested user action is to reset the whole device
            // Note that the counter can be reset by user software if
GETSTATUS CCC is received
            count = 0;      // Reset counter
            RESET();
        }
    }

    // Reset RSTACT CCC Defining Byte to default value for future detection
    I3C1RSTACT = 0xFF;
}
```

37.2.11.4 Software Target Reset

The I3C Target module can be reset by the user software by setting the RST bit. This operation resets the I3C Target module to its default state, resetting the configuration of all registers and internal states to their default values. The RST bit self-clears immediately after it sends a reset signal to the module. The I3C Target module must be reconfigured after reset.

Any Static or Dynamic Addresses assigned to the Target prior to performing the software reset will be cleared. To obtain a Dynamic Address again, the Target can perform a Hot-Join request or wait for the Controller to Enter Dynamic Address Assignment mode using the ENTDAA CCC.

37.2.12 High Data Rate (HDR) Modes

The I3C High Data Rate (HDR) modes are designed to transfer more data at the same bus frequency. The Target module on this device does not support the HDR modes defined in the *MIPI I3C® Specification*. However, it can detect HDR Enter and Exit Patterns to respond to the bus traffic properly.

Important: The I3C bus is always initialized and configured in SDR mode, never in any of the HDR modes.

37.2.12.1 HDR Enter Pattern

When the Controller enters an HDR mode, it has a bus-wide effect and the whole I3C bus is configured in the selected HDR mode. Once entered, the HDR mode remains in effect until the end of the transaction.

The OPMD Operating Mode bits also change to reflect that the bus is operating in HDR mode (OPMD = `1x`). While the bus is operating in HDR mode, the Start, Restart, and Stop bits (SCIF, RSCIF, and PCIF) become non-operational until the Target recognizes the HDR Exit Pattern and the bus starts to operate in SDR mode again.

To enter an HDR mode, the Controller broadcasts an Enter HDR Mode CCC (ENTHDR0 through ENTHDR7 CCCs). Even though the HDR modes and their corresponding CCCs are not supported by this Target module, the Target module detects when the Controller is entering an HDR mode and ignores all traffic on the bus until it detects an HDR Exit Pattern.

37.2.12.2 HDR Exit Pattern

Once an HDR mode is entered, the Controller uses the HDR Exit Pattern to leave it, always exiting back to SDR mode. The same HDR Exit Pattern is used to exit all HDR modes. The Target module can detect this pattern, following which it starts monitoring SDR traffic on the I3C bus again.

As an alternative to the HDR Exit Pattern, the HDR Restart Pattern allows multiple messages to be sent while in HDR mode without needing to exit to SDR mode in between messages. The Target module on this device cannot detect HDR Restart Pattern because it does not support any HDR modes.

The HDR Exit Pattern is shown in Figure 37-52 and Figure 37-53 and is defined as follows:

- SDA starts High, SCL starts Low
- SDA falls from High-to-Low four times while SCL remains Low for the whole time
- Each SDA transition is separated by the time interval of at least 32 ns

Important: If the HDR Exit Pattern is not preceded by a Start or Restart, then the Bus Free BFREE bit will not set during the HDR Exit Pattern and the following Stop condition will not be detected.

Figure 37-52. HDR Exit Pattern

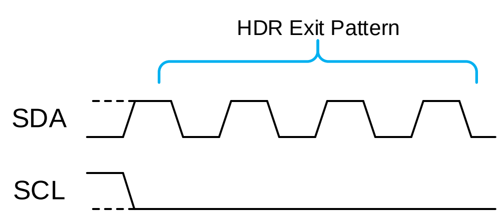
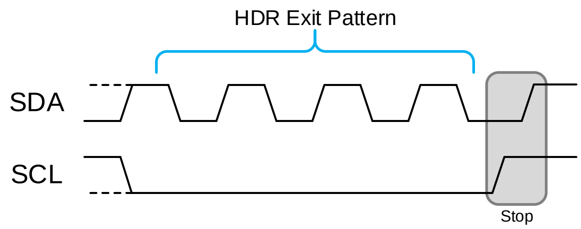


Figure 37-53. HDR Exit Pattern with Stop



37.2.12.2.1 Software Force HDR Exit

The module can also be forced out of HDR mode by setting the FHDRE bit. This operation resets the internal state machine to the idle state and OPMD bits are changed back to the appropriate SDR mode. The FDHRE bit is synchronized and takes effect after two rising SCL clock edges. The bit self-clears after the module returns to operating in the SDR mode.

This feature can be useful in auto-recovery from TE0 and TE1 error states without depending on the Controller device to send an HDR Exit Pattern for error recovery. To properly force the module out of HDR mode, the *MIPI I3C Specification* suggests monitoring the SDA and SCL lines. If both the SDA and SCL lines stay High for at least 60 μs, then the Target accepts that the bus is operating in non-HDR mode, and it is safe to transition back to SDR mode. The 60 μs wait time is derived from the slowest HDR speed. The slowest HDR clock is 10 kHz with a total cycle time of 100 μs. It is assumed that an HDR mode will keep an approximately even duty cycle at slow clock speeds, thus making 60% of the duty cycle (or 60 μs) a safe wait time. The user can use the inbuilt Bus Time-out feature to measure 60 μs and set the FHDRE bit when bus time-out occurs.

Important:

1. The FHDRE bit can only be set when the module is operating in HDR mode (OPMD = `0b1x`), either due to an ENTHDRx CCC or TE0/TE1 error condition.
2. Setting the FHDRE bit does not prevent the module from detecting an HDR Exit Pattern on the bus. If an HDR Exit Pattern is detected on the bus before two rising SCL edges can occur, the module will still recover safely back to operating in SDR mode.

WARNING The user must use discretion when forcing the module out of HDR mode without identifying a proper HDR Exit Pattern on the bus. Improper usage of the bus may lead to unexpected behavior.

37.2.13 Error Detection and Recovery in SDR Mode

This Target module supports seven error detection and recovery methods specified in the *MIPI I3C® Specification* to avoid fatal conditions when errors occur. The status of these error conditions, when detected, is updated in the I3CxBSTAT Bus Status register.

Table 37-16. Error Detection and Recovery Methods

Error Type	Description	Error Detection Method	Error Recovery Method
TE0	Invalid Broadcast Address or Dynamic Address	Invalid `7'h7E`/W	Enable HDR Exit Detector and ignore all other patterns
TE1	Invalid CCC Code	Parity check using T-Bit	
TE2	Invalid Write Data	Parity check using T-Bit	Wait for next Stop or Restart
TE3	Invalid Assigned Address during the Dynamic Address Assignment	Parity check using T-Bit	Generate NACK, then wait for next Restart

...........continued

Error Type	Description	Error Detection Method	Error Recovery Method
TE4	Illegally formatted data during Dynamic Address Assignment	Invalid `7'h7E`/R after Restart	Generate NACK, then wait for next Stop
TE5	Illegally formatted CCC frame	Monitor the CCC frame	Generate NACK, then wait for next Stop or Restart
TE6	Corrupted R/$\overline{W}$ during Private Transfer	Monitor data on SDA line	Wait for next Stop or Restart

37.2.13.1 Error Type TE0

Error Type TE0 occurs when the Target receives an invalid Broadcast Address `7'h7E`/W or Dynamic Address/R/$\overline{W}$ from the Controller after being assigned a Dynamic Address. When this happens, the Target is unable to distinguish whether the transfer is a CCC transfer or a Private R/$\overline{W}$ transfer. Since it cannot distinguish the CCC transfer, the Target would be unaware if the Controller enters HDR mode and might attempt to interpret HDR transfer as though the bus were still in SDR mode, which could become potentially fatal when not handled properly.

The Target detects this error by monitoring the bus for any of the following invalid combinations of Broadcast Address/W: `7'h3E` / W, `7'h5E` / W, `7'h6E` / W, `7'h76` / W, `7'h7A` / W, `7'h7C` / W, `7'h7F` / W, or `7'h7E` / R. The Target can also detect this error when its own Dynamic Address is invalid on the bus, however the probability of such a detection is extremely low. The TE0ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE0 type error. Once set, the TE0ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually. This error is usually detected in I3C mode (OPMD = `0bx1`), but can also be detected when the module is operating in I^{2}C mode (OPMD = `0bx0`) depending upon the setting of the BERRDET Bus Error Detection bit.

The Target recovers from this Error condition by enabling the HDR Exit Detector and ignoring the rest of the patterns on the bus. The Target can also auto-recover by forcing the module out of HDR mode. Refer to the Software Force HDR Exit section for more information.

37.2.13.2 Error Type TE1

Error Type TE1 occurs when the Target receives an invalid CCC code. When this happens, the Target will be unable to identify the CCC being sent and would be unaware if the Controller enters HDR mode very similar to Error Type TE0.

The Target detects this error by performing a parity check on the T-Bit following the CCC code that is received from the Controller. The TE1ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE1 type error. Once set, the TE1ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually. This error is usually detected in I3C mode (OPMD = `0bx1`), but can also be detected when the module is operating in I2C mode (OPMD = `0bx0`) depending upon the setting of the BERRDET Bus Error Detection bit.

The Target recovers from this error in the same way as it recovers from Error Type TE0, by enabling the HDR Exit Detector and/or forcing the module out of HDR mode.

37.2.13.3 Error Type TE2

Error Type TE2 occurs when the Target receives invalid write data. The Target detects this error by performing a parity check on the T-Bit following the write data byte that is received from the Controller. This error can be detected either during CCC transfer or Private transfer. The TE2ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE2 type error. Once set, the TE2ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually.

The Target recovers from this error by ignoring any following patterns on the bus and then waits for the next Stop or Restart condition. If the error is detected after receiving a CCC, the Target retains the CCC state until the end of the CCC command.

37.2.13.4 Error Type TE3

Error Type TE3 occurs when the Target receives an invalid assigned address during the Dynamic Address Assignment procedure. The Target detects this error by performing a parity check on the T-Bit following the Assigned Address being sent by the Controller during the Dynamic Address Assignment procedure. The TE3ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE3 type error. Once set, the TE3ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually.

The Target recovers from this error by generating a NACK (after the parity T-bit) and then waiting for the next Restart condition to participate in the Dynamic Address Assignment procedure again.

37.2.13.5 Error Type TE4

Error Type TE4 occurs when the Target receives illegally formatted data following a Restart during the Dynamic Address Assignment procedure. The Target detects this by monitoring the bus for any value other than `7'h7E`/R following a Restart condition during the Dynamic Address Assignment procedure. The TE4ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE4 type error. Once set, the TE4ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually.

The Target recovers from this error by generating a NACK (after the illegally formatted `7'h7E`/R) and then waits for the Stop condition to exit the Dynamic Address Assignment procedure. The Target retains the CCC state until the end of the CCC command.

37.2.13.6 Error Type TE5

Error Type TE5 occurs when the Target receives an illegally formatted CCC from the Controller. The Target detects this error by monitoring the frame format during the CCC transfer. An example of an illegally formatted CCC would be if the Target receives a Dynamic Address/W during GETBCR CCC when it would expect to receive a Dynamic Address/R. The TE5ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE5 type error. Once set, the TE5ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually.

The Target recovers from this error by generating a NACK (after the Dynamic Address) and then waits for the next Stop or Restart condition. The Target retains the CCC state until the end of the CCC command.

37.2.13.7 Error Type TE6

Error Type TE6 occurs when the R/$\overline{W}$ bit in a Private transfer is corrupted. This happens when the Controller intends to initiate a Private Write transfer, but the Target interprets it as a Private Read transfer due to the corrupted R/$\overline{W}$ bit. This results in both Controller and Target taking control of the SDA line, and the write data from the Controller conflicting with the read data from the Target.

The Target detects this error by always monitoring the SDA line and the data it transfers. If the data on the SDA line differs from the data the Target intended to transmit (with the exception of data transferred during arbitration requests like Hot-Join, IBI or Dynamic Address Assignment), the Target considers this to be an error. The TE6ERR bit and the BUSEIF Bus Error Interrupt Flag are set upon successful detection of TE6 type error. Once set, the TE6ERR and BUSEIF bits will not self-clear. The user must clear them in software to re-arm the functionality of each bit individually.

The Target recovers from this error by stopping its transmission and then waiting for the next Stop or Restart condition.

37.2.13.8 Error Types Origin

The origins for the above-mentioned TE0-TE6 SDR Error Types are described in this section.

37.2.13.8.1 Errors in CCC Transfers

Figure 37-54. Broadcast CCC Write Error Type Frame Format

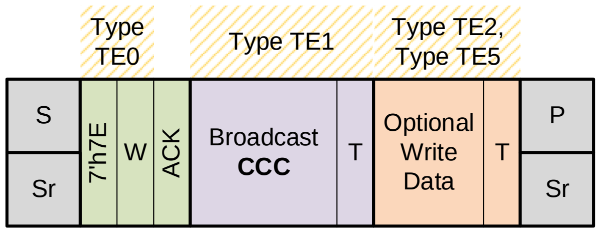


Figure 37-55. Direct CCC Write Error Type Frame Format

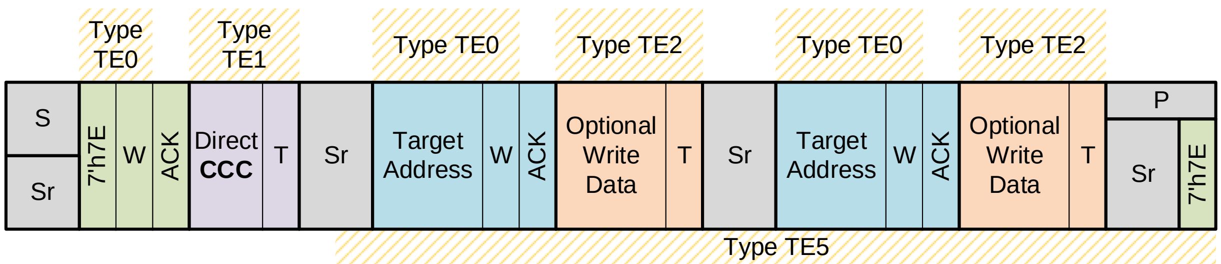
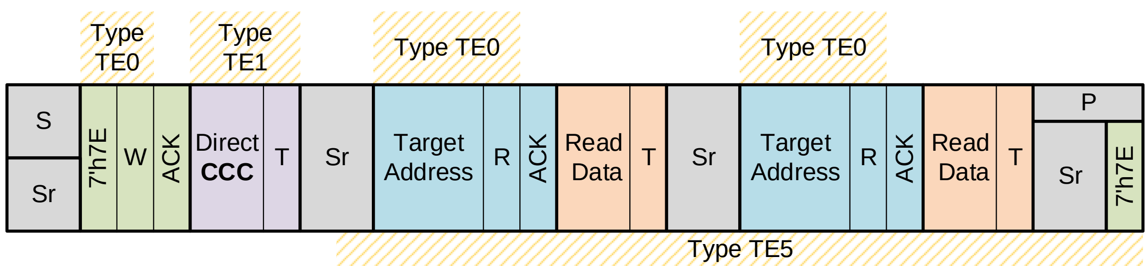


Figure 37-56. Direct CCC Read Error Type Frame Format



37.2.13.8.2 Errors in Private Read and Write Transfers

Figure 37-57. Private Write Transfer Initiated with Start Condition (w/ `7'h7E`) Error Type Frame Format

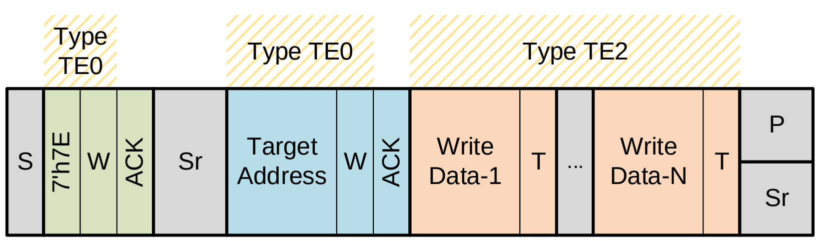


Figure 37-58. Private Write Transfer Initiated with Restart Condition (w/ `7'h7E`) Error Type Frame Format

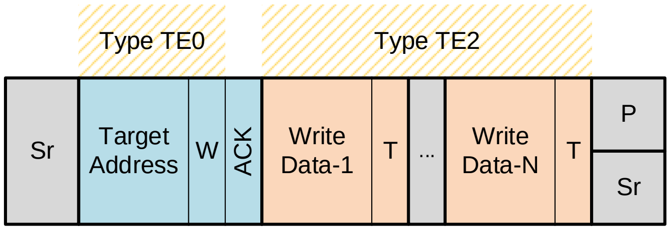


Figure 37-59. Private Read Transfer Initiated with Start Condition (w/ `7'h7E`) Error Type Frame Format

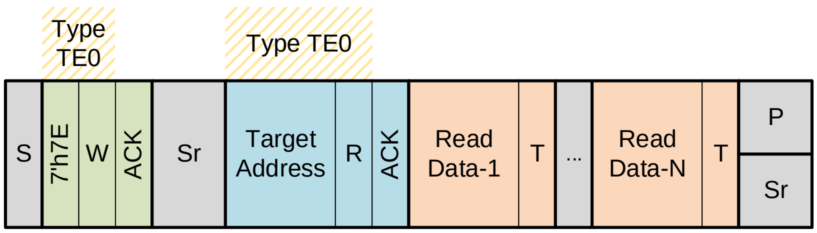


Figure 37-60. Private Read Transfer Initiated with Restart Condition (w/ `7'h7E`) Error Type Frame Format

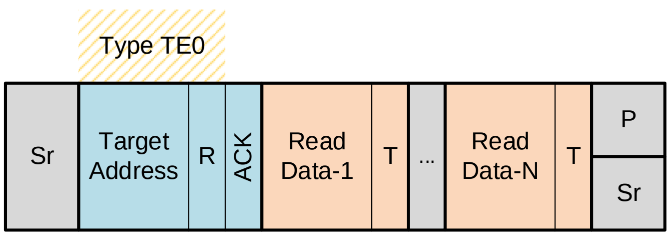


Figure 37-61. Private Write Transfer (w/o `7'h7E`) Error Type Frame Format

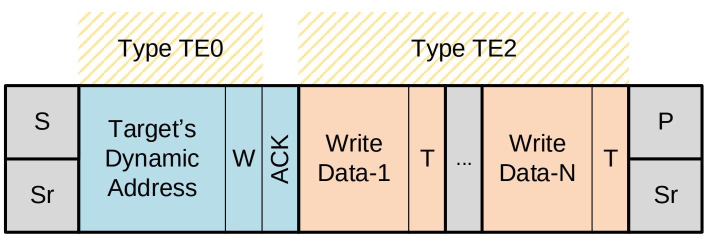
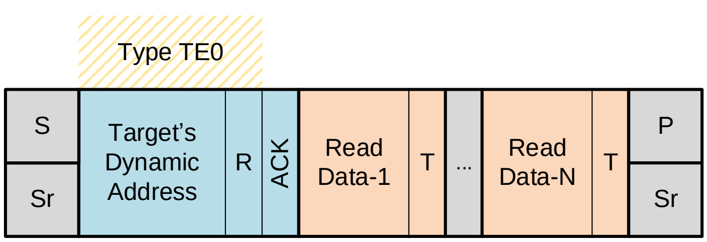
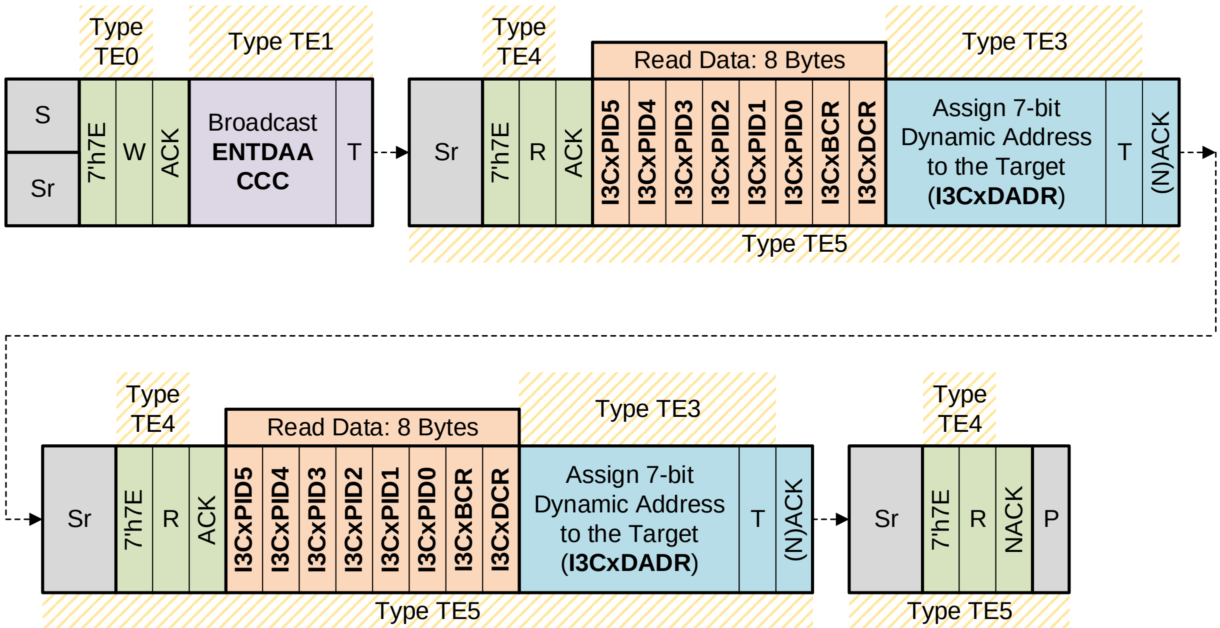


Figure 37-62. Private Read Transfer Initiated (w/o `7'h7E`) Error Type Frame Format



37.2.13.8.3 Errors in Dynamic Address Arbitration

Figure 37-63. Dynamic Address Arbitration Error Type Frame Format



37.2.14 Interrupts and DMA Triggers

The I3C Target module has five top level system interrupts in the PIRx register, as shown in Table 37-17. Refer to the **"VIC – Vectored Interrupt Controller"** chapter for more information on how to activate and use these interrupts.

When enabled, each of these system level interrupts can wake up the device if the Interrupt condition happens when the device is in Sleep mode. Refer to the **"Wake-up From Sleep"** section in the **"VIC – Vectored Interrupt Controller"** chapter for more information. This is important for the I3CxRIF Reset Interrupt since the *MIPI I3C® Specification* recommends that the device wake up when it receives a Target Reset Pattern in Sleep mode. Refer to the Target Reset Pattern Received While in Sleep section for more information. The I3CxRIF Reset Interrupt can also be used to perform a Reset of the I3C Target module or the entire device as outlined in Target Reset.

Each of these system level interrupts also act as DMA triggers. The interrupts do not need to be enabled with their associated enable bits to be used as triggers for DMA transfers.

Refer to the **"Types of Hardware Triggers"** section in the **"DMA – Direct Memory Access"** chapter for more information on how to use these DMA triggers.

Important: While the top system level I3C General and Error Interrupts (I3CxIF and I3CxEIF) do not need to be enabled to be used as DMA triggers, the specific module level General and Error Interrupts still need to be enabled to activate the top system level interrupt flag and, subsequently, the DMA trigger. Refer to Figure 37-64 for more information.

Table 37-17. I3C® System Level Interrupts in PIRx Registers and DMA Triggers

I3C® System Level Interrupts and DMA Triggers	Description	Section Reference
General Interrupt (I3CxIF)	An OR of all General Interrupts in the I3C module. This is a read-only interrupt flag. The interrupt is cleared when each of the enabled interrupt flags in the I3CxPIRx registers are cleared.	Table 37-18
Error Interrupt (I3CxEIF)	An OR of all Error Interrupts in the I3C module. This is a read-only interrupt flag. The interrupt is cleared when each of the enabled interrupt flags in the I3CxERRIRx registers are cleared.	Table 37-19
Transmit Interrupt (I3CxTXIF)	I3CxTXB Transmit Buffer is empty and ready be written. This is a read-only interrupt flag representing the status of the TXBE bit. The interrupt flag is cleared when I3CxTXB Transmit Buffer becomes full.	37.2.4.4. Transmit and Receive Buffers and FIFO
Receive Interrupt (I3CxRXIF)	I3CxRXB Receive Buffer is full and is ready to be read from. This is a read-only interrupt flag representing the status of the RXBF bit. The interrupt flag is cleared when I3CxRXB Receive Buffer becomes empty.	37.2.4.4. Transmit and Receive Buffers and FIFO
Reset Interrupt (I3CxRIF)	Target Reset Pattern is detected on the bus. The user must read the I3CxRSTACT Defining Byte Register and proceed accordingly.	37.2.11. Target Reset

The system level General I3C Interrupt (I3CxIF) is a logical OR of various general interrupts at the I3C module level available through the I3CxPIR0 and I3CxPIR1 registers and are listed in Table 37-18. Each of these interrupts can be individually enabled through the I3CxPIE0 and I3CxPIE1 registers.

The system level Error I3C Interrupt (I3CxEIF) is a logical OR of various error interrupts at the I3C module level available through the I3CxERRIR0 and I3CxERRIR1 registers and are listed in Table 37-19. Each of these interrupts can be individually enabled through the I3CxERRIE0 and I3CxERRIE1 registers.

Figure 37-64 shows how the module level and system level I3C interrupts are activated and how they interact with each other.

Remember: Remember to enable the system-level interrupt controller to generate the enabled interrupts. Refer to the **"Interrupt Setup Procedure"** section in the **"VIC - Vectored Interrupt Controller Module"** chapter for more information.

Important:

1. The interrupt flag in the I3CxPIRx or I3CxERRIRx registers will set when the condition generating the interrupt becomes true regardless of whether that interrupt is enabled in the I3CxPIEx or I3CxERRIEx register or not.
2. The interrupt flags in I3CxPIRx and I3CxERRIRx once set by the hardware do not self-clear. They must be cleared by the user to re-arm the interrupt.
3. To trigger a DMA, the appropriate general or error interrupt must be enabled in the I3CxPIEx or I3CxERRIEx register. This is because only the top system level General and Error Interrupts (I3CxIF and I3CxEIF) can act as DMA triggers. Unless the interrupt is enabled at the module level, the system level flag does not get activated. Refer to Figure 37-64 for more information.

Figure 37-64. Interrupts and DMA Triggers

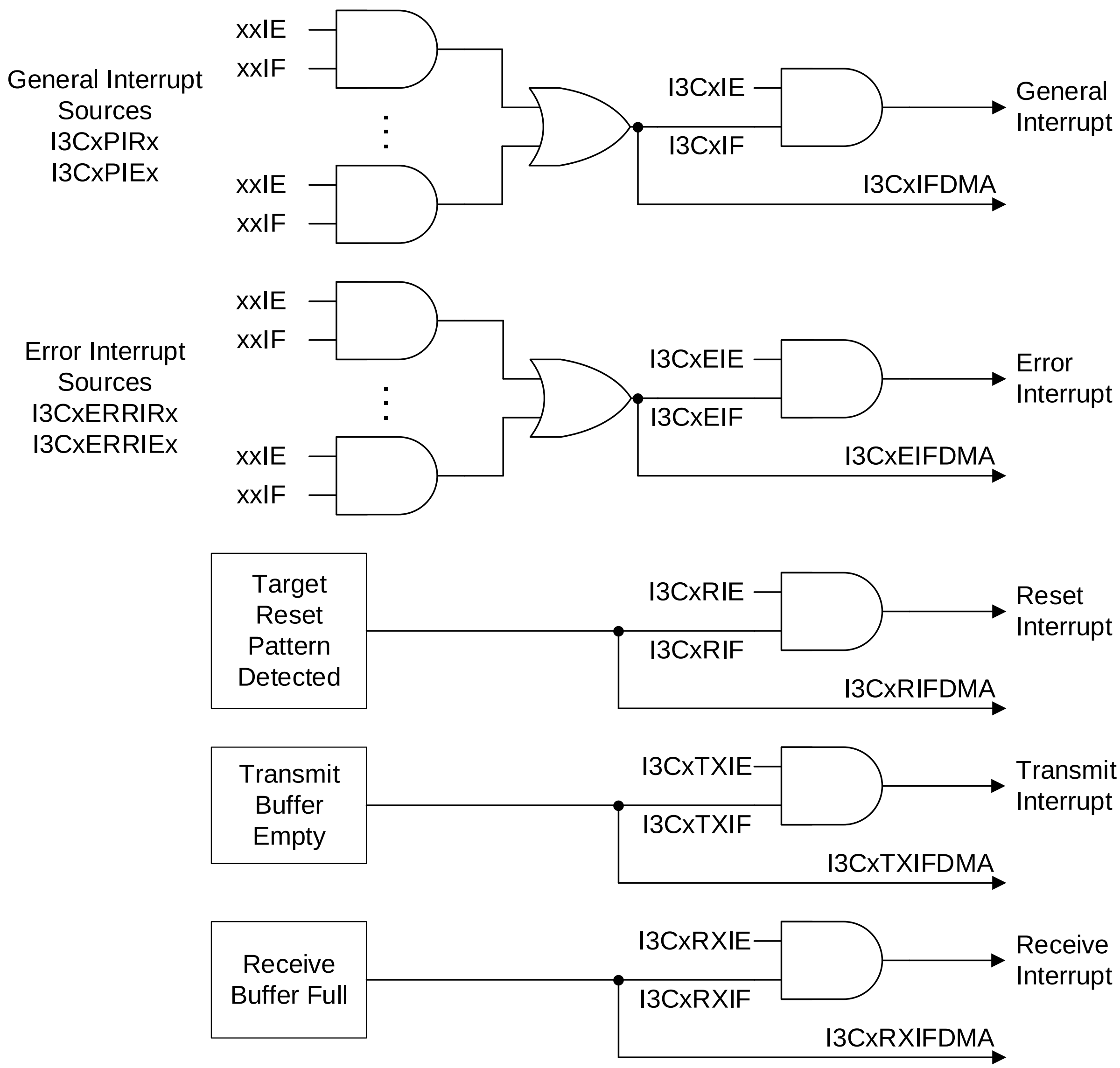


Table 37-18. I3C® Module Level General Interrupts in I3CxPIRx Registers

I3C® Module Level General Interrupts I3CxPIRx	Description	Section Reference
Start Condition (SCIF)	Start condition detected on the bus in SDR mode (does not apply when the bus is in HDR mode).	37.2.4.1. Start, Stop and Restart Conditions
Stop Condition (PCIF)	Stop condition detected on the bus in SDR mode (does not apply when the bus is in HDR mode).	37.2.4.1. Start, Stop and Restart Conditions
Restart Condition (RSCIF)	Restart condition detected on the bus in SDR mode (does not apply when the bus is in HDR mode).	37.2.4.1. Start, Stop and Restart Conditions
I^{2}C $\overline{\text{ACK}}$ Received (I2CACKIF)	Controller responded with an $\overline{\text{ACK}}$ during an I^{2}C Read Transaction.	37.2.5. Legacy I2C Transaction on I3C Bus
Static Address Match (SADRIF)	Controller transmitted Target's Static Address on the bus during a Legacy I^{2}C Transaction or in Static Address SDR Mode.	37.2.5. Legacy I2C Transaction on I3C Bus 37.2.6.4. Static Address SDR Mode

...........continued

I3C® Module Level General Interrupts I3CxPIRx	Description	Section Reference
Dynamic Address Match (DADRIF)	Controller transmitted Target's Dynamic Address on the bus during a Private or Direct CCC Transaction.	37.2.10. Private Transaction 37.2.7.1. Broadcast vs Direct CCC
Byte Transfer Finished (BTFIF)	Target has completed sending or receiving a data byte during a Private I3C/I^2C or an IBI Transaction.	37.2.10. Private Transaction 37.2.5. Legacy I2C Transaction on I3C Bus 37.2.9.1. IBI Payload and Mandatory Data Byte
Supported CCC Received (SCCCIF)	Controller has transmitted a CCC that is supported by the Target. This bit is set for all supported Broadcast CCCs and only those supported Direct CCCs that address the Target.	37.2.7.2. Supported CCCs
Transaction Complete (TCOMPIF)	Target has detected a Stop or Restart condition after a Private I3C/I^2C or an IBI Transaction.	37.2.9.1. IBI Payload and Mandatory Data Byte 37.2.10. Private Transaction 37.2.5. Legacy I2C Transaction on I3C Bus
Dynamic Address Changed (DACHIF)	Controller has altered the Target's Dynamic Address in the I3CxDADR register. This bit is set when a new Dynamic Address is assigned (as a result of Hot-Join request or just regular ENTDAA CCC), changed (using SETNEWDA CCC), or cleared (using RSTDAA CCC).	37.2.8. Hot-Join Mechanism 37.2.6. Dynamic Address Assignment 37.2.6.3. Changing Dynamic Address
In-Band Interrupt Done (IBIDONEIF)	In-Band Interrupt request process has completed. The Target was able to send the entire Mandatory Data Byte (I3CxIBIMDB) and Payload to the Controller. This bit also sets when the Controller aborts the IBI transaction.	37.2.9. In-Band Interrupt (IBI)

Table 37-19. I3C® Module Level Error Interrupts in I3CxERRIRx Registers

I3C® Module Level Error Interrupts I3CxERRIRx	Description	Section Reference
I^2C NACK Received (I2CNACKIF)	Controller responded with a NACK during an I^2C Read Transaction.	37.2.5. Legacy I2C Transaction on I3C Bus
Transmit Underrun (TXUIF)	Controller attempted to read from an empty Transmit FIFO during Private/I^2C Read request.	37.2.4.4. Transmit and Receive Buffers and FIFO
Receive Overrun (RXOIF)	Controller attempted to write to a full Receive FIFO during Private/I^2C Write transaction.	37.2.4.4. Transmit and Receive Buffers and FIFO
Hot-Join Error (HJEIF)	Hot-Join request exceeded the arbitration retry limit set in I3CxRETRY register.	37.2.8. Hot-Join Mechanism
In-Band Interrupt Error (IBIEIF)	In-Band Interrupt request exceeded the arbitration retry limit set in I3CxRETRY register.	37.2.9. In-Band Interrupt (IBI)
Bus Error (BUSEIF)	Target detected an TE0-TE6 type error on the bus. This bit is set and can be cleared independently of the I3CxBSTAT register bits.	37.2.13. Error Detection and Recovery in SDR Mode
Bus Time-out (BTOIF)	A Bus Time-out is detected on the bus if the feature is enabled using BTOEN bit.	37.2.3.4.4. Bus Time-out
Unsupported CCC Received (UCCCIF)	Controller has transmitted a CCC that is not supported by the Target. This bit is set for all unsupported Broadcast CCCs and only those unsupported Direct CCCs that address the Target.	37.2.7.2. Supported CCCs
Abort Error (ABEIF)	Controller aborted transmission of IBI Payload or a Private Read data byte by pulling End-of-Data T-bit low (Restart condition).	37.2.9. In-Band Interrupt (IBI) 37.2.10.2. Private Read Transaction

...........continued

I3C® Module Level Error Interrupts I3CxERRIRx	Description	Section Reference
Maximum Write Length Over Size (MWLOEIF)	Controller attempted to write one more byte than the Maximum Write Length size in I3CxMWL register during Private Write transaction.	37.2.10.1. Private Write Transaction
Transmit Buffer Write Error (TXWEIF)	User attempted to write to I3CxTXB Transmit Buffer when not empty (TXBE = 0).	37.2.4.4. Transmit and Receive Buffers and FIFO
Receive Buffer Read Error (RXREIF)	User attempted to read from I3CxRXB Receive Buffer when not full (RXBF = 0).	37.2.4.4. Transmit and Receive Buffers and FIFO

37.2.15 Sleep Mode Operation

The I3C Target module remains fully operational while the device is in Sleep as long as the clock source selected by the I3CxCLK register remains active in Sleep mode. All interrupts will still set the corresponding interrupt flags in Sleep, but only enabled system-level interrupts will wake the device from Sleep. Refer to the Interrupts and DMA Triggers section for more information.

The I3C Target module will participate in any bus transaction as long as the Controller provides SCL clocks and the I3CxCLK selected clock is active. However, any operation that requires CPU clocks (such as a CCC trying to write to a register) will be delayed until the device wakes up from sleep.

37.2.16 Debug Mode Operation

When operating in debug mode, the module clock is paused and the overall module is frozen. Care must be taken to avoid entering debug mode when a transaction is in progress. If the module enters debug mode when a transaction is in progress, unexplained behavior might occur and the module will miss all the data in the current transaction and the next transaction as well.

37.3 Module Setup and Usage

The I3C module can be configured to operate in both I3C and I^{2}C/SMBus modes. This section describes the step-by-step procedure to set up the module for proper operation.

37.3.1 Module Setup in I3C Mode

The I3C Target module can be set up to operate in I3C mode by following the recommended order of settings shown in Table 37-20. An example setup code is shown in Example 37-8 below.

Important: The I3C Target module always starts by operating in I^{2}C mode (OPMD = `0b00`) until it is assigned a Dynamic Address by the Controller either through the Hot-Join Mechanism process or regular Dynamic Address Assignment.

Table 37-20. Recommended Module Setup Order for I3C® Mode Operation

Setting	Description	Section Reference
Pad Buffer Selection	Set SDA/SCL pins as open-drain inputs and select an appropriate pad buffer (I3C LV/FST Buffer) using the RxyFEAT register.	37.2.3.2. SDA and SCL Pins
Module Clock	Select the appropriate clock for the I3C module using I3CxCLK register.	37.2.1. I3C Module Clock
Bus Conditions	Select the appropriate values for I3CxBIDL and I3CxBAVL registers based on the I3C clock speed to match the Bus Idle and Bus Available conditions.	37.2.3.4. I3C Bus Conditions
Bus Time-out (optional)	If the bus time-out feature is desired, the feature can be enabled using BTOEN bit in RxyFEAT register. The bus time-out threshold can be set using I3CxBTO register.	37.2.3.4.4. Bus Time-out

...........continued

Setting	Description	Section Reference
In-Band Interrupt and Hot-Join	The arbitration request retry limit for IBI and Hot-Join can be set using the I3CxRETRY register. The IBI Mandatory Data Byte and Payload Size can be set using the I3CxIBIMDB and I3CxIBIPSZ registers. The module can be made Hot-Join capable by setting the HJCAP bit.	37.2.8. Hot-Join Mechanism 37.2.9. In-Band Interrupt (IBI)
Static Address	Set the desired static address for the I3C module using I3CxSADR register.	37.2.4.2.1. I2C Static Address
Provisional ID and Device ID	Set the Provisional ID for the I3C module using the I3CxPID0 through I3CxPID5 registers. In addition, set an appropriate Device ID using the I3CxDCR register.	37.2.3.1. I3C Characteristics Registers 37.2.6.1. Provisional ID
Speed Limitations	If the device/application is speed limited, set the BCR0 bit in I3CxBCR register. Set the maximum read/write speed and read turnaround times using the I3CxMWS, I3CxMRS and I3CxMRT registers.	37.2.3.3. Speed Limitations
Buffers and FIFO	The CLRRXB and CLRTXB bits in the I3CxCON register can be used to clear the receive and transmit buffers and FIFO immediately after the I3C module is enabled.	37.2.4.4. Transmit and Receive Buffers and FIFO
Static Address SDR Mode	If desired, the Static Address SDR Mode can be enabled using the SASDRMD bit.	37.2.6.4. Static Address SDR Mode
Private Transaction	Configure ACK control for Private Transactions using ACKP and ACKPOS bits. Change Maximum Read/Write Lengths as necessary using I3CxMRL and I3CxMWL registers.	37.2.10. Private Transaction
Interrupts	Clear all the module-level and system-level interrupt flags. Enable the desired interrupts by setting the appropriate interrupt enable bits. Remember to enable the system-level interrupt controller to generate the enabled interrupts.	37.2.14. Interrupts and DMA Triggers
Module Enable	Enable the I3C module in the end by setting the EN bit.	—

Tip: It is recommended that the user set up and use DMA to read and write from the I3C Transmit and Receive Buffers to ensure that the CPU is able to keep up with the higher I3C speeds. Refer to the Interrupts and DMA Triggers section and the **"DMA - Direct Memory Access"** chapter for more information.

Example 37-8. Module Setup in I3C® Mode

```
// RxyFEAT Buffer Selection
#define GPIO_BUFFER         0b000    // ST/CMOS or LVBUF/TTL selected through
INLVLx
#define I2C_BUFFER          0b001
#define SMB2_BUFFER         0b010
#define SMB3_BUFFER         0b011
#define I3CFST_BUFFER       0b100    // Only for >1.62V (set VDDIOxMD config
properly)
#define I3CLV_BUFFER        0b101    // Only for <1.62V (set VDDIOxMD config
properly)

void I3C1_Target_Setup()
{
    // Assumption: RC0/RC1 pins are SCL/SDA

    // Ensure module is turned off for setup
    I3C1CON0bits.EN = 0;

    // Note: VDDIOxMD config bit must be set properly

    // Set SDA/SCL pins to be open-drain inputs
    ODCONCbits.ODCC0 = 1;
```

```
    ODCONCbits.ODCC1 = 1;
    TRISCbits.TRISC0 = 1;
    TRISCbits.TRISC1 = 1;

    // Select I3C FST/LV buffer
    RC0FEATbits.I3CBUF = I3CFST_BUFFER;
    RC1FEATbits.I3CBUF = I3CFST_BUFFER;

    // Enable/Disable I2C features on I3C pads as needed
    I3C1I2CCONbits.FLTEN = 0;       // 50 ns glitch filter
    I3C1I2CCONbits.SDAHT = 0b00;    // SDA Hold Time

    // Select Clock
    I3C1CLK = 0x01;         // 0x01=Fosc

    // Set Bus Idle and Bus Available Conditions
    I3C1BIDL = 12800;       // 200us
    I3C1BAVL = 64;          // 1us

    // Bus Timeout settings (optional)
    I3C1CON0bits.BTOEN = 0; // Enable/Disable Bus Timeout
    I3C1BTO = 164;          // 32*F_scl @ F_scl=12.5MHz (or any appropriate
value)

    // IBI/HJ Settings
    // HJCAP=0: module responds to ENTDAA all the time and cannot request HJ
    // HJCAP=1: module cannot respond to ENTDAA unless HJ is requested first
    I3C1FEATbits.HJCAP = 0; // HJ capable or not?
    I3C1RETRY = 3;          // Number of retries for IBI and HJ
    I3C1IBIMDB = 0xA5;      // IBI Mandatory Byte (0x00 = User Defined)
    I3C1IBIPSZ = 0;         // Payload size (0 = unlimited, 8-bit value)

    // Static Address
    I3C1SADR = 0x30;        // Static Address

    // Set Provisional ID
    I3C1PID5 = 0x06;        // PID[37:33] is MIPI Manufacturer ID (Microchip =
0x034D<<1 = 0x069A)
    I3C1PID4 = 0x9A;        // PID32=0 (PID[31:0] is vendor defined)
    I3C1PID3 = 0x11;        // PID[31:16] is Part ID
    I3C1PID2 = 0x22;
    I3C1PID1 = 0x33;        // PID[15:12] is Instance ID
    I3C1PID0 = 0x44;        // PID[11:0] is vendor defined

    // Set Initial Device Status for GETSTATUS CCC
    I3C1DSTAT0 = 0x00;      // Activity mode, Protocol Error, Pending Interrupt
    I3C1DSTAT1 = 0x00;      // Vendor Reserved

    // Is device speed limited? (application dependent)
    I3C1BCRbits.BCR0 = 1;   // Speed limited (If no, BCR0=0)

    // Device Characteristics
    I3C1DCR = 0xC6;         // 0xC6 = Microcontroller

    // Add support for Get Max Data Speed (GETMXDS CCC) since device is speed
limited (BCR0=1 above)
    I3C1MWS = 0x00;         // Max Write Speed
    I3C1MRS = 0x00;         // Max Read Speed (specified Clock-to-Data
Turnaround Time)
    I3C1MRT = 0;            // Max Read Turnaround Time (in us) // 24-bit

    // Clear buffers and FIFOs
    I3C1CON0bits.CLRRXB = 1; // Clears RXB Rx Buffer and Rx FIFO
    I3C1CON0bits.CLRTXB = 1; // Clears TXB Tx Buffer and Tx FIFO

    // Static Address SDR Mode Enable?
    I3C1CON1bits.SASDRMD = 0;

    // Private Transaction Settings
    // Default Private Write/Read ACK setting
    I3C1CON0bits.ACKP = 0;   // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0; // 0=One-shot disabled

    // Max Rd and Max Wr Lengths
    I3C1MRL = 0;            // 0=unlimited (16-bit value)
    I3C1MWL = 0;

    // Clear all interrupt flags (x = appropriate PIR register)
```

```
    I3C1PIR0 = 0x00;        // Module-level general interrupts
    I3C1PIR1 = 0x00;
    I3C1ERRIR0 = 0x00;      // Module-level error interrupts
    I3C1ERRIR1 = 0x00;
    PIRxbits.I3C1IF = 0;    // System-level general interrupt
    PIRxbits.I3C1EIF = 0;   // System-level error interrupt
    PIRxbits.I3C1TXIF = 0;  // System-level transmit interrupt
    PIRxbits.I3C1RXIF = 0;  // System-level receive interrupt
    PIRxbits.I3C1RIF = 0;   // System-level reset interrupt

    // Enable interrupts as needed (x = appropriate PIE register)
    I3C1PIE0 = 0x00;
    I3C1PIE1 = 0x00;
    I3C1ERRIE0 = 0x00;
    I3C1ERRIE1 = 0x00;
    PIExbits.I3C1IE = 0;
    PIExbits.I3C1EIE = 0;
    PIExbits.I3C1TXIE = 0;
    PIExbits.I3C1RXIE = 0;
    PIExbits.I3C1RIE = 0;

    // Enable Target Module
    I3C1CON0bits.EN = 1;
}
```

37.3.2 Module Setup in I²C/SMBus Mode

The I3C Target module can be set up to operate in I²C mode by following the recommended order of settings shown in Table 37-21 below. An example setup code is shown in Example 37-9 below.

Tip: To always operate this I3C module in I²C mode, the user can enable Hot-Join capability (HJCAP = `1`) and never request for a Hot-Join. This ensures that all the ENTDAA CCCs from the Controller will be NACK'd and the Target will never participate in the Dynamic Address Assignment process.

Table 37-21. Recommended Module Setup Order for I2C/SMBus Mode Operation

Setting	Description	Section Reference
Pad Buffer Selection	Set SDA/SCL pins as open-drain inputs and select an appropriate pad buffer (I²C/SMBus Buffer) using the RxyFEAT register.	37.2.3.2. SDA and SCL Pins
Spike Filter and SDA Delay	Enable the 50 ns spike filters on the SDA/SCL pads using FLTEN bit. An additional SDA delay can be configured using SDAHT bits.	37.2.3.2.1. I3C Pad Compatibility with I2C/SMBus Levels
Module Clock	Select the appropriate clock for the I3C module using I3CxCLK register.	37.2.1. I3C Module Clock
Bus Time-out	If the bus time-out feature is desired, the feature can be enabled using BTOEN bit. The bus time-out threshold can be set using I3CxBTO register.	37.2.3.4.4. Bus Time-out
Static Address	Set the desired static address for the I3C module using I3CxSADR register.	37.2.4.2.1. I2C Static Address
Buffers and FIFO	The CLRRXB and CLRTXB bits in the I3CxCON register can be used to clear the receive and transmit buffers and FIFO immediately after the I3C module is enabled.	37.2.4.4. Transmit and Receive Buffers and FIFO
I²C Transaction	Configure ACK control for I²C Transactions using ACKP and ACKPOS bits.	37.2.5. Legacy I2C Transaction on I3C Bus
Permanent I²C Mode	Enable Hot-Join capability using HJCAP bit to prevent the device from participating in Dynamic Address Assignment process. The user must ensure to **not** send a Hot-Join request to permanently stay in I²C mode.	37.2.8. Hot-Join Mechanism

...........continued

Setting	Description	Section Reference
Interrupts	Clear all the module-level and system-level interrupt flags. Enable the desired interrupts by setting the appropriate interrupt enable bits. Remember to enable the system-level interrupt controller to generate the enabled interrupts.	37.2.14. Interrupts and DMA Triggers
Module Enable	Enable the I3C module in the end by setting the EN bit.	—

Example 37-9. Module Setup in I^{2}C/SMBus Mode

```
// RxyFEAT Buffer Selection
#define GPIO_BUFFER         0b000   // ST/CMOS or LVBUF/TTL selected through
INLVLx
#define I2C_BUFFER          0b001
#define SMB2_BUFFER         0b010
#define SMB3_BUFFER         0b011
#define I3CFST_BUFFER       0b100   // Only for >1.62V (set VDDIOxMD config
properly)
#define I3CLV_BUFFER        0b101   // Only for <1.62V (set VDDIOxMD config
properly)

void I3C1_Target_Setup()
{
    // Assumption: RC0/RC1 pins are SCL/SDA

    // Ensure module is turned off for setup
    I3C1CON0bits.EN = 0;

    // Note: VDDIOxMD config bit must be set properly

    // Set SDA/SCL pins to be open-drain inputs
    ODCONCbits.ODCC0 = 1;
    ODCONCbits.ODCC1 = 1;
    TRISCbits.TRISC0 = 1;
    TRISCbits.TRISC1 = 1;

    // Select I2C/SMB2/SMB3 buffer
    RC0FEATbits.I3CBUF = I2C_BUFFER;
    RC1FEATbits.I3CBUF = I2C_BUFFER;

    // Enable I2C features on I3C pads as needed
    I3C1I2CCONbits.FLTEN = 1;       // 50 ns glitch filter
    I3C1I2CCONbits.SDAHT = 0b00;    // SDA Hold Time

    // Select Clock
    I3C1CLK = 0x01;         // 0x01=Fosc

    // Bus Timeout settings (optional)
    I3C1CON0bits.BTOEN = 0; // Enable/Disable Bus Timeout
    I3C1BTO = 164;          // 32*F_scl @ F_scl=12.5MHz (or any appropriate
value)

    // Static Address
    I3C1SADR = 0x30;        // Static Address

    // Clear buffers and FIFOs
    I3C1CON0bits.CLRRXB = 1; // Clears RXB Rx Buffer and Rx FIFO
    I3C1CON0bits.CLRTXB = 1; // Clears TXB Tx Buffer and Tx FIFO

    // Default I2C Write/Read ACK setting
    I3C1CON0bits.ACKP = 0;   // 0=ACK; 1=NACK
    I3C1CON1bits.ACKPOS = 0; // 0=One-shot disabled

    // Enabling Hot-Join capability ensures that the module does
    // not respond to ENTDAA unless HJ is requested first.
    // To always stay in I2C mode, user must not request HJ after this
    I3C1FEATbits.HJCAP = 1;

    // Clear all interrupt flags (x = appropriate PIR register)
    I3C1PIR0 = 0x00;        // Module-level general interrupts
    I3C1PIR1 = 0x00;
    I3C1ERRIR0 = 0x00;      // Module-level error interrupts
    I3C1ERRIR1 = 0x00;
```

```
    PIRxbits.I3C1IF = 0;     // System-level general interrupt
    PIRxbits.I3C1EIF = 0;    // System-level error interrupt
    PIRxbits.I3C1TXIF = 0;   // System-level transmit interrupt
    PIRxbits.I3C1RXIF = 0;   // System-level receive interrupt
    PIRxbits.I3C1RIF = 0;    // System-level reset interrupt

    // Enable interrupts as needed (x = appropriate PIE register)
    I3C1PIE0 = 0x00;
    I3C1PIE1 = 0x00;
    I3C1ERRIE0 = 0x00;
    I3C1ERRIE1 = 0x00;
    PIExbits.I3C1IE = 0;
    PIExbits.I3C1EIE = 0;
    PIExbits.I3C1TXIE = 0;
    PIExbits.I3C1RXIE = 0;
    PIExbits.I3C1RIE = 0;

    // Enable Target Module
    I3C1CON0bits.EN = 1;
}
```

37.4 Register Definitions: I3C Control

The registers in the I3C module can be categorized as follows:

Control Registers

- I3CxCON0 - Control 0 Register
- I3CxCON1 - Control 1 Register
- I3CxRETRY - Arbitration Request Retry Limit Register
- I3CxFEAT - Features Register
- I3CxI2CCON - Legacy I^{2}C Control Register

Status Registers

- I3CxSTAT0 - Status 0 Register
- I3CxSTAT1 - Status 1 Register
- I3CxBSTAT - Bus Status Register

Data Registers

- I3CxRXB - Receive Buffer Register
- I3CxTXB - Transmit Buffer Register

Address Registers

- I3CxSADR - Target Static Address Register
- I3CxDADR - Target Dynamic Address Register

Timing Registers

- I3CxCLK - Clock Selection Register
- I3CxBIDL - Bus Idle Condition Threshold Register
- I3CxBAVL - Bus Available Condition Threshold Register
- I3CxBTO - Bus Time-out Threshold Register

Interrupt Registers

- I3CxPIR0 - General Interrupt Flag 0 Register
- I3CxPIR1 - General Interrupt Flag 1 Register
- I3CxERRIR0 - Error Interrupt Flag 0 Register

- I3CxERRIR1 - Error Interrupt Flag 1 Register
- I3CxPIE0 - General Interrupt Enable 0 Register
- I3CxPIE1 - General Interrupt Enable 1 Register
- I3CxERRIE0 - Error Interrupt Enable 0 Register
- I3CxERRIE1 - Error Interrupt Enable 1 Register

CCC Holding Registers

- I3CxIBIMDB - IBI Mandatory Data Byte Register (In-Band Interrupts)
- I3CxEC - Event Commands Register (ENEC/DISEC CCC)
- I3CxMWL - Maximum Write Length Register (SETMWL/GETMWL CCC)
- I3CxMRL - Maximum Read Length Register (SETMRL/GETMRL CCC)
- I3CxIBIPSZ - IBI Payload Size Register (SETMRL/GETMRL CCC)
- I3CxPID0 - Provisional ID 0 Register (ENTDAA, GETPID CCC)
- I3CxPID1 - Provisional ID 1 Register (ENTDAA, GETPID CCC)
- I3CxPID2 - Provisional ID 2 Register (ENTDAA, GETPID CCC)
- I3CxPID3 - Provisional ID 3 Register (ENTDAA, GETPID CCC)
- I3CxPID4 - Provisional ID 4 Register (ENTDAA, GETPID CCC)
- I3CxPID5 - Provisional ID 5 Register (ENTDAA, GETPID CCC)
- I3CxBCR - Bus Characteristics Register (ENTDAA, GETBCR CCC)
- I3CxDCR - Device Characteristics Register (ENTDAA, GETDCR CCC)
- I3CxDSTAT0 - Device Status 0 Register (GETSTATUS CCC)
- I3CxDSTAT1 - Device Status 1 Register (GETSTATUS CCC)
- I3CxMWS - Maximum Write Speed Register (GETMXDS CCC)
- I3CxMRS - Maximum Read Speed Register (GETMXDS CCC)
- I3CxMRT - Maximum Read Turnaround Time Register (GETMXDS CCC)
- I3CxRSTACT - RSTACT Defining Byte Register (RSTACT CCC)
- I3CxBUSCXT - Bus Context Register (SETBUSCON CCC)
- I3CxCCC - Received CCC Register (Generic CCC)

Note: Refer to the Register Summary for more information.

37.4.1 I3CxCON0

Name: I3CxCON0
Address: 0x083, 0x0B6

Control 0

Bit	7	6	5	4	3	2	1	0
	EN	BTOEN	RST	CLRTXB	CLRRXB	ACKP	HJREQ	IBIREQ
Access	R/W	R/W	R/W/HC	R/W/HC	R/W/HC	R/W	R/W/HC	R/W/HC
Reset	0	0	0	0	0	0	0	0

Bit 7 – EN Target Enable

Value	Description
1	Enable the Target interface
0	Disable the Target interface

Bit 6 – BTOEN Bus Time-out Enable

Value	Description
1	Bus Time-out counter (I3CxBTO) is enabled
0	Bus Time-out counter (I3CxBTO) is disabled

Bit 5 – RST Software Reset(1)

Value	Description
1	Initiate a software Reset of the module
0	A software module Reset has not been initiated or was completed

Bit 4 – CLRTXB Clear Transmit Buffer and FIFO(2)

Value	Description
1	Initiate a Reset of the I3CxTXB Transmit Buffer and Transmit FIFO
0	A Read FIFO and I3CxTXB Transmit Buffer Reset has not been initiated or was completed

Bit 3 – CLRRXB Clear Receive Buffer and FIFO(2)

Value	Description
1	Initiate a Reset of the I3CxRXB Receive Buffer and Receive FIFO
0	A Read FIFO and I3CxRXB Receive Buffer Reset has not been initiated or was completed

Bit 2 – ACKP Private Transaction Acknowledge(3)

Value	Description
1	Private/I^{2}C Write/Read requests are normally NACK'd
0	Private/I^{2}C Write/Read requests are normally ACK'd

Bit 1 – HJREQ Hot-Join Request(4)

Value	Condition	Description
x	HJCAP = 0	This bit is ignored
1	HJCAP = 1	Initiate a Hot-Join Request to the Controller upon next Start or Bus Idle condition
0	HJCAP = 1	A Hot-Join Request has not been initiated or was completed

Bit 0 – IBIREQ In-Band Interrupt Request(5)

Value	Description
1	Initiate an In-Band Interrupt Request to the Controller upon next Start or Bus Available condition
0	An In-Band Interrupt Request has not been initiated or was completed

Notes:

1. Self-clears after Software Reset is complete.
2. Self-clears when the corresponding buffer and FIFO reset operation is complete.
3. The normal behavior of ACKP can be temporarily altered by the ACKPOS bit.
4. Self-clears when either DACHIF or HJEIF bit is set by the hardware. Behavior may be temporarily altered by the status of the HJEN bit.
5. Self-clears when either IBIDONEIF or IBIEIF bit is set by the hardware. Behavior may be temporarily altered by the status of the IBIEN bit.
6. In case of a race condition, user writes always take precedence over hardware events.

37.4.2 I3CxCON1

Name: I3CxCON1
Address: 0x084, 0x0B7

Control 1

Bit	7	6	5	4	3	2	1	0
					BERRDET	FHDRE	SASDRMD	ACKPOS
Access					R/W	R/W/HC	R/W	R/W/HC
Reset					0	0	0	0

Bit 3 – BERRDET Bus Error Detection

Value	Description
1	The module detects TE0 and TE1 error conditions only in I3C mode of operation (OPMD = 0bx1)
0	The module always detects TE0 and TE1 error conditions regardless of the mode of operation

Bit 2 – FHDRE Force HDR Exit[(1)]

Value	Description
1	Force the module to exit HDR mode and go back to SDR mode
0	A Force HDR Exit has not been initiated or was completed

Bit 1 – SASDRMD Static Address Single Data Rate (SDR) Mode[(2)]

Value	Description
1	The I3C Target module is forced to operate in I3C SDR mode using Static Address if Dynamic Address is not available
0	The I3C Target module operates as usual and transitions to I3C SDR mode upon receiving a Dynamic Address

Bit 0 – ACKPOS Private Transaction Acknowledge One-shot[(3)]

Value	Condition	Description
x	ACKP = 0	This bit is ignored
1	ACKP = 1	The next Private/I^{2}C Write/Read request will be ACK'd when an address match occurs
0	ACKP = 1	The next Private/I^{2}C Write/Read request will be NACK'd

Notes:
1. User should use discretion when forcing the module out of HDR mode. Improper usage of this bit may result in unexpected behavior. This bit is ignored when the module is in SDR mode (OPMD = 0b0x). The bit self-clears when HDR to SDR mode transition is complete.
2. Refer to the Static Address SDR Mode section for more information.
3. Self-clears after an ACK is sent in response to a Private/I^{2}C Write/Read request. Refer to the Private Transaction section for more information.
4. In case of a race condition, user writes always take precedence over hardware events.

37.4.3 I3CxRXB

Name: I3CxRXB
Address: 0x085, 0x0B8

Receive Data Buffer

Bit	7	6	5	4	3	2	1	0
	RXB[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – RXB[7:0] Receive Buffer
The most recent byte received from the Controller during a Private/I^{2}C Write transaction.

37.4.4 I3CxTXB

Name: I3CxTXB
Address: 0x086, 0x0B9

Transmit Data Buffer

Bit	7	6	5	4	3	2	1	0
	TXB[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TXB[7:0] Transmit Buffer
The byte to be transmitted to the Controller during a Private/I^{2}C Read or IBI transaction.

37.4.5 I3CxSTAT0

Name: I3CxSTAT0
Address: 0x087, 0x0BA

Status 0

Bit	7	6	5	4	3	2	1	0
	BFREE	OPMD[1:0]		RSTDET	TXBE	RXBF	RNW[1:0]	
Access	R/HS/HC	R/HS/HC	R/HS/HC	R/W/HS	R/HS/HC	R/HS/HC	R/C/HS/HC	R/C/HS/HC
Reset	1	0	0	0	1	0	0	0

Bit 7 – BFREE Bus Free Condition Status

Value	Description
1	Bus is idle and there are no transactions happening on the bus
0	Bus is not idle and there is a transaction happening on the bus

Bits 6:5 – OPMD[1:0] Operating Mode Status

Value	Description
11	The Target is operating in I3C mode; The bus is operating in High Data Rate (HDR) mode
10	The Target is operating in Legacy I^2C mode; The bus is operating in High Data Rate (HDR) mode
01	The Target is operating in I3C mode; The bus is operating in Single Data Rate (SDR) mode
00	The Target is operating in Legacy I^2C mode; The bus is operating in Single Data Rate (SDR) mode

Bit 4 – RSTDET Reset Pattern Detected(1)

Value	Description
1	A Target Reset Pattern has been detected on the bus
0	A Target Reset Pattern has not been detected on the bus

Bit 3 – TXBE Transmit Buffer Empty Status

Value	Description
1	I3CxTXB is empty and safe to write
0	I3CxTXB is not empty and must not be written

Bit 2 – RXBF Receive Buffer Full Status

Value	Description
1	Data in I3CxRXB is ready to be read
0	Data in I3CxRXB is not ready to be read

Bits 1:0 – RNW[1:0] Read/nWrite (R/$\overline{W}$) Status(2, 3, 4)

Value	Description
11	Reserved
10	The last Private/I^2C Transaction that was ACK'd by the Target was a Write operation (Controller writing to Target)
01	The last Private/I^2C Transaction that was ACK'd by the Target was a Read operation (Controller reading from Target)
00	The Target is Idle or operating in non-Private/I^2C Transaction

Notes:

1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. The bus may be active even when the Target is Idle.
3. These bits only apply for Private I3C/I^{2}C Transfers. The R/$\overline{\text{W}}$ bit is not captured during non-Private Transactions (like CCC, IBI, or Hot-Join).
4. These bits are not updated when the device is in sleep. The correct values are loaded at the end of the second instruction cycle after the device wakes up from sleep.
5. In case of a race condition, user writes always take precedence over hardware events.

37.4.6 I3CxSTAT1

Name: I3CxSTAT1
Address: 0x088, 0x0BB

Status 1

Bit	7	6	5	4	3	2	1	0
								TXFNE
Access								R/HS/HC
Reset								0

Bit 0 – TXFNE Transmit FIFO Not Empty

Value	Description
1	The Transmit FIFO is not empty
0	The Transmit FIFO is empty

Note:

1. In case of a race condition, user writes always take precedence over hardware events.

37.4.7 I3CxBSTAT

Name: I3CxBSTAT
Address: 0x089, 0x0BC

Bus Status

Bit	7	6	5	4	3	2	1	0
		TE6ERR	TE5ERR	TE4ERR	TE3ERR	TE2ERR	TE1ERR	TE0ERR
Access		R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset		0	0	0	0	0	0	0

Bit 6 – TE6ERR TE6 Error Detection[(1)]

Value	Description
1	TE6 Error detected
0	TE6 Error not detected

Bit 5 – TE5ERR TE5 Error Detection[(1)]

Value	Description
1	TE5 Error detected
0	TE5 Error not detected

Bit 4 – TE4ERR TE4 Error Detection[(1)]

Value	Description
1	TE4 Error detected
0	TE4 Error not detected

Bit 3 – TE3ERR TE3 Error Detection[(1)]

Value	Description
1	TE3 Error detected
0	TE3 Error not detected

Bit 2 – TE2ERR TE2 Error Detection[(1)]

Value	Description
1	TE2 Error detected
0	TE2 Error not detected

Bit 1 – TE1ERR TE1 Error Detection[(1)]

Value	Description
1	TE1 Error detected
0	TE1 Error not detected

Bit 0 – TE0ERR TE0 Error Detection[(1)]

Value	Description
1	TE0 Error detected
0	TE0 Error not detected

Notes:
1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. Refer to the Error Detection and Recovery in SDR Mode section for TE0-TE6 Error definitions.
3. In case of a race condition, user writes always take precedence over hardware events.

37.4.8 I3CxPIR0

Name: I3CxPIR0
Address: 0x08A, 0x0BD

General Interrupt Flag 0

Bit	7	6	5	4	3	2	1	0
	SCIF	PCIF	RSCIF	I2CACKIF	SADRIF	DADRIF	BTFIF	SCCCIF
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – SCIF Start Condition Interrupt Flag(1, 2)

Value	Description
1	Start condition detected
0	Start condition not detected

Bit 6 – PCIF Stop Condition Interrupt Flag(1, 2)

Value	Description
1	Stop condition detected
0	Stop condition not detected

Bit 5 – RSCIF Restart Condition Interrupt Flag(1, 2)

Value	Description
1	Restart condition detected
0	Restart condition not detected

Bit 4 – I2CACKIF I^2C Acknowledge (ACK) Received Interrupt Flag(1, 3)

Value	Description
1	ACK received from the Controller during I^2C Transmit
0	ACK not received

Bit 3 – SADRIF Static Address Match Interrupt Flag(1)

Value	Description
1	Static Address (I3CxSADR) match detected during a Private/I^2C Transaction
0	Static Address (I3CxSADR) match not detected

Bit 2 – DADRIF Dynamic Address Match Interrupt Flag(1)

Value	Description
1	Dynamic Address (I3CxDADR) match detected during a Private Transaction
0	Dynamic Address (I3CxDADR) match not detected

Bit 1 – BTFIF Byte Transfer Finished Interrupt Flag(1)

Value	Description
1	A byte transfer finished
0	Byte transfer not finished or not started

Bit 0 – SCCCIF Supported CCC Received Interrupt Flag(1, 4)

Value	Description
1	A supported CCC was received
0	No supported CCCs were received

Notes:

1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. The Start/Restart/Stop flags do not operate when the bus is in HDR mode (OPMD = `1x`).
3. This bit is valid in I^{2}C mode only. For I3C mode, the process of Controller acknowledging bus arbitration request is handled separately through In-Band Interrupt and Hot-Join requests.
4. This bit is set for all supported Broadcast CCCs and only for those supported Direct CCCs that address the Target.
5. In case of a race condition, user writes always take precedence over hardware events.

37.4.9 I3CxPIR1

Name: I3CxPIR1
Address: 0x08B, 0x0BE

General Interrupt Flag 1

Bit	7	6	5	4	3	2	1	0
	TCOMPIF	DACHIF	IBIDONEIF					
Access	R/W/HS	R/W/HS	R/W/HS					
Reset	0	0	0					

Bit 7 – TCOMPIF Transaction Complete Interrupt Flag[(1)]

Value	Description
1	Private/I^{2}C/IBI Transaction completed (This module was addressed and Stop or Restart condition was detected)
0	Private/I^{2}C/IBI Transaction not completed or not started

Bit 6 – DACHIF Dynamic Address Changed Interrupt Flag[(1)]

Value	Description
1	The I3CxDADR Dynamic Address was assigned, cleared, or changed
0	The I3CxDADR Dynamic Address was not assigned, cleared, or changed

Bit 5 – IBIDONEIF In-Band Interrupt Done Interrupt Flag[(1)]

Value	Description
1	In-Band Interrupt request completed
0	In-Band Interrupt request not completed or not started

Notes:
1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. In case of a race condition, user writes always take precedence over hardware events.

37.4.10 I3CxERRIR0

Name: I3CxERRIR0
Address: 0x08C, 0x0BF

Error Interrupt Flag 0

Bit	7	6	5	4	3	2	1	0
	I2CNACKIF	TXUIF	RXOIF	HJEIF	IBIEIF	BUSEIF	BTOIF	UCCCIF
Access	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset	0	0	0	0	0	0	0	0

Bit 7 – I2CNACKIF I^2C Not-Acknowledge (NACK) Received[1, 2]

Value	Description
1	NACK received from Controller during I^2C Transmit
0	NACK not received during I^2C Transmit

Bit 6 – TXUIF Transmit Underrun[1]

Value	Description
1	An underrun occurred during Private/I^2C Read request
0	Transmit underrun not occurred

Bit 5 – RXOIF Receive Overrun[1]

Value	Description
1	An overrun occurred during Private/I^2C Write transaction
0	Receive overrun not occurred

Bit 4 – HJEIF Hot-Join Error Interrupt Flag[1]

Value	Description
1	The Hot-Join retry limit (I3CxRETRY) exceeded or Bus Timeout occurred immediately after Hot-Join request was made
0	The Hot-Join retry limit (I3CxRETRY) not exceeded

Bit 3 – IBIEIF In-Band Interrupt Error Flag[1]

Value	Description
1	The In-Band Interrupt retry limit (I3CxRETRY) exceeded or Bus Timeout occurred immediately after IBI request was made
0	The In-Band Interrupt retry limit (I3CxRETRY) not exceeded

Bit 2 – BUSEIF Bus Error (TE0-TE6 Error) Interrupt Flag[1]

Value	Description
1	TE0-TE6 Error (I3CxBSTAT) occurred
0	TE0-TE6 Error (I3CxBSTAT) not occurred

Bit 1 – BTOIF Bus Time-out[1]

Value	Description
1	Bus Time-out (I3CxBTO) occurred
0	Bus Time-out (I3CxBTO) not occurred

Bit 0 – UCCCIF Unsupported CCC Received[1, 3]

Value	Description
1	An unsupported CCC was received
0	No unsupported CCC was received

Notes:

1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. This bit is valid in I^2C mode only. For I3C mode, the process of Controller acknowledging bus arbitration request is handled separately through In-Band Interrupt and Hot-Join requests.
3. This bit is set for all unsupported Broadcast CCCs and only for those unsupported Direct CCCs that address the Target.
4. In case of a race condition, user writes always take precedence over hardware events.

37.4.11 I3CxERRIR1

Name: I3CxERRIR1
Address: 0x08D, 0x0C0

Error Interrupt Flag 1

Bit	7	6	5	4	3	2	1	0
					ABEIF	MWLOEIF	TXWEIF	RXREIF
Access					R/W/HS	R/W/HS	R/W/HS	R/W/HS
Reset					0	0	0	0

Bit 3 – ABEIF Abort Error Interrupt Flag[(1)]

Value	Description
1	An In-Band Interrupt or Private Read transmission was aborted by the Controller
0	An In-Band Interrupt or Private Read transmission has not been aborted by the Controller

Bit 2 – MWLOEIF Maximum Write Length Over Size Error Interrupt Flag[(1)]

Value	Description
1	The Controller attempted to write one more byte than the Maximum Write Length size (I3CxMWL)
0	Maximum Write Length violation not occurred

Bit 1 – TXWEIF Transmit Buffer Write Error Interrupt Flag[(1)]

Value	Description
1	Invalid write occurred; I3CxTXB was written while TXBE=0
0	Invalid write not occurred

Bit 0 – RXREIF Receive Buffer Read Error Interrupt Flag[(1)]

Value	Description
1	Invalid read occurred; I3CxRXB was read while RXBF=0
0	Invalid read not occurred

Notes:
1. Will not self-clear after the event. The user must clear this bit to re-arm.
2. In case of a race condition, user writes always take precedence over hardware events.

37.4.12 I3CxPIE0

Name: I3CxPIE0
Address: 0x08E, 0x0C1

General Interrupt Enable 0

Bit	7	6	5	4	3	2	1	0
	SCIE	PCIE	RSCIE	I2CACKIE	SADRIE	DADRIE	BTFIE	SCCCIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – SCIE Start Condition Interrupt Enable

Value	Description
1	Start Condition Interrupt is enabled
0	Start Condition Interrupt is disabled

Bit 6 – PCIE Stop Condition Interrupt Enable

Value	Description
1	Stop Condition Interrupt is enabled
0	Stop Condition Interrupt is disabled

Bit 5 – RSCIE Restart Condition Interrupt Enable

Value	Description
1	Restart Condition Interrupt is enabled
0	Restart Condition Interrupt is disabled

Bit 4 – I2CACKIE I^{2}C Acknowledge (ACK) Received Interrupt Enable

Value	Description
1	I^{2}C ACK Received Interrupt is enabled
0	I^{2}C ACK Received Interrupt is disabled

Bit 3 – SADRIE Static Address Match Interrupt Enable

Value	Description
1	Static Address Match Interrupt is enabled
0	Static Address Match Interrupt is disabled

Bit 2 – DADRIE Dynamic Address Match Interrupt Enable

Value	Description
1	Dynamic Address Match Interrupt is enabled
0	Dynamic Address Match Interrupt is disabled

Bit 1 – BTFIE Byte Transfer Finished Interrupt Enable

Value	Description
1	Byte Transfer Finished Interrupt is enabled
0	Byte Transfer Finished Interrupt is disabled

Bit 0 – SCCCIE Supported CCC Received Interrupt Enable

Value	Description
1	Supported CCC Received Interrupt is enabled
0	Supported CCC Received Interrupt is disabled

Note: Refer to the I3CxPIR0 register for the corresponding interrupt flag bits.

37.4.13 I3CxPIE1

Name: I3CxPIE1
Address: 0x08F, 0x0C2

General Interrupt Enable 1

Bit	7	6	5	4	3	2	1	0
	TCOMPIE	DACHIE	IBIDONEIE					
Access	R/W	R/W	R/W					
Reset	0	0	0					

Bit 7 – TCOMPIE Transaction Complete Interrupt Enable

Value	Description
1	Transaction Complete Interrupt is enabled
0	Transaction Complete Interrupt is disabled

Bit 6 – DACHIE Dynamic Address Changed Interrupt Enable

Value	Description
1	Dynamic Address Changed Interrupt is enabled
0	Dynamic Address Changed Interrupt is disabled

Bit 5 – IBIDONEIE In-Band Interrupt Done Interrupt Enable

Value	Description
1	In-Band Interrupt Done Interrupt is enabled
0	In-Band Interrupt Done Interrupt is disabled

Note: Refer to the I3CxPIR1 register for the corresponding interrupt flag bits.

37.4.14 I3CxERRIE0

Name: I3CxERRIE0
Address: 0x090, 0x0C3

Error Interrupt Enable 0

Bit	7	6	5	4	3	2	1	0
	I2CNACKIE	TXUIE	RXOIE	HJEIE	IBIEIE	BUSEIE	BTOIE	UCCCIE
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – I2CNACKIE I^{2}C Non-Acknowledge (NACK) Received Interrupt Enable

Value	Description
1	I^{2}C NACK Received Interrupt is enabled
0	I^{2}C NACK Received Interrupt is disabled

Bit 6 – TXUIE Transmit Underrun Interrupt Enable

Value	Description
1	Transmit Underrun Interrupt is enabled
0	Transmit Underrun Interrupt is disabled

Bit 5 – RXOIE Receive Overrun Interrupt Enable

Value	Description
1	Receive Overrun Interrupt is enabled
0	Receive Overrun Interrupt is disabled

Bit 4 – HJEIE Hot-Join Error Interrupt Enable

Value	Description
1	Hot-Join Error Interrupt is enabled
0	Hot-Join Error Interrupt is disabled

Bit 3 – IBIEIE In-Band Interrupt Error Interrupt Enable

Value	Description
1	In-Band Interrupt Error Interrupt is enabled
0	In-Band Interrupt Error Interrupt is disabled

Bit 2 – BUSEIE Bus Error (TE0-TE6 Error) Interrupt Enable

Value	Description
1	Bus Error Interrupt is enabled
0	Bus Error Interrupt is disabled

Bit 1 – BTOIE Bus Time-out Interrupt Enable

Value	Description
1	Bus Time-out Interrupt is enabled
0	Bus Time-out Interrupt is disabled

Bit 0 – UCCCIE Unsupported CCC Received Interrupt Enable

Value	Description
1	Unsupported CCC Received Interrupt is enabled
0	Unsupported CCC Received Interrupt is disabled

Note: Refer to the I3CxERRIR0 register for the corresponding interrupt flag bits.

37.4.15 I3CxERRIE1

Name: I3CxERRIE1
Address: 0x091, 0x0C4

Error Interrupt Enable 1

Bit	7	6	5	4	3	2	1	0
					ABEIE	MWLOEIE	TXWEIE	RXREIE
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bit 3 – ABEIE Abort Error Interrupt Enable

Value	Description
1	Abort Error Interrupt is enabled
0	Abort Error Interrupt is disabled

Bit 2 – MWLOEIE Maximum Write Length Over Size Error Interrupt Enable

Value	Description
1	Maximum Write Length Over Size Error Interrupt is enabled
0	Maximum Write Length Over Size Error Interrupt is disabled

Bit 1 – TXWEIE Transmit Buffer Write Error Interrupt Enable

Value	Description
1	Transmit Buffer Write Error Interrupt is enabled
0	Transmit Buffer Write Error Interrupt is disabled

Bit 0 – RXREIE Receive Buffer Read Error Interrupt Enable

Value	Description
1	Receive Buffer Read Error Interrupt is enabled
0	Receive Buffer Read Error Interrupt is disabled

Note: Refer to the I3CxERRIR1 register for the corresponding interrupt flag bits.

37.4.16 I3CxBIDL

Name: I3CxBIDL
Address: 0x092, 0x0C5

Bus Idle Condition Threshold

Bit	15	14	13	12	11	10	9	8
	BIDL[15:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	BIDL[15:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – BIDL[15:0] Bus Idle Condition Threshold

Notes:
1. The value of this register is determined as the number of I3CxCLK clocks corresponding to the Bus Idle Condition. An internal counter incremented by the I3CxCLK clock is compared against this value to determine when a Bus Idle Condition occurs.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.17 I3CxBAVL

Name: I3CxBAVL
Address: 0x094, 0x0C7

Bus Available Condition Threshold

Bit	7	6	5	4	3	2	1	0
	BAVL[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – BAVL[7:0] Bus Available Condition Threshold

Notes:
1. The value of this register is determined as the number of I3CxCLK clocks corresponding to the Bus Available Condition. An internal counter incremented by the I3CxCLK clock is compared against this value to determine when a Bus Available Condition occurs.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.18 I3CxBTO

Name: I3CxBTO
Address: 0x095, 0x0C8

Bus Time-out Threshold

Bit	15	14	13	12	11	10	9	8
	BTO[15:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	BTO[15:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – BTO[15:0] Bus Time-out Threshold

Notes:
1. The value of this register is determined as the number of I3CxCLK clocks corresponding to a desired Bus Time-Out duration. An internal counter incremented by the I3CxCLK clock is compared against this value to determine when a Bus Time-out occurs.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.19 I3CxIBIMDB

Name: I3CxIBIMDB
Address: 0x097, 0x0CA

In-Band Interrupt Mandatory Data Byte

Bit	7	6	5	4	3	2	1	0
	IBIMDB[7:5]			IBIMDB[4:0]				
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:5 – IBIMDB[7:5] Interrupt Group Identifier

Bits 4:0 – IBIMDB[4:0] Specific Interrupt Identifier

Notes:
1. Refer to the IBI Payload and Mandatory Data Byte section for more information on the values of this register.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.20 I3CxRETRY

Name: I3CxRETRY
Address: 0x098, 0x0CB

Arbitration Request Retry Limit

Bit	7	6	5	4	3	2	1	0
	RETRY[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – RETRY[7:0] Arbitration Request Retry Limit
The value of this field is the number of times an Arbitration Request by the Target (like In-Band Interrupt or Hot-Join Request) will be retried before aborting and signaling the corresponding error interrupt flag.

Value	Description
`other`	Arbitration Request Retry Limit Number
`0`	Unlimited Arbitration Request Retry Limit

Note:
1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = `0`).

37.4.21 I3CxFEAT

Name: I3CxFEAT
Address: 0x099, 0x0CC

Features

Bit	7	6	5	4	3	2	1	0
							HDRCAP	HJCAP
Access							R	R/W
Reset							0	0

Bit 1 – HDRCAP High Data Rate Capable(1)

Value	Description
1	Device is capable of operating in HDR mode
0	**Device is not capable of operating in HDR mode (Always selected)**

Bit 0 – HJCAP Hot-Join Capable

Value	Description
1	Device is capable of issuing a Hot-Join Request; Device responds to ENTDAA CCC only after initiating a Hot-Join Request (2)
0	Device is not capable of issuing a Hot-Join Request; Device responds to ENTDAA CCC all the time

Notes:

1. This is a hard-coded read-only bit. This Target module does not support HDR mode, so the HDRCAP bit will always read '0'.
2. Once a Hot-Join Request has been initiated, the device responds to all forthcoming ENTDAA CCCs, even when the Dynamic Address is cleared using RSTDAA CCC. Refer to Hot-Join Mechanism for more information.
3. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.22 I3CxSADR

Name: I3CxSADR
Address: 0x09A, 0x0CD

Static Address

Bit	7	6	5	4	3	2	1	0
		SADR[6:0]						
Access		R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset		0	0	0	0	0	0	0

Bits 6:0 – SADR[6:0] Target Static Address

Note:
1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.23 I3CxDADR

Name: I3CxDADR
Address: 0x09B, 0x0CE

Target Dynamic Address

Bit	7	6	5	4	3	2	1	0
		DADR[6:0]						
Access		R	R	R	R	R	R	R
Reset		0	0	0	0	0	0	0

Bits 6:0 – DADR[6:0] Target Dynamic Address

Note: The Controller determines the value of this register after issuing an ENTDAA, RSTDAA, or SETNEWDA CCC and the Dynamic Address Assignment procedure is completed.

37.4.24 I3CxEC

Name: I3CxEC
Address: 0x09C, 0x0CF

Event Commands

Bit	7	6	5	4	3	2	1	0
	EC[7:4]				HJEN	EC2	CREN	IBIEN
Access	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC
Reset	0	0	0	0	1	0	0	1

Bits 7:4 – EC[7:4] MIPI Reserved

Bit 3 – HJEN Hot-Join Requests Status

Value	Description
1	Hot-Join is enabled (ENHJ)
0	Hot-Join is disabled (DISHJ)

Bit 2 – EC2 MIPI Reserved

Bit 1 – CREN Controller Role Request Status[(1)]

Value	Description
1	Controller Role Requests are enabled (ENCR)
0	**Controller Role Requests are disabled (DISCR) (Always selected)**

Bit 0 – IBIEN In-Band Interrupt Requests Status

Value	Description
1	In-Band Interrupt Requests are enabled (ENINT)
0	In-Band Interrupt Requests are disabled (ENINT)

Notes:

1. This is a hard-coded read-only bit. This Target module does not support secondary Controller features, so the CREN bit will always read '0'.
2. The value of this read-only register is determined by the Controller after issuing an ENEC or DISEC CCC.
3. This register follows the definition of ENEC/DISEC Command Byte format as per the *MIPI I3C Basic 1.0 Specification*.

37.4.25 I3CxMWL

Name: I3CxMWL
Address: 0x09D, 0x0D0

Maximum Write Length

Bit	15	14	13	12	11	10	9	8
	MWL[15:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	MWL[15:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – MWL[15:0] Maximum Write Length

Value	Description
other	Maximum Write Length in bytes
0	Unlimited Maximum Write Length

Notes:
1. The Controller may update the value of this register by issuing a SETMWL CCC.
2. In case of a race condition, user writes always take precedence over hardware events.

37.4.26 I3CxMRL

Name: I3CxMRL
Address: 0x09F, 0x0D2

Maximum Read Length

Bit	15	14	13	12	11	10	9	8
	MRL[15:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	MRL[15:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – MRL[15:0] Maximum Read Length

Value	Description
other	Maximum Read Length in bytes
0	Unlimited Maximum Read Length

Notes:
1. The Controller may update the value of this register by issuing a SETMRL CCC.
2. In case of a race condition, user writes always take precedence over hardware events.

37.4.27 I3CxIBIPSZ

Name: I3CxIBIPSZ
Address: 0x0A1, 0x0D4

In-Band Interrupt Payload Size

Bit	7	6	5	4	3	2	1	0
	IBIPSZ[7:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – IBIPSZ[7:0] In-Band Interrupt Payload Size

Value	Description
other	In-Band Interrupt Payload Size (including Mandatory Data Byte) in bytes
0	Unlimited In-Band Interrupt Payload Size

Notes:
1. The Controller may update the value of this register by issuing a SETMRL CCC.
2. In case of a race condition, user writes always take precedence over hardware events.

37.4.28 I3CxPID0

Name: I3CxPID0
Address: 0x0A2, 0x0D5

Provisional ID 0

Bit	7	6	5	4	3	2	1	0
	PID[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PID[7:0] Provisional ID, Vendor-defined

Condition	Description
PID32 = 1	The value of this field is determined randomly by the user software
PID32 = 0	Lower 8 bits of 12-bit vendor-specified field. The meaning of this field is left to the vendor to define

Note:

1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.29 I3CxPID1

Name: I3CxPID1
Address: 0x0A3, 0x0D6

Provisional ID 1

Bit	7	6	5	4	3	2	1	0
	PID[15:12]				PID[11:8]			
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:4 – PID[15:12] Provisional ID, Instance ID

Condition	Description
PID32 = 1	The value of this field is determined randomly by the user software
PID32 = 0	Individual device identifier. This field is intended to be set by firmware

Bits 3:0 – PID[11:8] Provisional ID, Vendor-defined

Condition	Description
PID32 = 1	The value of this field is determined randomly by the user software
PID32 = 0	Higher 4 bits of 12-bit vendor-specified field. The meaning of this field is left to the vendor to define

Note:

1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.30 I3CxPID2

Name: I3CxPID2
Address: 0x0A4, 0x0D7

Provisional ID 2

Bit	7	6	5	4	3	2	1	0
	PID[23:16]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PID[23:16] Provisional ID, Part ID

Condition	Description
PID32 = 1	The value of this field is determined randomly by the user software
PID32 = 0	Lower 8 bits of 16-bit Part ID. The meaning of this field is left to the vendor to define

Note:

1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.31 I3CxPID3

Name: I3CxPID3
Address: 0x0A5, 0x0D8

Provisional ID 3

Bit	7	6	5	4	3	2	1	0
	PID[31:24]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PID[31:24] Provisional ID, Part ID

Condition	Description
PID32 = 1	The value of this field is determined randomly by the user software
PID32 = 0	Higher 8 bits of 16-bit Part ID. The meaning of this field is left to the vendor to define

Note:

1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.32 I3CxPID4

Name: I3CxPID4
Address: 0x0A6, 0x0D9

Provisional ID 4

Bit	7	6	5	4	3	2	1	0
	PID[39:33]							PID32
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:1 – PID[39:33] Provisional ID, MIPI Manufacturer ID
Lower 7 bits of 16-bit MIPI Manufacturer ID

Bit 0 – PID32 Provisional ID, Type Selector

Condition	Description
1	The lower 32 bits of Provisional ID (PID[31:0] bits) are determined randomly by the user software
0	The lower 32 bits of Provisional ID (PID[31:0] bits) are determined by the vendor

Note:
1. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.33 I3CxPID5

Name: I3CxPID5
Address: 0x0A7, 0x0DA

Provisional ID 5

Bit	7	6	5	4	3	2	1	0
	PID[47:40]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – PID[47:40] Provisional ID vro, MIPI Manufacturer ID
Bits 14 down to 7 of 16-bit MIPI Manufacturer ID

Notes:

1. Bit 15, the Most Significant bit, of the 16-bit MIPI Manufacturer ID is not captured in the Provisional ID field.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.34 I3CxBCR

Name: I3CxBCR
Address: 0x0A8, 0x0DB

Bus Characteristics

Bit	7	6	5	4	3	2	1	0
	BCR[7:6]		BCR5	BCR4	BCR3	BCR2	BCR1	BCR0
Access	R	R	R	R	R	R	R	R/W
Reset	0	0	0	1	1	1	1	0

Bits 7:6 – BCR[7:6] Device Role[1]

Value	Description
11	Reserved by MIPI
10	Reserved by MIPI
01	I3C Controller
00	**I3C Target (Always selected)**

Bit 5 – BCR5 MIPI Reserved (**Always read as** 0)

Bit 4 – BCR4 Bridge Identifier[2]

Value	Description
1	**Device is a Bridge Device (Always selected)**
0	Device is not a Bridge Device

Bit 3 – BCR3 Offline Capable[3]

Value	Description
1	**Device will not always respond to I3C Bus commands (Always selected)**
0	Device will always respond to I3C Bus commands

Bit 2 – BCR2 IBI Payload[4]

Value	Description
1	**One (the Mandatory Data Byte) or more bytes follow an accepted IBI (Always selected)**
0	No data byte follows the accepted IBI

Bit 1 – BCR1 IBI Request Capable[4]

Value	Description
1	**Device is capable of IBI Request (Always selected)**
0	Device is not capable of IBI Request

Bit 0 – BCR0 Maximum Data Speed Limitation[5, 6]

Value	Description
1	Data speed is limited
0	Data speed is not limited

Notes:

1. This is a hard-coded read-only bit. This module only supports Target mode, so the BCR[7:6] bits will always read `0b00`.
2. This is a hard-coded read-only bit. This device has other communication peripherals outside of I3C making it a bridge-capable device, so the BCR4 bit will always read ‘`1`’.
3. This is a hard-coded read-only bit. This Target module can be turned off or disabled, so the BCR3 bit will always read ‘`1`’.
4. This is a hard-coded read-only bit. This Target module supports In-Band Interrupt requests with Mandatory Data Byte and additional payload, so both the BCR2 and BCR1 bits will always read ‘`1`’. Refer to the IBI Payload and Mandatory Data Byte section for details.
5. Depending on the application requirements by the user, this device can or cannot be speed limited. The user must set BCR0 bit accordingly. Refer to the Speed Limitations section for details.
6. When BCR0 = `1`, the Controller is required to query the Target for speed limitation details using the GETMXDS CCC.
7. This register follows the definition of Bus Characteristics Register format as per the *MIPI I3C Basic 1.0 Specification*. Refer to the I3C Characteristics Registers section for details.
8. To guarantee expected behavior, this register should only be written when the module is disabled (EN = `0`).

37.4.35 I3CxDCR

Name: I3CxDCR
Address: 0x0A9, 0x0DC

Device Characteristics

Bit	7	6	5	4	3	2	1	0
	DCR[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	0	0	0	1	1	0

Bits 7:0 – DCR[7:0] Device ID
The value of this register describes the type of sensor or device. The default value of this register is `0xC6` which is defined by MIPI to represent a 'Microcontroller' device.

Notes:
1. This register follows the definition of Device Characteristics Register format as per the *MIPI I3C Basic 1.0 Specification*. Refer to the I3C Characteristics Registers section for details.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = `0`).

37.4.36 I3CxDSTAT0

Name: I3CxDSTAT0
Address: 0x0AA, 0x0DD

Device Status 0

Bit	7	6	5	4	3	2	1	0
	ACTMODE[1:0]		PERR		INTPEND[3:0]			
Access	R/W	R/W	R/HS/HC		R/W	R/W	R/W	R/W
Reset	0	0	0		0	0	0	0

Bits 7:6 – ACTMODE[1:0] Activity Mode [(1)]
The Target's activity state for monitoring by the Controller.

Bit 5 – PERR Protocol Error[(2)]

Value	Description
1	The Target detected a protocol error since the last Status read (the bit self-clears after the Controller successfully reads the Target's status)
0	The Target has not detected a protocol error since the last Status read

Bits 3:0 – INTPEND[3:0] Pending Interrupt

Value	Description
other	The interrupt number of the highest priority pending interrupt
0	There is no pending interrupt

Notes:
1. This Target module does not support Activity Status, hence the meaning of these bits is up to the vendor to define and is to be communicated to the Controller through a private agreement.
2. This bit is set alongside BUSEIF bit when a bus error is detected.
3. This byte is the lower byte read by the Controller during a GETSTATUS CCC.
4. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.37 I3CxDSTAT1

Name: I3CxDSTAT1
Address: 0x0AB, 0x0DE

Device Status 1

Bit	7	6	5	4	3	2	1	0
	VRSV7	VRSV6	VRSV5	VRSV4	VRSV3	VRSV2	VRSV1	VRSV0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 0, 1, 2, 3, 4, 5, 6, 7 – VRSVn Vendor Reserved

Notes:
1. This byte is the upper byte read by the Controller during a GETSTATUS CCC.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.38 I3CxMWS

Name: I3CxMWS
Address: 0x0AC, 0x0DF

Maximum Write Speed

Bit	7	6	5	4	3	2	1	0
	MWS[7:4]				MWS[3]	MWS[2:0]		
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 10:4 – MWS[7:4] MIPI Reserved

Bit 3 – MWS[3] Defining Byte Support [(2)]

Value	Description
1	This I3C module supports an optional Defining Byte for GETMXDS CCC
0	This I3C module does not support an optional Defining Byte for GETMXDS CCC **(recommended)**

Bits 2:0 – MWS[2:0] Maximum Sustained Write Speed for Non-CCC Messages

Value	Description
111	MIPI Reserved
110	MIPI Reserved
101	MIPI Reserved
100	2 MHz
011	4 MHz
010	6 MHz
001	8 MHz
000	F_{SCL} Max

Notes:

1. This register follows the definition of GETMXDS CCC Maximum Write Speed Byte format as per the *MIPI I3C 1.1.1 Specification*. The Controller can read this byte during GETMXDS CCC.
2. The I3C module on this device does not support Format 3 of GETMXDS CCC and does not support an optional Defining Byte. It is highly recommended for the user to program MWS[3] bit to 0.
3. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.39 I3CxMRS

Name: I3CxMRS
Address: 0x0AD, 0x0E0

Maximum Read Speed

Bit	7	6	5	4	3	2	1	0
	MRS[7]	MRS[6]	MRS[5:3]			MRS[2:0]		
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – MRS[7] MIPI Reserved

Bit 6 – MRS[6] Stop between Write-to-Read

Value	Description
1	If I3CxMRT != 0, the Target permits Write-to-Read to be split by a Stop condition
0	If I3CxMRT !=0, the Target does not permit Write-to-Read to be split by a Stop condition. A Stop in between will cancel the Read request.

Bits 5:3 – MRS[5:3] Clock To Data Turnaround Time (T_{SCO})

Value	Description
111	T_{SCO} > 12 ns and is reported by private agreement
110	MIPI Reserved
101	MIPI Reserved
100	≤12 ns
011	≤11 ns
010	≤10 ns
001	≤9 ns
000	≤8 ns

Bits 2:0 – MRS[2:0] Maximum Sustained Read Speed for Non-CCC Messages

Value	Description
111	MIPI Reserved
110	MIPI Reserved
101	MIPI Reserved
100	2 MHz
011	4 MHz
010	6 MHz
001	8 MHz
000	F_{SCL} Max

Notes:

1. This register follows the definition of GETMXDS CCC Maximum Write Speed Byte format as per the *MIPI I3C 1.1.1 Specification*. The Controller can read this byte during GETMXDS CCC.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.40 I3CxMRT

Name: I3CxMRT
Address: 0x0AE, 0x0E1

Maximum Read Turnaround Time

Bit	23	22	21	20	19	18	17	16
	MRT[23:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	15	14	13	12	11	10	9	8
	MRT[23:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	MRT[23:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 23:0 – MRT[23:0] Maximum Read Turnaround Time
Maximum Read Turnaround Time in µs. The 24-bit register can encode turnaround times from zero to 16 seconds.

Notes:
1. This register follows the definition of GETMXDS CCC Maximum Read Turnaround Time Byte format as per the *MIPI I3C Basic 1.0 Specification*. The Controller can read this byte during GETMXDS CCC.
2. To guarantee expected behavior, this register should only be written when the module is disabled (EN = 0).

37.4.41 I3CxRSTACT

Name: I3CxRSTACT
Address: 0x0B1, 0x0E4

RSTACT Defining Byte

Bit	7	6	5	4	3	2	1	0
	RSTACT[7:0]							
Access	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC	R/W/HS/HC
Reset	1	1	1	1	1	1	1	1

Bits 7:0 – RSTACT[7:0] RSTACT CCC Defining Byte
The value of this field is the Defining Byte of the most recent RSTACT CCC.

Notes:
1. The Controller may update the value of this field by issuing a RSTACT CCC.
2. The value of this register is retained until the next RSTACT CCC is received. It is recommended for the user to reset this register in software to `0xFF` for a proper detection of the Target Reset Pattern. Refer to Target Reset for details.
3. In case of a race condition, user writes always take precedence over hardware events.

37.4.42 I3CxBUSCXT

Name: I3CxBUSCXT
Address: 0x0B2, 0x0E5

Bit	7	6	5	4	3	2	1	0
	BUSCXT[7:0]							
Access	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC	R/HS/HC
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – BUSCXT[7:0] Bus Context
See public registry at www.mipi.org/MIPI_I3C_bus_context_byte_values_public.html

Value	Description
0xFF-0xC0	Vendor Custom – Available for private, per-vendor use (not tracked by MIPI Alliance)
0xBF-0x80	Other Standards Organizations – Reserved for higher-level protocols defined by other standards developing organizations
0x7F-0x40	Other MIPI Working Groups – Reserved for higher-level protocols defined by other MIPI Alliance specifications
0x3F-0x01	MIPI I3C Specification v1.Y Minor Version
0x00	Reserved

Note:
1. The Controller determines the value of this register by issuing a SETBUSCON CCC.

37.4.43 I3CxCCC

Name: I3CxCCC
Address: 0x0B3, 0x0E6

Received CCC

Bit	7	6	5	4	3	2	1	0
	CCC[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – CCC[7:0] Received CCC Value
The value of this field is the Command Code of the most recently received CCC whether it is supported or not. Refer to the Supported CCCs section for a list of all supported CCCs.

Note:
1. The Controller determines the value of this register by issuing any CCC. In addition to this field being updated, a supported CCC sets the SCCCIF flag and an unsupported CCC sets the UCCCIF flag. The flags are set for all Broadcast CCCs and only for those Direct CCCs that address the Target.

37.4.44 I3CxI2CCON

Name: I3CxI2CCON
Address: 0x0B4, 0x0E7

Legacy I^{2}C Control

Bit	7	6	5	4	3	2	1	0
						FLTEN	SDAHT[1:0]	
Access						R/W	R/W	R/W
Reset						0	0	0

Bit 2 – FLTEN Spike Filter Enable[1]

Value	Description
1	50 ns Spike Filters on SCL and SDA are enabled
0	50 ns Spike Filters on SCL and SDA are disabled

Bits 1:0 – SDAHT[1:0] SDA Hold Time Selection

Value	Description
11	Minimum 300 ns hold time on SDA after falling edge of SCL
10	Minimum 100 ns hold time on SDA after falling edge of SCL
01	Minimum 30 ns hold time on SDA after falling edge of SCL
00	No hold time on SDA after falling edge of SCL

Notes:

1. The 50 ns Spike Filters can only be used with I^{2}C/SMBus-compatible and Standard GPIO buffers and not with any of the I3C buffers.
2. These bits are intended to support the Legacy I^{2}C operation, but are effective regardless of the current operating status reflected in the OPMD bits. Enabling these bits while the module is operating in I3C SDR mode (OPMD = `0b01`) will cause the module to become incompatible with the *MIPI I3C Specification*.

37.4.45 I3CxCLK

Name: I3CxCLK
Address: 0x0B5,0x0E8

Clock Input Selection

Bit	7	6	5	4	3	2	1	0
					CLK[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – CLK[3:0] Clock Input Selection

Table 37-22. I3CxCLK Clock Input Selections

CLK	Clock Source
1111	Reserved
1110	CLC4_OUT
1101	CLC3_OUT
1100	CLC2_OUT
1011	CLC1_OUT
1010	TU16B_OUT
1001	TU16A_OUT
1000	TMR4_OUT
0111	TMR2_OUT
0110	TMR0_OUT
0101	CLKR
0100	EXTOSC
0011	MFINTOSC (500 kHz)
0010	HFINTOSC
0001	F_{OSC}
0000	$F_{OSC}/4$

37.5 Register Summary

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x82	Reserved									
0x83	I3C1CON0	7:0	EN	BTOEN	RST	CLRTXB	CLRRXB	ACKP	HJREQ	IBIREQ
0x84	I3C1CON1	7:0					BERRDET	FHDRE	SASDRMD	ACKPOS
0x85	I3C1RXB	7:0	RXB[7:0]							
0x86	I3C1TXB	7:0	TXB[7:0]							
0x87	I3C1STAT0	7:0	BFREE	OPMD[1:0]		RSTDET	TXBE	RXBF	RNW[1:0]	
0x88	I3C1STAT1	7:0								TXFNE
0x89	I3C1BSTAT	7:0		TE6ERR	TE5ERR	TE4ERR	TE3ERR	TE2ERR	TE1ERR	TE0ERR
0x8A	I3C1PIR0	7:0	SCIF	PCIF	RSCIF	I2CACKIF	SADRIF	DADRIF	BTFIF	SCCCIF
0x8B	I3C1PIR1	7:0	TCOMPIF	DACHIF	IBIDONEIF					
0x8C	I3C1ERRIR0	7:0	I2CNACKIF	TXUIF	RXOIF	HJEIF	IBIEIF	BUSEIF	BTOIF	UCCCIF
0x8D	I3C1ERRIR1	7:0					ABEIF	MWLOEIF	TXWEIF	RXREIF
0x8E	I3C1PIE0	7:0	SCIE	PCIE	RSCIE	I2CACKIE	SADRIE	DADRIE	BTFIE	SCCCIE
0x8F	I3C1PIE1	7:0	TCOMPIE	DACHIE	IBIDONEIE					
0x90	I3C1ERRIE0	7:0	I2CNACKIE	TXUIE	RXOIE	HJEIE	IBIEIE	BUSEIE	BTOIE	UCCCIE
0x91	I3C1ERRIE1	7:0					ABEIE	MWLOEIE	TXWEIE	RXREIE
0x92	I3C1BIDL	7:0	BIDL[15:0]							
		15:8	BIDL[15:0]							
0x94	I3C1BAVL	7:0	BAVL[7:0]							
0x95	I3C1BTO	7:0	BTO[15:0]							
		15:8	BTO[15:0]							
0x97	I3C1IBIMDB	7:0	IBIMDB[7:5]			IBIMDB[4:0]				
0x98	I3C1RETRY	7:0	RETRY[7:0]							
0x99	I3C1FEAT	7:0							HDRCAP	HJCAP
0x9A	I3C1SADR	7:0		SADR[6:0]						
0x9B	I3C1DADR	7:0		DADR[6:0]						
0x9C	I3C1EC	7:0	EC[7:4]				HJEN	EC2	CREN	IBIEN
0x9D	I3C1MWL	7:0	MWL[15:0]							
		15:8	MWL[15:0]							
0x9F	I3C1MRL	7:0	MRL[15:0]							
		15:8	MRL[15:0]							
0xA1	I3C1IBIPSZ	7:0	IBIPSZ[7:0]							
0xA2	I3C1PID0	7:0	PID[7:0]							
0xA3	I3C1PID1	7:0	PID[15:12]				PID[11:8]			
0xA4	I3C1PID2	7:0	PID[23:16]							
0xA5	I3C1PID3	7:0	PID[31:24]							
0xA6	I3C1PID4	7:0	PID[39:33]							PID32
0xA7	I3C1PID5	7:0	PID[47:40]							
0xA8	I3C1BCR	7:0	BCR[7:6]		BCR5	BCR4	BCR3	BCR2	BCR1	BCR0
0xA9	I3C1DCR	7:0	DCR[7:0]							
0xAA	I3C1DSTAT0	7:0	ACTMODE[1:0]		PERR		INTPEND[3:0]			
0xAB	I3C1DSTAT1	7:0	VRSV7	VRSV6	VRSV5	VRSV4	VRSV3	VRSV2	VRSV1	VRSV0
0xAC	I3C1MWS	7:0	MWS[7:4]				MWS[3]	MWS[2:0]		
0xAD	I3C1MRS	7:0	MRS[7]	MRS[6]	MRS[5:3]			MRS[2:0]		
0xAE	I3C1MRT	7:0	MRT[23:0]							
		15:8	MRT[23:0]							
		23:16	MRT[23:0]							
0xB1	I3C1RSTACT	7:0	RSTACT[7:0]							
0xB2	I3C1BUSCXT	7:0	BUSCXT[7:0]							
0xB3	I3C1CCC	7:0	CCC[7:0]							
0xB4	I3C1I2CCON	7:0						FLTEN	SDAHT[1:0]	
0xB5	I3C1CLK	7:0					CLK[3:0]			
0xB6	I3C2CON0	7:0	EN	BTOEN	RST	CLRTXB	CLRRXB	ACKP	HJREQ	IBIREQ
0xB7	I3C2CON1	7:0					BERRDET	FHDRE	SASDRMD	ACKPOS
0xB8	I3C2RXB	7:0	RXB[7:0]							
0xB9	I3C2TXB	7:0	TXB[7:0]							
0xBA	I3C2STAT0	7:0	BFREE	OPMD[1:0]		RSTDET	TXBE	RXBF	RNW[1:0]	

...........continued

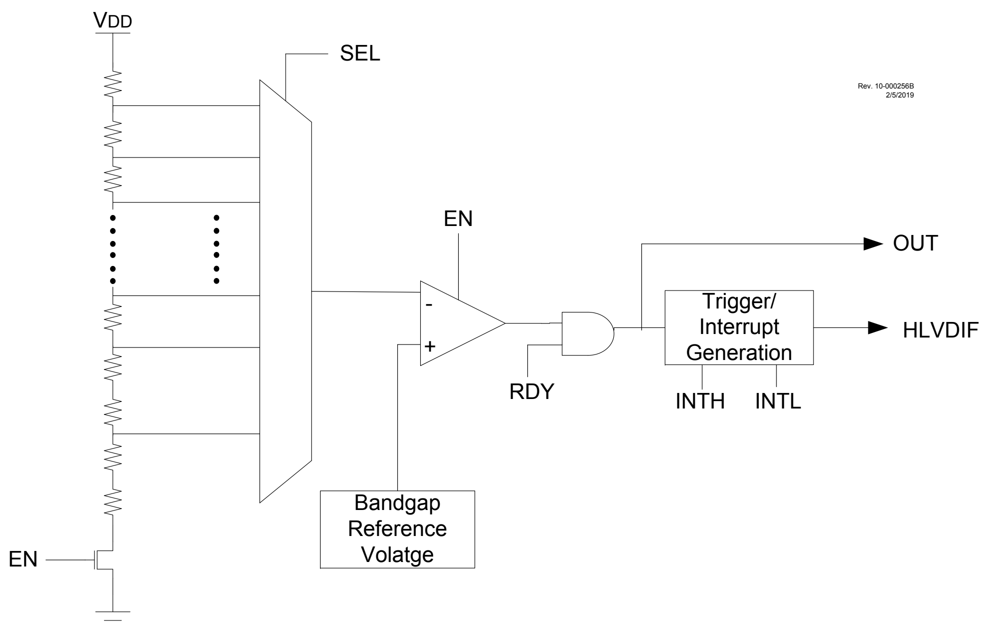
Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0xBB	I3C2STAT1	7:0								TXFNE
0xBC	I3C2BSTAT	7:0		TE6ERR	TE5ERR	TE4ERR	TE3ERR	TE2ERR	TE1ERR	TE0ERR
0xBD	I3C2PIR0	7:0	SCIF	PCIF	RSCIF	I2CACKIF	SADRIF	DADRIF	BTFIF	SCCCIF
0xBE	I3C2PIR1	7:0	TCOMPIF	DACHIF	IBIDONEIF					
0xBF	I3C2ERRIR0	7:0	I2CNACKIF	TXUIF	RXOIF	HJEIF	IBIEIF	BUSEIF	BTOIF	UCCCIF
0xC0	I3C2ERRIR1	7:0					ABEIF	MWLOEIF	TXWEIF	RXREIF
0xC1	I3C2PIE0	7:0	SCIE	PCIE	RSCIE	I2CACKIE	SADRIE	DADRIE	BTFIE	SCCCIE
0xC2	I3C2PIE1	7:0	TCOMPIE	DACHIE	IBIDONEIE					
0xC3	I3C2ERRIE0	7:0	I2CNACKIE	TXUIE	RXOIE	HJEIE	IBIEIE	BUSEIE	BTOIE	UCCCIE
0xC4	I3C2ERRIE1	7:0					ABEIE	MWLOEIE	TXWEIE	RXREIE
0xC5	I3C2BIDL	7:0	BIDL[15:0]							
		15:8	BIDL[15:0]							
0xC7	I3C2BAVL	7:0	BAVL[7:0]							
0xC8	I3C2BTO	7:0	BTO[15:0]							
		15:8	BTO[15:0]							
0xCA	I3C2IBIMDB	7:0	IBIMDB[7:5]			IBIMDB[4:0]				
0xCB	I3C2RETRY	7:0	RETRY[7:0]							
0xCC	I3C2FEAT	7:0							HDRCAP	HJCAP
0xCD	I3C2SADR	7:0		SADR[6:0]						
0xCE	I3C2DADR	7:0		DADR[6:0]						
0xCF	I3C2EC	7:0	EC[7:4]				HJEN	EC2	CREN	IBIEN
0xD0	I3C2MWL	7:0	MWL[15:0]							
		15:8	MWL[15:0]							
0xD2	I3C2MRL	7:0	MRL[15:0]							
		15:8	MRL[15:0]							
0xD4	I3C2IBIPSZ	7:0	IBIPSZ[7:0]							
0xD5	I3C2PID0	7:0	PID[7:0]							
0xD6	I3C2PID1	7:0	PID[15:12]				PID[11:8]			
0xD7	I3C2PID2	7:0	PID[23:16]							
0xD8	I3C2PID3	7:0	PID[31:24]							
0xD9	I3C2PID4	7:0	PID[39:33]							PID32
0xDA	I3C2PID5	7:0	PID[47:40]							
0xDB	I3C2BCR	7:0	BCR[7:6]		BCR5	BCR4	BCR3	BCR2	BCR1	BCR0
0xDC	I3C2DCR	7:0	DCR[7:0]							
0xDD	I3C2DSTAT0	7:0	ACTMODE[1:0]		PERR		INTPEND[3:0]			
0xDE	I3C2DSTAT1	7:0	VRSV7	VRSV6	VRSV5	VRSV4	VRSV3	VRSV2	VRSV1	VRSV0
0xDF	I3C2MWS	7:0	MWS[7:4]				MWS[3]	MWS[2:0]		
0xE0	I3C2MRS	7:0	MRS[7]	MRS[6]	MRS[5:3]			MRS[2:0]		
0xE1	I3C2MRT	7:0	MRT[23:0]							
		15:8	MRT[23:0]							
		23:16	MRT[23:0]							
0xE4	I3C2RSTACT	7:0	RSTACT[7:0]							
0xE5	I3C2BUSCXT	7:0	BUSCXT[7:0]							
0xE6	I3C2CCC	7:0	CCC[7:0]							
0xE7	I3C2I2CCON	7:0						FLTEN	SDAHT[1:0]	
0xE8	I3C2CLK	7:0					CLK[3:0]			

38. HLVD - High/Low-Voltage Detect

The HLVD module can be configured to monitor the device voltage. This is useful in battery monitoring applications. Complete control of the HLVD module is provided through the HLVDCON0 and HLVDCON1 registers.

Refer to the figure below for a simplified block diagram of the HLVD module.

Figure 38-1. HLVD Module Block Diagram



Since the HLVD can be software enabled through the EN bit, setting and clearing the enable bit does not produce a false HLVD event glitch. Each time the HLVD module is enabled, the RDY bit can be used to detect when the module is stable and ready to use.

The INTH and INTL bits determine the overall operation of the module. When INTH is set, the module monitors for rises in V_{DD} above the trip point set by the bits. When INTL is set, the module monitors for drops in V_{DD} below the trip point set by the SEL bits. When both the INTH and INTL bits are set, any changes above or below the trip point set by the SEL bits can be monitored.

The OUT bit can be read to determine if the voltage is greater than or less than the selected trip point.

38.1 Operation

When the HLVD module is enabled, a comparator uses an internally generated voltage reference as the set point. The set point is compared with the trip point, where each node in the resistor divider represents a trip point voltage. The “trip point” voltage is the voltage level at which the device detects a high- or low-voltage event, depending on the configuration of the module.

When the supply voltage is equal to the trip point, the voltage tapped off of the resistor array is equal to the internal reference voltage generated by the voltage reference module. The comparator then generates an interrupt signal by setting the HLVDIF bit.

The trip point voltage is software programmable using the SEL bits.

38.2 Setup

To set up the HLVD module:

1. Select the desired HLVD trip point by writing the value to the SEL bits.
2. Depending on the application to detect high-voltage peaks or low-voltage drops or both, set the INTH or INTL bit appropriately.
3. Enable the HLVD module by setting the EN bit.
4. Clear the HLVD Interrupt Flag (HLVDIF), which may have been set from a previous interrupt.
5. If interrupts are desired, enable the HLVD interrupt by setting the HLVDIE and GIE bits. An interrupt will not be generated until the RDY bit is set.

Important: Before changing any module settings (interrupts and tripping point), first disable the module (EN = `0`), make the changes and re-enable the module. This prevents the generation of false HLVD events.

38.3 Current Consumption

When the module is enabled, the HLVD comparator and voltage divider are enabled and consume static current. The total current consumption, when enabled, is specified in the **"Electrical Specifications"** chapter.

Depending on the application, the HLVD module does not need to operate constantly. To reduce the current consumption, the module can be disabled when not in use. Refer to the **"PMD - Peripheral Module Disable"** chapter for more details.

38.4 HLVD Start-Up Time

If the HLVD or other circuits using the internal voltage reference are disabled to lower the device's current consumption, the reference voltage circuit will require time to become stable before a Low- or High-Voltage condition can be reliably detected. This start-up time, T_{FVRST}, is an interval that is independent of device clock speed. It is specified in the **"Electrical Specifications"** chapter of the device specific data sheet.

The HLVD interrupt flag is not enabled until T_{FVRST} has expired and a stable reference voltage is reached. For this reason, brief excursions beyond the set point may not be detected during this interval (see the figures below).

Figure 38-2. Low-Voltage Detect Operation (INTL = 1)

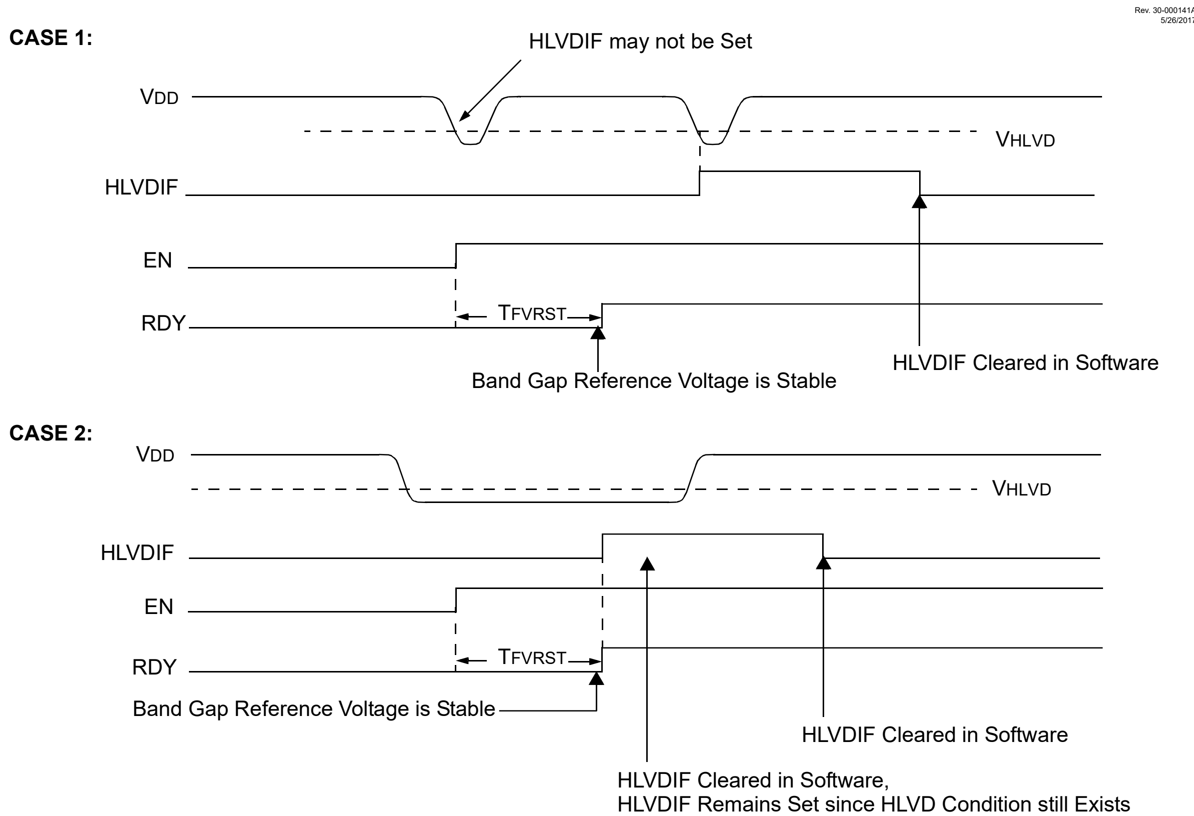
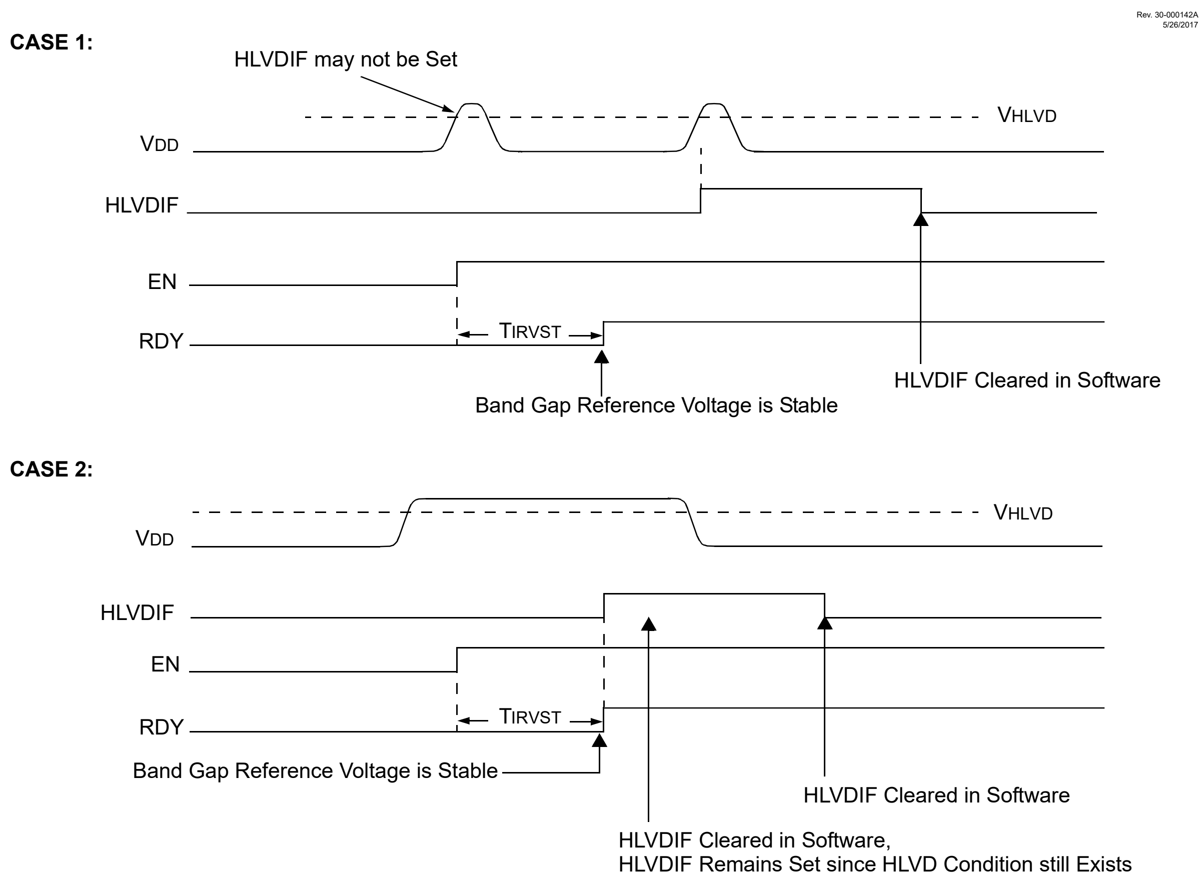


Figure 38-3. High-Voltage Detect Operation (INTH = 1)

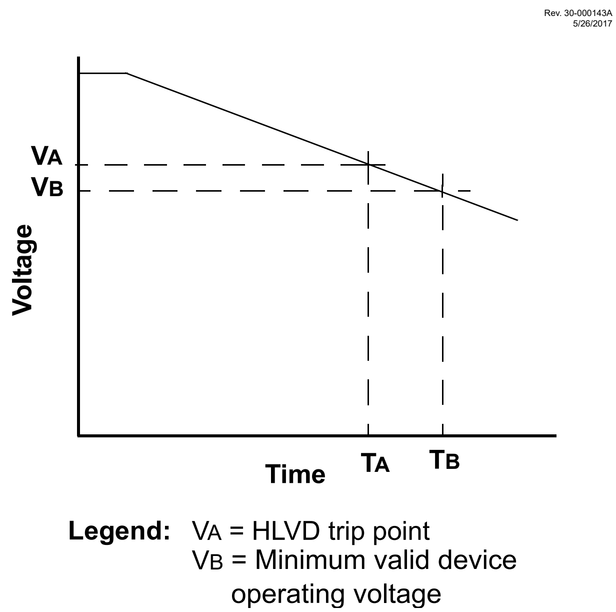


38.5 Applications

In many applications, it is desirable to detect a drop below or rise above a particular voltage threshold. For example, the HLVD module can be periodically enabled to detect Universal Serial Bus (USB) attach or detach. This assumes the device is powered by a lower voltage source than the USB when detached. An attach indicates a High-Voltage Detect from, for example, 3.3V to 5V (the voltage on USB) and vice versa for a detach. This feature can save a design a few extra components and an attach signal (input pin).

For general battery applications, the figure below shows a possible voltage curve. Over time, the device voltage decreases. When the device voltage reaches voltage, V_A, the HLVD logic generates an interrupt at time, T_A. The interrupt can cause the execution of an Interrupt Service Routine (ISR), which will allow the application to perform “housekeeping tasks” and a controlled shutdown before the device voltage exits the valid operating range at T_B. This will give the application a time window, represented by the difference between T_A and T_B, to safely exit.

Figure 38-4. Typical Low-Voltage Detect Application



38.6 Operation During Sleep

When enabled, the HLVD circuitry continues to operate during Sleep. When the device voltage crosses the trip point, the HLVDIF bit will be set and the device will wake up from Sleep. If interrupts are enabled, the device will execute code from the interrupt vector. If interrupts are disabled, the device will continue execution from the next instruction after `SLEEP`.

38.7 Operation During Idle and Doze Modes

The performance of the module is independent of the Idle and Doze modes. The module will generate the events based on the trip points. The response to these events will depend on the Doze and Idle mode settings.

38.8 Effects of a Reset

A device Reset forces all registers to their Reset state. This forces the HLVD module to be turned off. User firmware has to configure the module again.

38.9 Register Definitions: HLVD Control

Long bit name prefixes for the HLVD peripheral are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bits Naming Conventions"** chapter for more information.

Table 38-1. HLVD Long Bit Name Prefixes

Peripheral	Bit Name Prefix
HLVD	HLVD

38.9.1 HLVDCON0

Name: HLVDCON0
Address: 0x202

High/Low-Voltage Detect Control Register 0

Bit	7	6	5	4	3	2	1	0
	EN		OUT	RDY			INTH	INTL
Access	R/W		R	R			R/W	R/W
Reset	0		x	x			0	0

Bit 7 – EN High/Low-Voltage Detect Power Enable

Value	Description
1	Enables the HLVD module
0	Disables the HLVD module

Bit 5 – OUT HLVD Comparator Output

Value	Description
1	Voltage < selected detection limit (SEL)
0	Voltage > selected detection limit (SEL)

Bit 4 – RDY Band Gap Reference Voltages Stable Status Flag

Value	Description
1	Indicates HLVD Module is ready and output is stable
0	Indicates HLVD Module is not ready

Bit 1 – INTH HLVD Positive going (High-Voltage) Interrupt Enable

Value	Description
1	HLVDIF will be set when voltage ≥ selected detection limit (SEL)
0	HLVDIF will not be set

Bit 0 – INTL HLVD Negative going (Low-Voltage) Interrupt Enable

Value	Description
1	HLVDIF will be set when voltage ≤ selected detection limit (SEL)
0	HLVDIF will not be set

38.9.2 HLVDCON1

Name: HLVDCON1
Address: 0x203

Low-Voltage Detect Control Register 1

Bit	7	6	5	4	3	2	1	0
					SEL[3:0]			
Access					R/W	R/W	R/W	R/W
Reset					0	0	0	0

Bits 3:0 – SEL[3:0] High/Low-Voltage Detection Limit Selection
Refer to the **"High/Low-Voltage Detect Characteristic"** table in the **"Electrical Specifications"** chapter for more details about the voltage detection limit selection.
Reset States: POR/BOR = 0000
All other Resets = uuuu

38.10 Register Summary - HLVD

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0201	Reserved									
0x0202	HLVDCON0	7:0	EN		OUT	RDY			INTH	INTL
0x0203	HLVDCON1	7:0					SEL[3:0]			

39. FVR - Fixed Voltage Reference

The Fixed Voltage Reference (FVR) is a stable voltage reference, independent of V_{DD}, with 1.024V, 2.048V or 4.096V selectable output levels. The output of the FVR can be configured to supply a reference voltage to the ADC module as a positive reference and input channel.

The FVR can be enabled by setting the FVREN bit to '1'.

Note: Fixed Voltage Reference output cannot exceed V_{DD}.

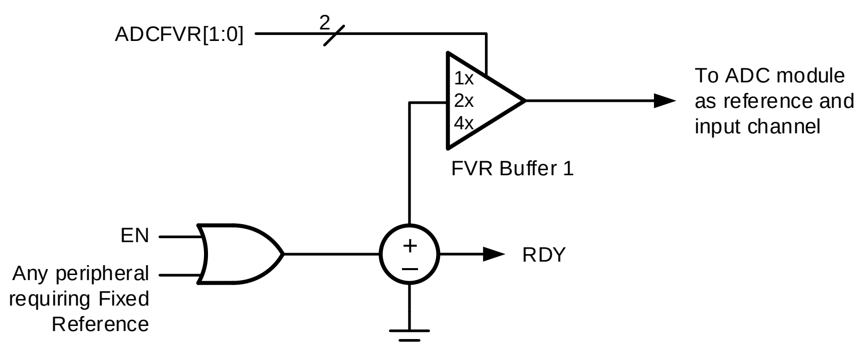
39.1 Independent Gain Amplifiers

The output of the FVR, which is connected to the ADC, is routed through an independent programmable gain amplifier. This amplifier can be programmed for a gain of 1x, 2x or 4x, to produce the three possible voltage levels.

The ADFVR bits are used to enable and configure the gain amplifier settings for the reference supplied to the ADC module.

Refer to the figure below for the block diagram of the FVR module.

Figure 39-1. FVR Block Diagram



39.2 FVR Stabilization Period

When the FVR module is enabled, it requires time for the reference and amplifier circuits to stabilize. Once the circuits stabilize and are ready for use, the FVRRDY bit will be set.

39.3 Register Definitions: FVR

Long bit name prefixes for the FVR peripherals are shown in the following table. Refer to "**Long Bit Names**" in the "**Register and Bit Naming Conventions**" section for more information.

Table 39-1. FVR Long Bit Name Prefixes

Peripheral	Bit Name Prefix
FVR	FVR

39.3.1 FVRCON

Name: FVRCON
Address: 0x201

Fixed Voltage Reference Control Register

Bit	7	6	5	4	3	2	1	0
	FVREN	FVRRDY	TSEN	TSRNG			ADFVR[1:0]	
Access	R/W	R	R/W	R/W			R/W	R/W
Reset	0	0	0	0			0	0

Bit 7 – FVREN Fixed Voltage Reference Enable bit

Value	Description
1	Fixed Voltage Reference is enabled
0	Fixed Voltage Reference is disabled

Bit 6 – FVRRDY Fixed Voltage Reference Ready Status bit [(2)]

Value	Description
1	Fixed Voltage Reference output is ready for use
0	Fixed Voltage Reference output is not ready or not enabled

Bit 5 – TSEN Temperature Indicator Enable

Value	Description
1	Temperature Indicator is enabled
0	Temperature Indicator is disabled

Bit 4 – TSRNG Temperature Indicator Range Selection

Value	Description
1	$V_{OUT} = 3V_T$ (High Range)
0	$V_{OUT} = 2V_T$ (Low Range)

Bits 1:0 – ADFVR[1:0] ADC FVR Buffer Gain Selection bit

Value	Description
11	ADC FVR Buffer Gain is 4x, (4.096V)[(1)]
10	ADC FVR Buffer Gain is 2x, (2.048V)[(1)]
01	ADC FVR Buffer Gain is 1x, (1.024V)
00	ADC FVR Buffer is off

Notes:

1. Fixed Voltage Reference output cannot exceed V_{DD}.
2. FVRRDY is always '1'.

39.4 Register Summary - FVR

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0200	Reserved									
0x0201	FVRCON	7:0	FVREN	FVRRDY	TSEN	TSRNG			ADFVR[1:0]	

40. Temperature Indicator Module

This family of devices is equipped with a temperature circuit designed to measure the operating temperature of the silicon die. The temperature indicator module provides a temperature-dependent voltage that can be measured by the internal Analog-to-Digital Converter.

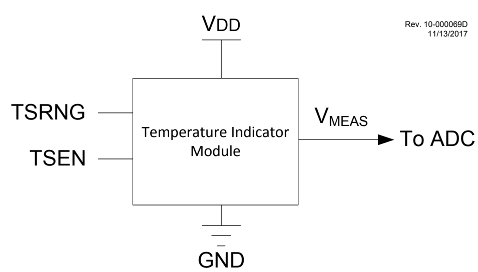
The circuit's range of operating temperature falls between -40℃ and +125℃. The circuit may be used as a temperature threshold detector or a more accurate temperature indicator, depending on the level of calibration performed. A one-point calibration allows the circuit to indicate a temperature closely surrounding that point. A two-point calibration allows the circuit to sense the entire range of temperature more accurately.

40.1 Module Operation

The temperature indicator module consists of a temperature-sensing circuit that provides a voltage to the device ADC. The analog voltage output varies inversely to the device temperature. The output of the temperature indicator is referred to as V_{MEAS}.

The following figure shows a simplified block diagram of the temperature indicator module.

Figure 40-1. Temperature Indicator Module Block Diagram



The output of the circuit is measured using the internal Analog-to-Digital Converter. A channel is reserved for the temperature circuit output. Refer to the **"ADCC - Analog-to-Digital Converter with Computation Module"** chapter for more details.

The ON/OFF bit for the module is located in the FVRCON register. The circuit is enabled by setting the TSEN bit. When the module is disabled, the circuit draws no current. Refer to the **"FVR - Fixed Reference Voltage"** chapter for more details.

40.1.1 Temperature Indicator Range

The temperature indicator circuit operates in either high or low range. The high range, selected by setting the TSRNG bit, provides a wider output voltage. This provides more resolution over the temperature range. High range requires a higher bias voltage to operate and thus, a higher V_{DD} is needed. The low range is selected by clearing the TSRNG bit. The low range generates a lower sensor voltage and thus, a lower V_{DD} voltage is needed to operate the circuit.

The output voltage of the sensor is the highest value at -40℃ and the lowest value at +125℃.

- **High Range:** The high range is used in applications with the reference for the ADC, V_{REF} = 2.048V. This range may not be suitable for battery-powered applications.
- **Low Range:** This mode is useful in applications in which the V_{DD} is too low for high-range operation. The V_{DD} in this mode can be as low as 1.8V. However, V_{DD} must be at least 0.5V higher than the maximum sensor voltage depending on the expected low operating temperature.

Important: The standard parameters for the Temperature Sensor for both high range and low range are stored in the DIA table. Refer to the DIA table in the **"Memory Organization"** chapter for more details.

40.1.2 Minimum Operating V_{DD}

When the temperature circuit is operated in low range, the device may be operated at any operating voltage that is within the device specifications. When the temperature circuit is operated in high range, the device operating voltage, V_{DD}, must be high enough to ensure that the temperature circuit is correctly biased.

The following table shows the recommended minimum V_{DD} vs. Range setting.

Table 40-1. Recommended V_{DD} vs. Range

Min. V_{DD}, TSRNG = 1 (High Range)	Min. V_{DD}, TSRNG = 0 (Low Range)
≥ 2.5	≥ 1.8

40.2 Temperature Calculation

This section describes the steps involved in calculating the die temperature, T_{MEAS}:

1. Obtain the ADC count value of the measured analog voltage: The analog output voltage, V_{MEAS}, is converted to a digital count value by the Analog-to-Digital Converter (ADC) and is referred to as ADC_{MEAS}.
2. Obtain the Gain value from the DIA table. This parameter is TSLR1 for the low range setting or TSHR1 for the high range setting of the temperature indicator module. Refer to the DIA table in the **"Memory Organization"** chapter for more details.
3. Obtain the Offset value from the DIA table. This parameter is TSLR3 for the low range setting or TSHR3 for the high range setting of the temperature indicator module. Refer to the DIA table in the **"Memory Organization"** chapter for more details.

The following equation provides an estimate for the die temperature based on the above parameters:

Equation 40-1. Sensor Temperature (in ℃)

$$T_{MEAS} = \frac{\frac{(ADC_{MEAS} \times Gain)}{256} + Offset}{10}$$

Where:
ADC_{MEAS} = ADC reading at temperature being estimated

Gain = Gain value stored in the DIA table

Offset = Offset value stored in the DIA table

Note: It is recommended to take the average of ten measurements of ADC_{MEAS} to reduce noise and improve accuracy.

Example 40-1. Temperature Calculation (C)

```
// offset is int16_t data type
// gain is int16_t data type
// ADC_MEAS is uint16_t data type
// Temp_in_C is int24_t data type

ADC_MEAS = ((ADRESH << 8) + ADRESL);       // Store the ADC Result
Temp_in_C = (int24_t)(ADC_MEAS) * gain;    // Multiply the ADC Result by
                                           // Gain and store the result in a
                                           // signed variable
```

```
Temp_in_C = Temp_in_C / 256;           // Divide (ADC Result * Gain) by 256
Temp_in_C = Temp_in_C + offset;        // Add (Offset) to the result
Temp_in_C = Temp_in_C / 10;            // Divide the result by 10 and store
                                       // the calculated temperature
```

40.2.1 Higher-Order Calibration

If the application requires more precise temperature measurement, additional calibrations steps will be necessary. For these applications, two-point or three-point calibration is recommended. For additional information on two-point calibration method, refer to the following Microchip application note, available at the corporate website (www.microchip.com):

- AN2798, *"Using the PIC16F/PIC18F Ground Referenced Temperature Indicator Module"*

40.3 ADC Acquisition Time

To ensure accurate temperature measurements, the user must wait a certain minimum acquisition time (parameter TS01) after the temperature indicator output is selected as ADC input. This is required for the ADC sampling circuit to settle before the conversion is performed.

Note: Parameter TS01 can be found in the Temperature Indicator Requirements table of the **"Electrical Specifications"** chapter.

40.4 Register Definitions: Temperature Indicator

40.4.1 FVRCON

Name: FVRCON
Address: 0x201

Fixed Voltage Reference Control Register

Bit	7	6	5	4	3	2	1	0
	FVREN	FVRRDY	TSEN	TSRNG			ADFVR[1:0]	
Access	R/W	R	R/W	R/W			R/W	R/W
Reset	0	0	0	0			0	0

Bit 7 – FVREN Fixed Voltage Reference Enable bit

Value	Description
1	Fixed Voltage Reference is enabled
0	Fixed Voltage Reference is disabled

Bit 6 – FVRRDY Fixed Voltage Reference Ready Status bit (2)

Value	Description
1	Fixed Voltage Reference output is ready for use
0	Fixed Voltage Reference output is not ready or not enabled

Bit 5 – TSEN Temperature Indicator Enable

Value	Description
1	Temperature Indicator is enabled
0	Temperature Indicator is disabled

Bit 4 – TSRNG Temperature Indicator Range Selection

Value	Description
1	$V_{OUT} = 3V_T$ (High Range)
0	$V_{OUT} = 2V_T$ (Low Range)

Bits 1:0 – ADFVR[1:0] ADC FVR Buffer Gain Selection bit

Value	Description
11	ADC FVR Buffer Gain is 4x, (4.096V)(1)
10	ADC FVR Buffer Gain is 2x, (2.048V)(1)
01	ADC FVR Buffer Gain is 1x, (1.024V)
00	ADC FVR Buffer is off

Notes:

1. Fixed Voltage Reference output cannot exceed V_{DD}.
2. FVRRDY is always ‘1’.

40.5 Register Summary - Temperature Indicator

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0200	Reserved									
0x0201	FVRCON	7:0	FVREN	FVRRDY	TSEN	TSRNG			ADFVR[1:0]	

41. ADC - Analog-to-Digital Converter with Computation Module

The Analog-to-Digital Converter with Computation module allows conversion of single-ended analog input signals to a 10-bit binary representation of that signal. This device uses analog inputs that are multiplexed into a single Sample-and-Hold circuit. The output of the Sample-and-Hold (S/H) circuit is connected to the input of the converter. The converter generates a 10-bit binary result via successive approximation and stores the conversion result into the ADC result registers. In single-ended conversions, the ADC measures the voltage between the selected analog input and V_{SS} (0V). The selected ADC input channels can either be from an internal source, such as the Fixed Voltage Reference (FVR), or from external analog input pins. Additionally, the following features are provided within the ADC module:

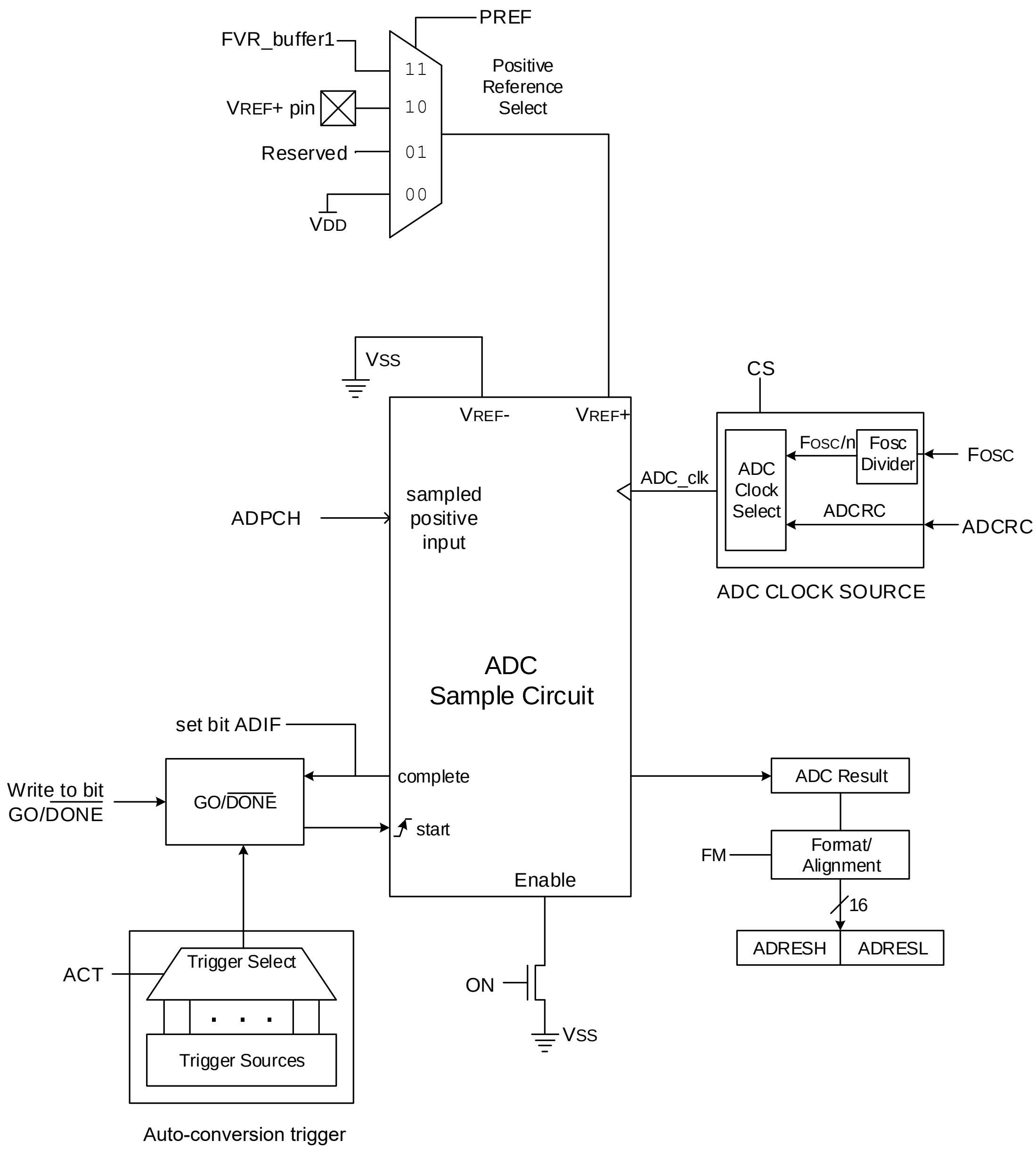
- Acquisition Timer
- Hardware Capacitive Voltage Divider (CVD) Support:
  - Precharge timer
  - Adjustable Sample-and-Hold capacitor array
  - Guard ring digital output drive
- Automatic Repeat and Sequencing:
  - Automated double sample conversion for CVD
  - Two sets of Result registers (Current Result and Previous Result)
  - Auto-conversion trigger
  - Internal retrigger
- Channel Grouping:
  - Allows multiple input channels to be grouped together into a single input channel
- Computation Features:
  - Averaging and low-pass filter functions
  - Reference comparison
  - 2-level threshold comparison
  - Selectable interrupts

Figure 41-1 shows the block diagram of the ADC.

The ADC voltage reference is software selectable to be either internally generated or externally supplied.

The ADC can generate an interrupt upon completion of a conversion and upon threshold comparison. These interrupts can be used to wake up the device from Sleep.

Figure 41-1. ADC Block Diagram



41.1 ADC Configuration

When configuring the ADC the following functions must be considered:

- Port Configuration
- Channel Selection
- ADC Voltage Reference Selection
- ADC Conversion Clock Source
- Interrupt Control
- Result Formatting
- Conversion Trigger Selection

- ADC Acquisition Time
- ADC Precharge Time
- Additional Sample-and-Hold Capacitor
- Single/Double Sample Conversion
- Guard Ring Outputs

41.1.1 Port Configuration

The ADC will convert the voltage level on a pin, whether or not the ANSEL bit is set. When converting analog signals, the I/O pin may be configured for analog by setting the associated TRIS and ANSEL bits. Refer to the **"I/O Ports"** chapter for more information.

Important: Analog voltages on any pin defined as a digital input may cause the input buffer to conduct excess current.

41.1.2 Channel Selection

The ADPCH which input channels are connected to the Sample-and-Hold circuit for conversion. When switching channels, it is recommended to have some acquisition time (ADACQ register) before starting the next conversion. Refer to the ADC Operation section for more information.

Important: To reduce the chance of measurement error, it is recommended to discharge the Sample-and-Hold capacitor when switching between ADC channels by starting a conversion on a channel connected to V_{SS} and terminating the conversion after the acquisition time has elapsed. If the ADC does not have a dedicated V_{SS} input channel, the V_{SS} selection through the DAC output channel can be used. If the DAC is in use (or the device does not have a DAC), a free input channel can be connected to V_{SS} and can be used in place of the DAC.

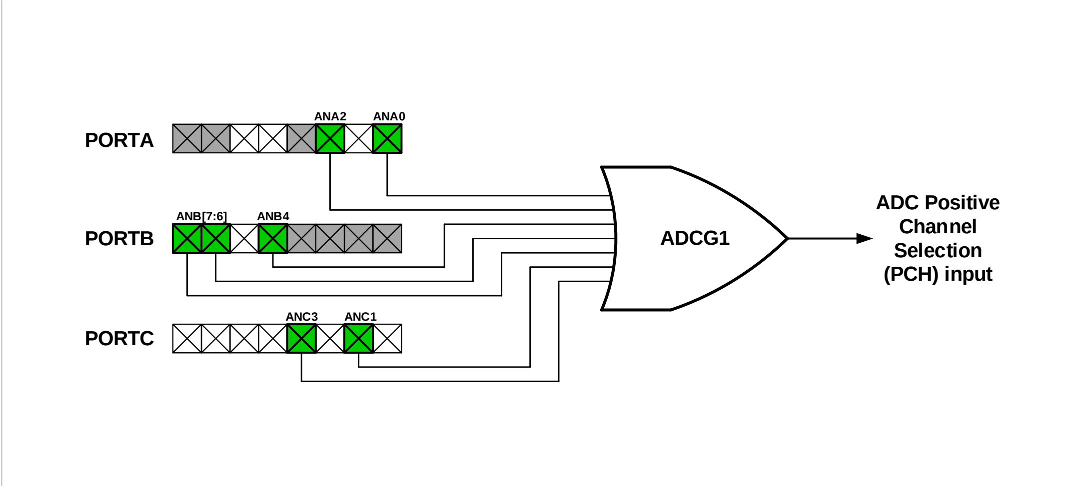
41.1.2.1 Channel Grouping

Channel grouping allows multiple, simultaneous input connections to the ADC. The ADC Channel Group Selection (ADCGxp, x = Group number, p = PORT) registers are used to enable each I/O port's analog input channels. A channel group includes all enabled inputs from each of the group's selection registers. All of the group's input signals are wire-ORed into a single ADC positive input channel, ADCGx, which can be selected by the ADC Positive Input Channel Selection (PCH) bits.

The example below illustrates the configuration of one channel group.

Example 41-1. ADC Group Example (20-Pin Device)

```
ADCG1A = 0x05;      // Include ANA0 and ANA2 in Group 1
ADCG1B = 0xB0;      // Include ANB4, ANB6, and ANB7 in Group 1
ADCG1C = 0x0A;      // Include ANC1 and ANC3 in Group 1
```



41.1.3 ADC Voltage Reference

The PREF bits provide control of the positive voltage reference. The NREF bit provides control of the negative voltage reference. Refer to the ADREF register for the list of available positive and negative sources.

41.1.4 Conversion Clock

The conversion clock source is selected with the CS bit. When CS = `1`, the ADC clock source is an internal fixed-frequency clock referred to as ADCRC. When CS = `0`, the ADC clock source is derived from F_{OSC}.

Important: When CS = `0`, the clock can be divided using the ADCLK register to meet the ADC clock period requirements.

The time to complete one bit conversion is defined as the T_{AD}. Refer to Figure 41-2 for the complete timing details of the ADC conversion.

For correct conversion, the appropriate T_{AD} specification must be met. Refer to the ADC Timing Specifications table in the **"Electrical Specifications"** chapter of the device data sheet for more details. The table below gives examples of appropriate ADC clock selections.

Table 41-1. ADC Clock Period (T_{AD}) vs. Device Operating Frequencies[1,3]

ADC Clock Source	ADCLK	ADC Clock Period (T_{AD}) for Different Device Frequency (F_{OSC})					
		32 MHz	20 MHz	16 MHz	8 MHz	4 MHz	1 MHz
$F_{OSC}/2$	‘b000000	62.5 ns[2]	100 ns[2]	125 ns[2]	250 ns[2]	500 ns	2.0 μs
$F_{OSC}/4$	‘b000001	125 ns[2]	200 ns[2]	250 ns[2]	500 ns	1.0 μs	4.0 μs
$F_{OSC}/6$	‘b000010	187.5 ns[2]	300 ns[2]	375 ns[2]	750 ns	1.5 μs	6.0 μs
$F_{OSC}/8$	‘b000011	250 ns[2]	400 ns[2]	500 ns	1.0 μs	2.0 μs	8.0 μs
...	...	...	...	...	...	...	...
$F_{OSC}/16$	‘b000111	500 ns	800 ns	1.0 μs	2.0 μs	4.0 μs	16.0 μs[2]
...	...	...	...	...	...	...	...
$F_{OSC}/32$	‘b001111	1.0 μs	1.6 μs	2.0 μs	4.0 μs	8.0 μs	32.0 μs[2]
...	...	...	...	...	...	...	...
$F_{OSC}/64$	‘b0111111	2.0 μs	3.2 μs	4.0 μs	8.0 μs	16.0 μs[2]	64.0 μs[2]
...	...	...	...	...	...	...	...
$F_{OSC}/128$	‘b111111	4.0 μs	6.4 μs	8.0 μs	16.0 μs[2]	32.0 μs[2]	128.0 μs[2]

...........continued

ADC Clock Source	ADCLK	ADC Clock Period (T_{AD}) for Different Device Frequency (F_{OSC})					
		32 MHz	20 MHz	16 MHz	8 MHz	4 MHz	1 MHz
ADCRC	CS = 1	1.0-6.0 μs	1.0-6.0 μs	1.0-6.0 μs	1.0-6.0 μs	1.0-6.0 μs	1.0-6.0 μs

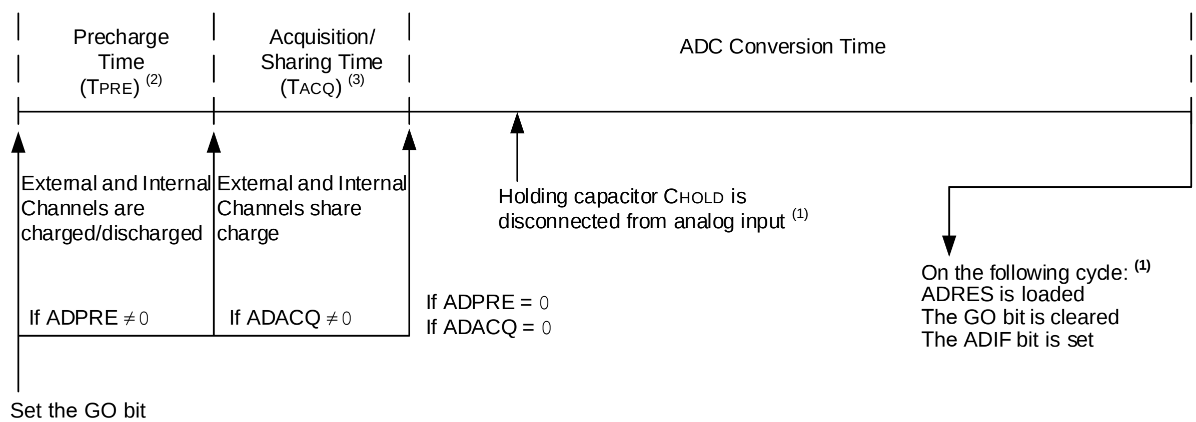
Notes:

1. Refer to the **"Electrical Specifications"** chapter of the device data sheet to see the T_{AD} parameter for the ADCRC source typical T_{AD} value.
2. These values violate the required T_{AD} time.
3. The ADC clock period (T_{AD}) and total ADC conversion time can be minimized when the ADC clock is derived from the system clock F_{OSC}. However, the ADCRC oscillator source must be used when conversions are to be performed with the device in Sleep mode.

Important:

- Except for the ADCRC clock source, any changes in the system clock frequency will change the ADC clock frequency, which may adversely affect the ADC result.
- The internal control logic of the ADC runs off of the clock selected by the CS bit. When the CS bit is set to '1' (ADC runs on ADCRC), there may be unexpected delays in operation when setting the ADC control bits.

Figure 41-2. Analog-to-Digital Conversion Cycles



Notes:

1. Refer to the ADC Conversion Timing Specifications table in the **"Electrical Specifications"** chapter of the device data sheet for more details.
2. Refer to the ADPRE register for more details.
3. Refer to the ADACQ register for more details.

41.1.5 Interrupts

The ADC module allows for the ability to generate an interrupt upon completion of an Analog-to-Digital Conversion. The ADC interrupt flag is the ADIF bit in the PIRx register. The ADC interrupt enable is the ADIE bit in the PIEx register. The ADIF bit must be cleared by software.

Important:

1. The ADIF bit is set at the completion of every conversion, regardless of whether or not the ADC interrupt is enabled.
2. The ADC operates during Sleep only when the ADCRC oscillator is selected.

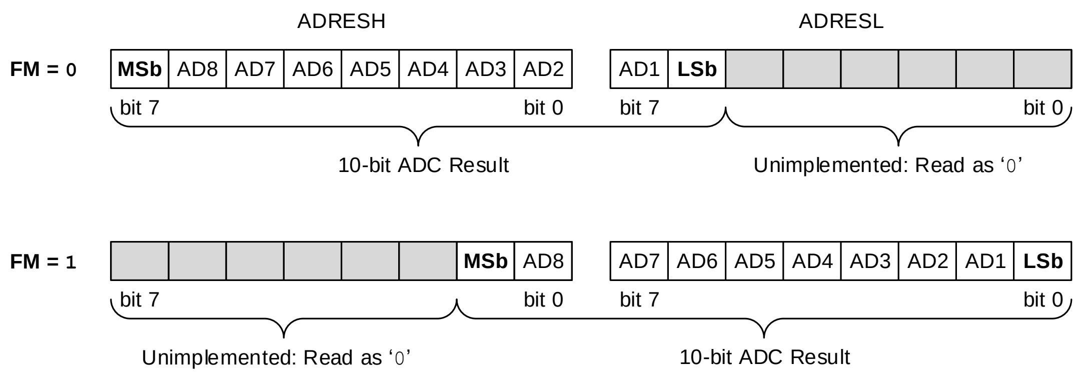
The ADC Interrupt can be generated while the device is operating or while in Sleep. While the device is operating in Sleep mode:

- If ADIE = `1`, = `1`, and GIE = `0`: An interrupt will wake the device from Sleep. Upon waking from Sleep, the instructions following the `SLEEP` instruction are executed. The Interrupt Service Routine is not executed.
- If ADIE = `1`, = `1`, and GIE = `1`: An interrupt will wake the device from Sleep. Upon waking from Sleep, the instruction following the `SLEEP` instruction is always executed. Then the execution will switch to the Interrupt Service Routine.

41.1.6 Result Formatting

The ADC conversion result can be supplied in two formats: Left justified or right justified. The bit controls the output format as shown in the figure below.

Figure 41-3. 10-Bit ADC Conversion Result Format



> **Important:** Writes to the ADRES register pair are always right justified, regardless of the selected format mode. Therefore, a data read after writing to ADRES when FM = `0` will be shifted left five places.

41.2 ADC Operation

41.2.1 Starting a Conversion

To enable the ADC module, the ON bit must be set to '`1`'. A conversion may be started by any of the following:

- Software setting the GO bit to '`1`'
- An external trigger (source selected by ADACT)
- A Continuous-mode retrigger (see the Continuous Sampling Mode section for more details)

> **Important:** The GO bit must not be set in the same instruction that turns on the ADC. Refer to the ADC Conversion Procedure (Basic Mode) section for more details.

41.2.2 Completion of a Conversion

When any individual conversion is complete, the existing value in ADRES is written into ADPREV (if PSIS = 0) and the new conversion results appear in ADRES. When the conversion completes, the ADC module will:

- Clear the GO bit (unless the CONT bit is set)
- Set the ADIF Interrupt Flag bit
- Set the MATH bit
- Update ADACC

After every conversion when DSEN = 0 or after every other conversion when DSEN = 1, the following events occur:

- ADERR is calculated
- ADC Channel Threshold Interrupt (ADCHxIF) is set if ADERR calculation meets threshold comparison

41.2.3 ADC Operation During Sleep

The ADC module can operate during Sleep. This requires the ADC clock source to be set to the ADCRC option. When the ADCRC oscillator source is selected, the ADC waits one additional instruction before starting the conversion. This allows the `SLEEP` instruction to be executed, which can reduce system noise during the conversion. If the ADC interrupt is enabled, the device will wake up from Sleep when the conversion completes. If the ADC interrupt is disabled, the device remains in Sleep and the ADC module is turned off after the conversion completes, although the ON bit remains set.

41.2.4 External Trigger During Sleep

If the external trigger is received during Sleep while the ADC clock source is set to the ADCRC, the ADC module will perform the conversion and set the ADIF bit upon completion.

If an external trigger is received when the ADC clock source is something other than ADCRC, the trigger will be recorded, but the conversion will not begin until the device exits Sleep.

41.2.5 Auto-Conversion Trigger

The auto-conversion trigger allows periodic ADC measurements without software intervention. When a rising edge of the selected source occurs, the GO bit is set by hardware.

The auto-conversion trigger source is selected with the ACT bits.

Using the auto-conversion trigger does not ensure proper ADC timing. It is the user’s responsibility to ensure that the ADC timing requirements are met.

41.2.6 ADC Conversion Procedure (Basic Mode)

This is an example procedure for using the ADC to perform an Analog-to-Digital Conversion:

1. Configure Port:
   a. Disable pin output driver (refer to the TRISx register)
   b. Configure pin as analog (refer to the ANSELx register)
2. Configure the ADC module:
   a. Select ADC conversion clock
   b. Configure voltage reference
   c. Select ADC input channel
   d. Configure precharge (ADPRE) and acquisition (ADACQ) time period

   e. Turn on ADC module
3. Configure ADC interrupt (optional):
   a. Clear ADC interrupt flag
   b. Enable ADC interrupt
   c. Enable global interrupt (GIE bit)[(1)]
4. If ADACQ != 0, software must wait the required acquisition time[(2)].
5. Start conversion by setting the GO bit.
6. Wait for ADC conversion to complete by one of the following:
   – Polling the GO bit
   – Waiting for the ADC interrupt (if interrupt is enabled)
7. Read ADC Result.
8. Clear the ADC interrupt flag (if interrupt is enabled).

Notes:
1. With global interrupts disabled (GIE = 0), the device will wake from Sleep, but will not enter an Interrupt Service Routine.
2. Refer to the ADC Acquisition Requirements section for more details.

41.3 ADC Acquisition Requirements

For the ADC to meet its specified accuracy, the charge holding capacitor (C_{HOLD}) must be allowed to fully charge to the input channel voltage level. The analog input model is shown in Figure 41-4. The source impedance (R_S) and the internal sampling switch (R_{SS}) impedance directly affect the time required to charge the capacitor C_{HOLD}. The sampling switch (R_{SS}) impedance varies over the device voltage (V_{DD}). The maximum recommended impedance for analog sources is 10 kΩ. As the source impedance is decreased, the acquisition time may be decreased. After the analog input channel is selected (or changed), an ADC acquisition time must be completed before the conversion can be started. To calculate the minimum acquisition time, Equation 41-1 may be used. This equation assumes an error of 1/2 LSb. The 1/2 LSb error is the maximum error allowed for the ADC to meet its specified resolution.

Equation 41-1. Acquisition Time Example

Assumptions: Temperature = 50°C; External impedance = 10 kΩ; V_{DD} = 5.0V

T_{ACQ} = Amplifier Settling Time + Hold Capacitor Charging Time + Temperature Coefficient

$$T_{ACQ} = T_{AMP} + T_C + T_{COFF}$$

$$T_{ACQ} = 2\ \mu s + T_C + \left[\left(Temperature - 25°C\right)\left(0.05\ \mu s/°C\right)\right]$$

The value for T_C can be approximated with the following equations:

$$V_{APPLIED}\left(1 - \frac{1}{\left(2^{n+1}\right) - 1}\right) = V_{CHOLD}$$; [1] V_{CHOLD} charged to within ½ LSb

$$V_{APPLIED}\left(1 - e^{\frac{-T_C}{RC}}\right) = V_{CHOLD}$$; [2] V_{CHOLD} charge response to $V_{APPLIED}$

$$V_{APPLIED}\left(1 - e^{\frac{-T_C}{RC}}\right) = V_{APPLIED}\left(1 - \frac{1}{\left(2^{n+1}\right) - 1}\right)$$; Combining [1] and [2]

Note: Where n = ADC resolution in bits

Solving for T_C:

$$T_C = -C_{HOLD}(R_{IC} + R_{SS} + R_S)\ ln\ (1/2047)$$

$$T_C = -10\ pF(1\ k\Omega + 7\ k\Omega + 10\ k\Omega)\ ln\ (0.0004885)$$

$$T_C = 1.37\ \mu s$$

Therefore:

$$T_{ACQ} = 2\ \mu s + 1.37\ \mu s + \left[(50°C - 25°C)\ (0.05\ \mu s/°C)\right]$$

$$T_{ACQ} = 4.62\ \mu s$$

Important:
- The reference voltage (V_{REF}) has no effect on the equation since it cancels itself out
- The charge holding capacitor (C_{HOLD}) is not discharged after each conversion
- The maximum recommended impedance for analog sources is 10 kΩ. This is required to meet the pin leakage specification.

Figure 41-4. Analog Input Model

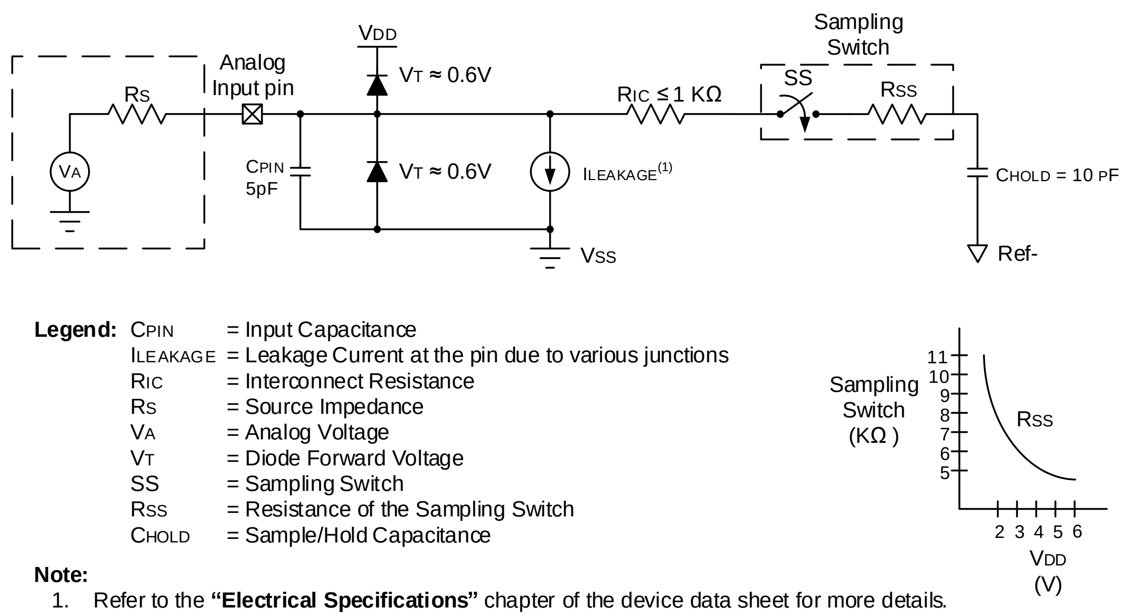
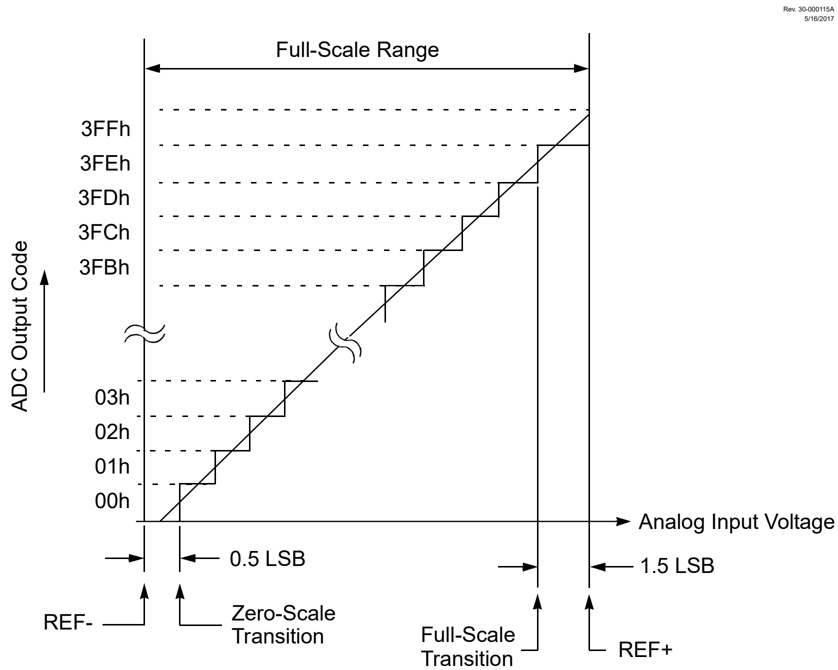


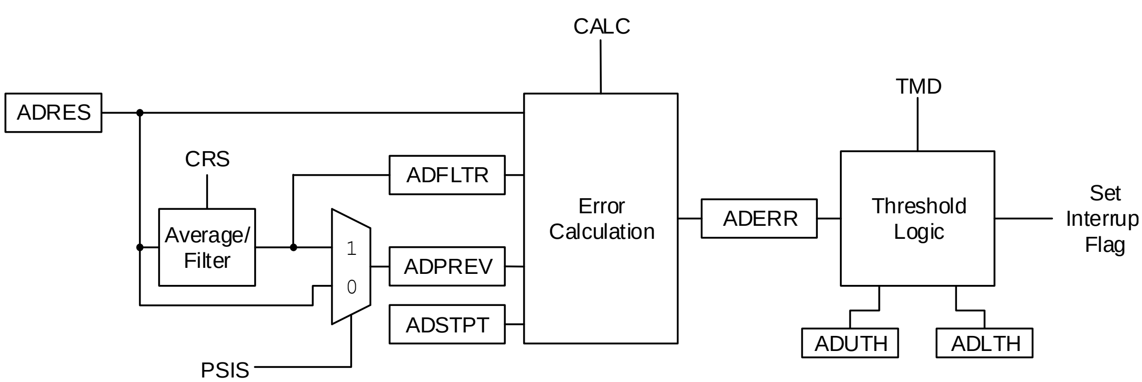
Figure 41-5. ADC Transfer Function



41.4 Computation Operation

The ADC module hardware is equipped with post-conversion computation features. These features provide post-processing functions such as digital filtering/averaging and threshold comparison. Based on computation results, the module can be configured to take additional samples or stop conversions and an interrupt may be asserted.

Figure 41-6. Computational Features Simplified Block Diagram



The operation of the ADC computational features is controlled by the MD bits.

The module can be operated in one of five modes:

- **Basic:** This is a Legacy mode. In this mode, ADC conversion occurs on single (DSEN = 0) or double (DSEN = 1) samples. ADIF is set after each conversion is complete. ADCHxIF is set according to the Calculation mode.

- **Accumulate:** With each trigger, the ADC conversion result is added to the accumulator and ADCNT increments. ADIF is set after each conversion. ADCHxIF is set according to the Calculation mode.
- **Average:** With each trigger, the ADC conversion result is added to the accumulator. When the RPT number of samples have been accumulated, a threshold test is performed. Upon the next trigger, the accumulator is cleared. For the subsequent tests, additional RPT samples are required to be accumulated.
- **Burst Average:** At the trigger, the accumulator is cleared. The ADC conversion results are then collected repetitively until RPT samples are accumulated and finally the threshold is tested.
- **Low-Pass Filter (LPF):** With each trigger, the ADC conversion result is sent through a filter. When RPT samples have occurred, a threshold test is performed. With every subsequent trigger, the ADC conversion result is sent through the filter and another threshold test is performed.

The five modes are summarized in the following table.

Table 41-2. Computation Modes

Mode	MD	Register Clear Event	Value after Cycle(1) Completion		Threshold Operations			Value at ADCHmIF Interrupt		
		ADACC and CNT	ADACC	ADCNT	Retrigger	Threshold Test	Interrupt	AOV	ADFLTR	ADCNT
Basic	0	ACLR = `1`	Unchanged	Unchanged	No	Every Sample	If threshold=true	N/A	N/A	count
Accumulate	1	ACLR = `1`	S1 + ADACC or (S2-S1)(2) + ADACC	If (ADCNT = `0xFF`): ADCNT, otherwise: ADCNT+1	No	Every Sample	If threshold=true	ADACC Overflow	ADACC/2^{CRS}	count
Average	2	ACLR = `1` or ADCNT ≥ ADRPT at GO set or retrigger	S1 + ADACC or (S2-S1) + ADACC	If (ADCNT = `0xFF`): ADCNT, otherwise: ADCNT+1	No	If ADCNT ≥ ADRPT	If threshold=true	ADACC Overflow	ADACC/2^{CRS}	count
Burst Average	3	ACLR = `1` or at GO set or retrigger	Each repetition: same as Average End with sum of all samples	Each repetition: same as Average End with ADCNT = ADRPT	Repeat while ADCNT < ADRPT	If ADCNT ≥ ADRPT	If threshold=true	ADACC Overflow	ADACC/2^{CRS}	ADRPT
Low-pass Filter	4	ACLR = `1`	S1 + ADACC-ADACC/2^{CRS} or (S2-S1) + ADACC-ADACC/2^{CRS}	If (ADCNT = `0xFF`): ADCNT, otherwise: ADCNT+1	No	If ADCNT ≥ ADRPT	If threshold=true	ADACC Overflow	ADACC/2^{CRS} (Filtered Value)	count

Notes:

1. When DSEN = `0`, Cycle means one conversion. When DSEN = `1`, Cycle means two conversions.
2. S1 and S2 are abbreviations for Sample 1 and Sample 2, respectively. When DSEN = `0`, S1 = ADRES; when DSEN = `1`, S1 = ADPREV and S2 = ADRES.

41.4.1 Digital Filter/Average

The digital filter/average module consists of an accumulator with data feedback options and control logic to determine when threshold tests need to be applied. The accumulator can be accessed through the ADACC register.

Upon each trigger event (the GO bit set or external event trigger), the ADC conversion result is added to or subtracted from the accumulator. If the accumulated value exceeds $2^{(accumulator\_width)}-1 = 2^{18}-1 = 262143$, the AOV overflow bit is set.

The number of samples to be accumulated is determined by the ADRPT (ADC Repeat Setting) register. Each time a sample is added to the accumulator, the ADCNT register is incremented. Once the ADRPT samples are accumulated (ADCNT = ADRPT), the accumulator may be cleared automatically depending on ADC Operation mode. An accumulator clear command can be issued in software by setting the ACLR bit. Setting the ACLR bit will also clear the AOV (Accumulator Overflow) bit, as well as the ADCNT register. The ACLR bit is cleared by the hardware when accumulator clearing action is complete.

Important: When ADC is operating from ADCRC, up to five ADCRC clock cycles are required to execute the ADACC clearing operation.

The CRS bits control the data shift on the accumulator result, which effectively divides the value in the accumulator registers. For the Accumulate mode of the digital filter, the shift provides a simple scaling operation. For the Average/Burst Average mode, the calculated average is only accurate when the number of samples agrees with the number of bits shifted. For the Low-Pass Filter mode, the shift is an integral part of the filter and determines the cutoff frequency of the filter. Table 41-3 shows the -3 dB cutoff frequency in ωT (radians) and the highest signal attenuation obtained by this filter at Nyquist frequency (ωT = π).

Table 41-3. Low-Pass Filter -3 dB Cutoff Frequency

CRS	ωT (radians) @ -3 dB Frequency	dB @ $F_{Nyquist} = 1/(2T)$
1	0.72	-9.5
2	0.284	-16.9
3	0.134	-23.5
4	0.065	-29.8
5	0.032	-36.0
6	0.016	-42.0

41.4.2 Basic Mode

Basic mode (MD = `'b000`) disables all additional computation features. In this mode, no accumulation occurs but threshold error comparison is performed. Double sampling, Continuous mode, and all CVD features are still available, but no digital filter/average calculations are performed.

41.4.3 Accumulate Mode

In Accumulate mode (MD = `'b001`), after every conversion, the ADC result is added to the ADACC register. The ADACC register is right-shifted by the value of the CRS bits. This right-shifted value is copied into the ADFLTR register. The Formatting mode does not affect the right-justification of the ADACC or ADFLTR values. Upon each sample, ADCNT is incremented, counting the number of samples accumulated. After each sample and accumulation, the ADFLTR value has a threshold comparison performed on it (see the Threshold Comparison section) and the ADCHxIF interrupt may trigger.

41.4.4 Average Mode

In Average mode (MD = `'b010`), the ADACC registers accumulate with each ADC sample, much as in Accumulate mode, and the ADCNT register increments with each sample. The ADFLTR register is also updated with the right-shifted value of the ADACC register. The value of the CRS bits governs the number of right shifts. However, in Average mode, the threshold comparison is performed upon ADCNT being greater than or equal to a user-defined ADRPT value. In this mode, when ADRPT = 2^{CRS}, the final accumulated value will be divided by the number of samples, allowing for a threshold comparison operation on the average of all gathered samples.

41.4.5 Burst Average Mode

The Burst Average mode (MD = `'b011`) acts the same as the Average mode in most respects. The one way it differs is that it continuously retriggers ADC sampling until the CNT value is equal to RPT, even if Continuous Sampling mode (see Continuous Sampling Mode) is not enabled. This provides a threshold comparison on the average of a short burst of ADC samples.

41.4.6 Low-Pass Filter Mode

The Low-Pass Filter mode (MD = `'b100`) acts similarly to the Average mode in how it handles samples; it accumulates samples until the CNT value is greater than or equal to RPT, then triggers a threshold comparison. But, instead of a simple average, it performs a low-pass filter operation on all of the samples, reducing the effect of high-frequency noise on the total, then performs a threshold comparison on the results. In this mode, the CRS bits determine the cutoff frequency of the low-pass filter (as demonstrated by Digital Filter/Average). Refer to the Computation Operation section for a more detailed description of the mathematical operation.

For more information about Low-Pass Filter mode, refer to the following Microchip application note, available at the corporate website (www.microchip.com):

- AN2749, *"PIC18 12-bit ADCC in Low-Pass Filter Mode"*

41.4.7 Threshold Comparison

At the end of each computation:

- The conversion results are captured at the end-of-conversion.
- The error (ADERR) is calculated based on a difference calculation which is selected by the CALC bits. The value can be one of the following calculations:
  - The first derivative of single measurements
  - The CVD result when double sampling is enabled
  - The current result vs. setpoint value in the ADSTPT register
  - The current result vs. the filtered/average result
  - The first derivative of the filtered/average value
  - Filtered/average value vs. setpoint value in the ADSTPT register
- The result of the calculation (ADERR) is compared to the upper and lower thresholds, ADUTH and ADLTH registers, to set the UTHR and LTHR Status bits. The threshold logic is selected by the TMD bits. The threshold trigger option can be one of the following:
  - Never interrupt
  - Error is less than lower threshold
  - Error is greater than or equal to lower threshold
  - Error is between thresholds (inclusive)
  - Error is outside of thresholds
  - Error is less than or equal to upper threshold

- Error is greater than upper threshold
- Always interrupt regardless of threshold test results
- If the Threshold condition is met, the channel threshold interrupt flag ADCHxIF is set.

Important:
- The threshold tests are signed operations.
- If the AOV bit is set, a threshold interrupt is signaled. It is good practice for threshold interrupt handlers to verify the validity of the threshold by checking the AOV bit.

41.4.8 Repetition and Sampling Options

41.4.8.1 Continuous Sampling Mode

Setting the CONT bit automatically retriggers a new conversion cycle after updating the ADACC register. That means the GO bit remains set to generate automatic retriggering. If SOI = `1`, a Threshold Interrupt condition will clear the GO bit and the conversion will stop.

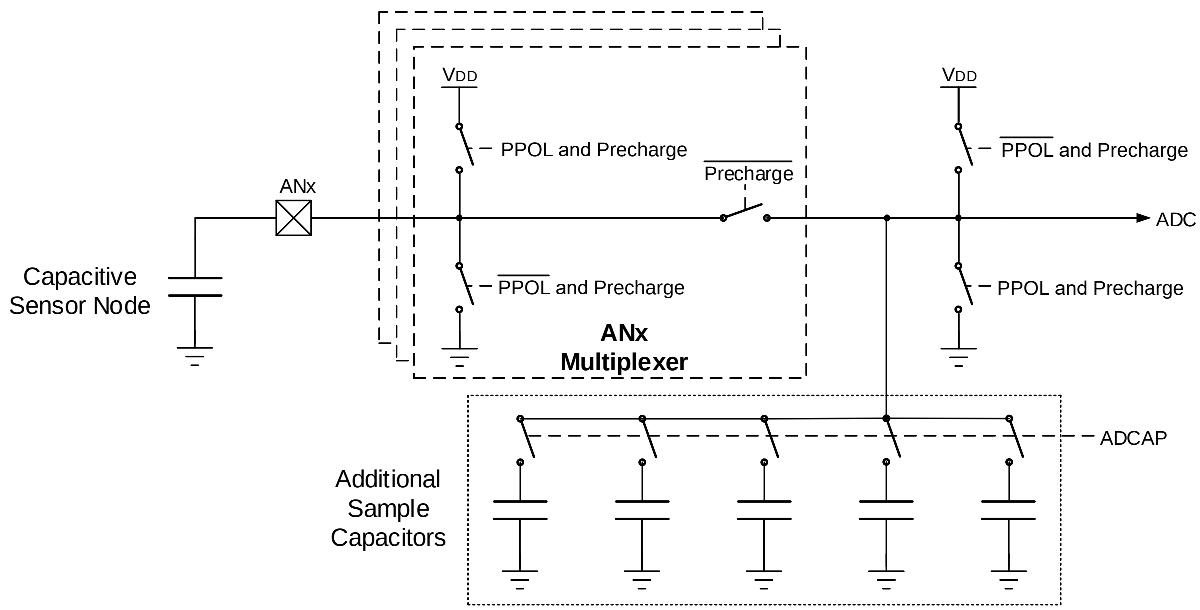
41.4.8.2 Double Sample Conversion

Double sampling is enabled by setting the DSEN bit. When this bit is set, two conversions are required before the module calculates the threshold error. Each conversion must be triggered separately when CONT = `0`, but will repeat automatically form a single trigger when CONT = `1`. The first conversion will set the MATH bit and update the ADACC register, but will not calculate ADERR or trigger ADCHnIF. When the second conversion completes, the first value is transferred to ADPREV (depending on the setting of PSIS) and the value of the second conversion is placed into ADRES. Only upon the completion of the second conversion is ADERR calculated and ADCHnIF triggered (depending on the value of CALC).

41.4.9 Capacitive Voltage Divider (CVD) Features

The ADC module contains several features that allow the user to perform a relative capacitance measurement on any ADC channel using the internal ADC Sample-and-Hold capacitance as a reference. This relative capacitance measurement can be used to implement capacitive touch or proximity sensing applications. The following figure shows the basic block diagram of the CVD portion of the ADC module.

Figure 41-7. Hardware Capacitive Voltage Divider Block Diagram



An example to configure ADC for CVD operation:

1. Configure Port:
   a. Disable pin output driver (refer to the TRISx register)
   b. Configure pin as analog (refer to the ANSELx register)
2. Configure the ADC module:
   a. Select ADC conversion clock
   b. Configure voltage reference
   c. Select ADC input channel
   d. Configure precharge (ADPRE) and acquisition (ADACQ) time period
   e. Select precharge polarity (PPOL)
   f. Enable Double Sampling (DSEN)
   g. Turn on ADC module
3. Configure ADC interrupt (optional):
   a. Clear ADC interrupt flag
   b. Enable ADC interrupt
   c. Enable global interrupt (GIE bit)[(1)]
4. Start double sample conversion by setting the GO bit.
5. Wait for ADC conversion to complete by one of the following:
   – Polling the GO bit
   – Waiting for the ADC interrupt (if interrupt is enabled)
6. Second ADC conversion depends on the state of CONT:
   a. If CONT = `1`, both conversions will repeat automatically from a single trigger.
   b. If CONT = `0`, each conversion must be triggered separately.
7. The ADERR register contains the CVD result.

8. Clear the ADC interrupt flag (if interrupt is enabled).

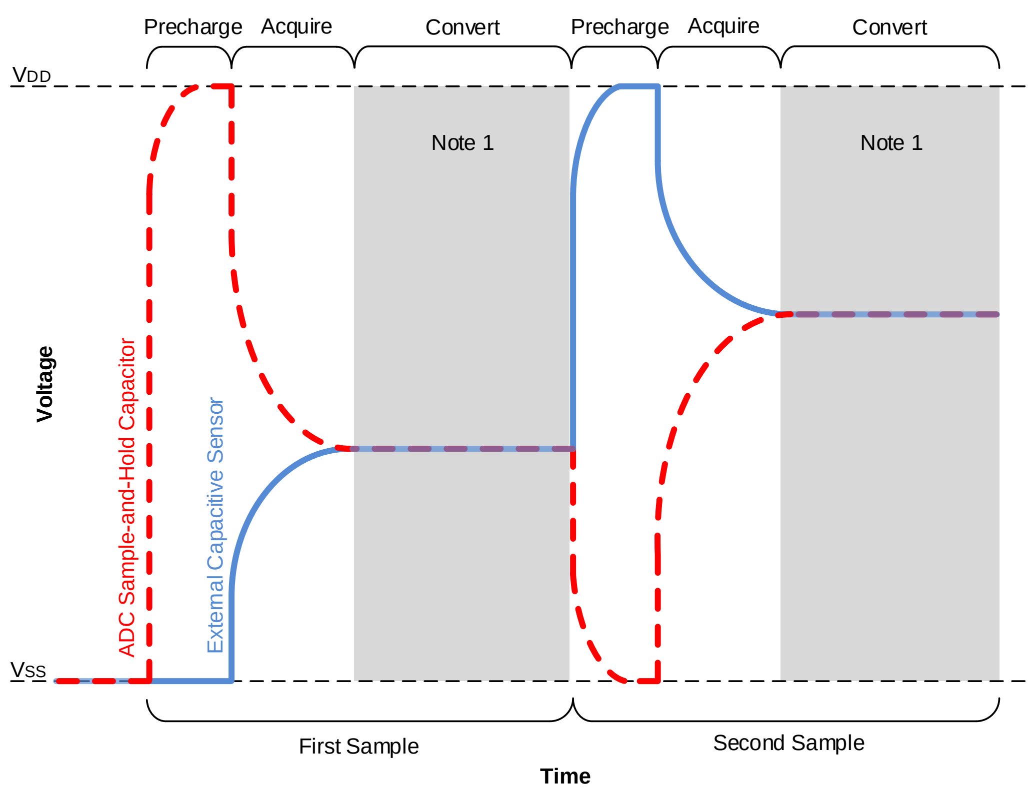
Note:

1. With global interrupts disabled (GIE = 0), the device will wake from Sleep, but will not enter an Interrupt Service Routine.

41.4.9.1 CVD Operation

A CVD operation begins with the ADC's internal Sample-and-Hold capacitor (C_{HOLD}) being disconnected from the path, which connects it to the external capacitive sensor node. While disconnected, C_{HOLD} is precharged to V_{DD} or discharged to V_{SS}. If the PCSC bit is clear, the sensor node is either discharged or charged to V_{SS} or V_{DD}, respectively, to the opposite level of C_{HOLD}. If PCSC is set, the external capacitive sensor node receives no precharge. When the precharge phase is complete, the V_{DD}/V_{SS} bias paths for the two nodes are disconnected and the paths between C_{HOLD} and the external sensor node is reconnected, at which time the acquisition phase of the CVD operation begins. During acquisition, a capacitive voltage divider is formed between the precharged C_{HOLD} and sensor nodes, resulting in a final voltage level setting on C_{HOLD}, which is determined by the capacitances and precharge levels of the two nodes. After acquisition, the ADC converts the voltage level on C_{HOLD}. This process is then repeated with the selected precharge levels inverted for both the C_{HOLD} and the sensor nodes. The waveform for two CVD measurements, which is known as differential CVD measurement, is shown in the following figure.

Figure 41-8. Differential CVD Measurement Waveform



Note 1: External Capacitive Sensor voltage during the conversion phase may vary as per the configuration of the corresponding pin.

41.4.9.2 Precharge Control

The precharge stage is the period of time that brings the external channel and internal Sample-and-Hold capacitor to known voltage levels. Precharge is enabled by writing a nonzero value to the ADPRE register. This stage is initiated when an ADC conversion begins, either from setting the GO bit, a Special Event Trigger, or a conversion restart from the computation functionality. If the ADPRE register is cleared when an ADC conversion begins, this stage is skipped.

The Precharge Sample Capacitor Only (PCSC) bit can be used to disable the precharge stage to the external channel.

During the precharge time, C_{HOLD} is disconnected from the outer portion of the sample path that leads to the external capacitive sensor and is connected to either V_{DD} or V_{SS}, depending on the value of the PPOL bit. At the same time, when PCSC is clear (PCSC = 0), the port pin logic of the selected analog channel is overridden to drive a digital high or low out, to precharge the outer portion of the ADC's sample path, which includes the external sensor. The output polarity of this override is determined by the PPOL bit such that the external sensor cap is charged opposite that of the internal C_{HOLD} cap. If PCSC is set (PCSC = 1), the outer portion of the ADC's sample path is disconnected, preventing the precharge from occurring on the external channel. The amount of time for precharge is controlled by the ADPRE register.

Important: The external charging overrides the TRIS/LAT/Guard outputs setting of the respective I/O pin. If there is a device attached to this pin, the PCSC bit will be set or precharge will not be used.

41.4.9.3 Acquisition Control for CVD (ADPRE > 0)

The acquisition stage allows time for the voltage on the internal Sample-and-Hold capacitor to charge or discharge from the selected analog channel. This acquisition time is controlled by the ADACQ register. The acquisition stage begins when precharge stage ends.

At the start of the acquisition stage, the port pin logic of the selected analog channel is overridden to turn off the digital high/low output drivers so they do not affect the final result of the charge averaging. Also, the selected ADC channel is connected to C_{HOLD}. This allows charge averaging to proceed between the precharged channel and the C_{HOLD} capacitor.

Important: When ADPRE > 0, setting ADACQ to '0' will set a maximum acquisition time. When precharge is disabled, setting ADACQ to '0' will disable hardware acquisition time control.

41.4.9.4 Guard Ring Outputs

Figure 41-9 shows a typical guard ring circuit. C_{GUARD} represents the capacitance of the guard ring trace placed on the PCB. The user selects values for R_A and R_B that will create a voltage profile on C_{GUARD}, which will match the selected acquisition channel.

The purpose of the guard ring is to generate a signal in phase with the CVD sensing signal to minimize the effects of the parasitic capacitance on sensing electrodes. It also can be used as a mutual drive for mutual capacitive sensing. For more information about active guard and mutual drive, refer to the following Microchip application note, available at the corporate website (www.microchip.com):

- AN1478, *"mTouch™ Sensing Solution Acquisition Methods Capacitive Voltage Divider"*

The ADC has two guard ring drive outputs, ADGRDA and ADGRDB. These outputs are routed through PPS controls to I/O pins. Refer to the **"Peripheral Pin Select (PPS) Module"** chapter for more details. The polarity of these outputs is controlled by the GPOL and IPEN bits.

At the start of the first precharge stage, both outputs are set to match the GPOL bit. Once the acquisition stage begins, ADGRDA changes polarity, while ADGRDB remains unchanged. When performing a double sample conversion, setting the IPEN bit causes both guard ring outputs to transition to the opposite polarity of GPOL at the start of the second precharge stage, and ADGRDA toggles again for the second acquisition. For more information on the timing of the guard ring output, refer to Figure 41-10.

Figure 41-9. Guard Ring Circuit

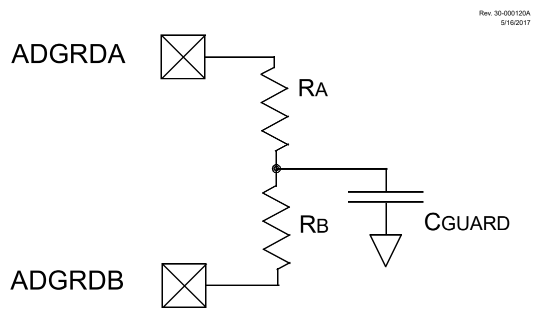
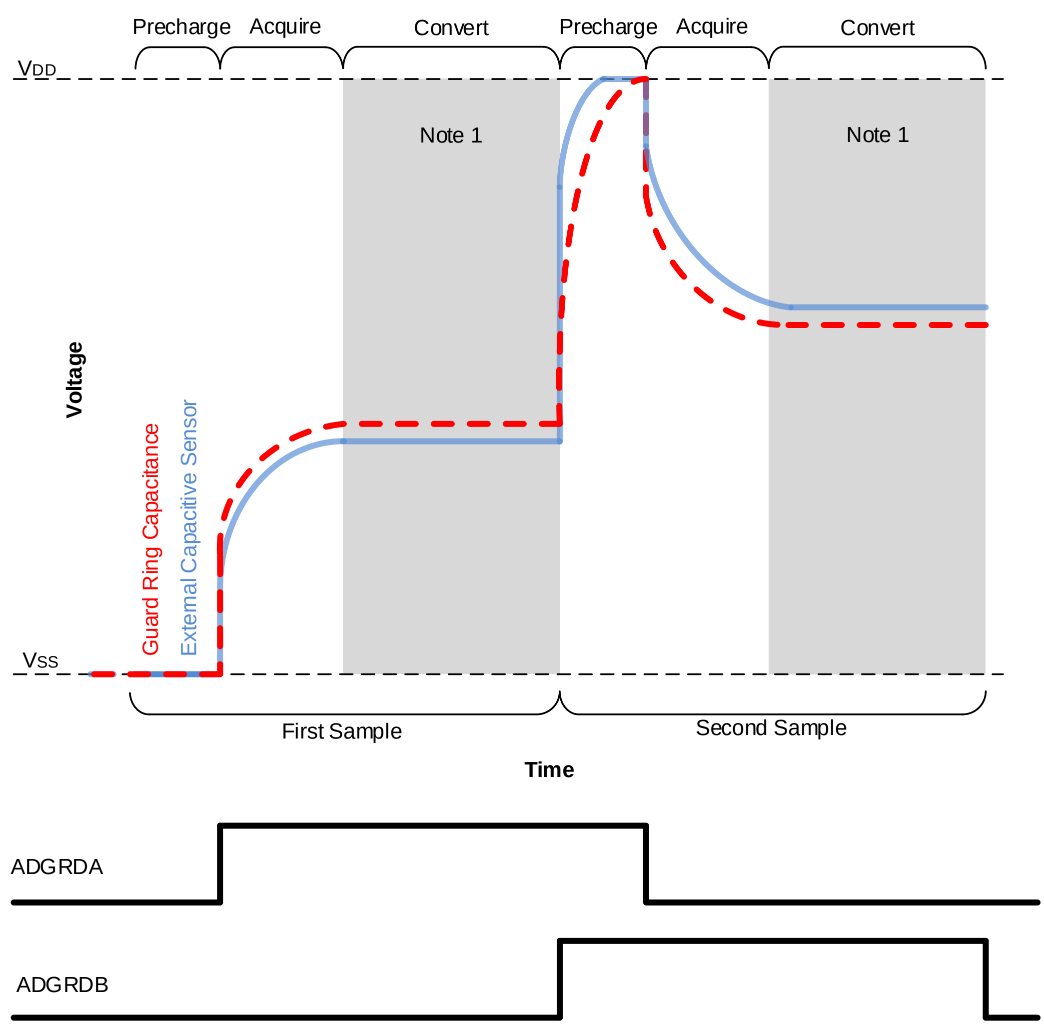


Figure 41-10. Differential CVD with Guard Ring Output Waveform



Note 1: External Capacitive Sensor voltage during the conversion phase may vary as per the configuration of the corresponding pin.

41.4.9.5 Additional Sample-and-Hold Capacitance

Additional capacitance can be added in parallel with the internal Sample-and-Hold capacitor (C_{HOLD}) by using the ADCAP register. This register selects a digitally programmable capacitance that is added to the ADC conversion bus, increasing the effective internal capacitance of the Sample-and-Hold capacitor in the ADC module. This is used to improve the match between internal and external capacitance for a better sensing performance. The additional capacitance does not affect analog performance of the ADC because it is not connected during conversion.

41.5 Register Definitions: ADC Control

Long bit name prefixes for the ADC peripherals are shown in the following table. Refer to the **"Long Bit Names"** section in the **"Register and Bit Naming Conventions"** chapter for more information.

Table 41-4. ADC Long Bit Name Prefixes

Peripheral	Bit Name Prefix
ADC	AD

41.5.1 ADCON0

Name: ADCON0
Address: 0x22F

ADC Control Register 0

Bit	7	6	5	4	3	2	1	0
	ON	CONT		CS	FM[1:0]		IC	GO
Access	R/W	R/W		R/W	R/W	R/W	R/W	R/W/HC/HS
Reset	0	0		0	0	0	1	0

Bit 7 – ON ADC Enable

Value	Description
1	ADC is enabled
0	ADC is disabled

Bit 6 – CONT ADC Continuous Operation Enable

Value	Description
1	GO is retriggered upon completion of each conversion trigger until ADTIF is set (if SOI is set) or until GO is cleared (regardless of the value of SOI)
0	ADC is cleared upon completion of each conversion trigger

Bit 4 – CS ADC Clock Selection

Value	Description
1	Clock supplied from ADCRC dedicated oscillator
0	Clock supplied by F_{OSC}, divided according to the ADCLK register

Bits 3:2 – FM[1:0] ADC Results Format/Alignment Selection

Value	Condition	Description
x1	IC = 0	ADRES and ADPREV data are right justified
x0	IC = 0	ADRES and ADPREV data are left justified, zero-filled
11	IC = 1	ADRES and ADPREV data are right justified, sign bit
10	IC = 1	ADRES and ADPREV data are left justified, sign bit, zero-filled
01	IC = 1	ADRES and ADPREV data are right justified, two’s complement
00	IC = 1	ADRES and ADPREV data are left justified, two’s complement, zero-filled

Bit 1 – IC ADC Input Configuration

Value	Description
1	ADC is operating in Differential mode
0	ADC is operating in Single-Ended mode

Bit 0 – GO ADC Conversion Status[1,2]

Value	Description
1	ADC conversion cycle in progress. Setting this bit starts an ADC conversion cycle. The bit is cleared by hardware as determined by the CONT bit.
0	ADC conversion completed/not in progress

Notes:

1. This bit requires the ON bit to be set.
2. If cleared by software while a conversion is in progress, the results of the conversion up to this point will be transferred to ADRES and the state machine will be reset, but the ADIF interrupt flag bit will not be set; filter and threshold operations will not be performed.

41.5.2 ADCON1

Name: ADCON1
Address: 0x230

ADC Control Register 1

Bit	7	6	5	4	3	2	1	0
	PPOL	IPEN	GPOL				PCSC	DSEN
Access	R/W	R/W	R/W				R/W	R/W
Reset	0	0	0				0	0

Bit 7 – PPOL Precharge Polarity
Action During 1st Precharge Stage

Value	Condition	Description
x	ADPRE = 0	Bit has no effect
1	ADPRE > 0	External analog I/O pin is connected to V_{DD} Internal AD sampling capacitor (C_{HOLD}) is connected to V_{SS}
0	ADPRE > 0	External analog I/O pin is connected to V_{SS} Internal AD sampling capacitor (C_{HOLD}) is connected to V_{DD}

Bit 6 – IPEN A/D Inverted Precharge Enable

Value	Condition	Description
x	DSEN = 0	Bit has no effect
1	DSEN = 1	The precharge and guard signals in the second conversion cycle are the opposite polarity of the first cycle
0	DSEN = 1	Both Conversion cycles use the precharge and guards specified by PPOL and GPOL

Bit 5 – GPOL Guard Ring Polarity Selection

Value	Description
1	ADC guard Ring outputs start as digital high during Precharge stage
0	ADC guard Ring outputs start as digital low during Precharge stage

Bit 1 – PCSC Precharge Sample Capacitor Only

Value	Description
1	Precharge only applies to the internal sampling capacitor
0	Precharge applies to both the internal sampling capacitor and the external I/O pin

Bit 0 – DSEN Double-Sample Enable

Value	Description
1	Two conversions are processed as a pair. The selected computation is performed after every second conversion.
0	Selected computation is performed after every conversion

41.5.3 ADCON2

Name: ADCON2
Address: 0x231

ADC Control Register 2

Bit	7	6	5	4	3	2	1	0
	PSIS	CRS[2:0]			ACLR	MD[2:0]		
Access	R/W	R/W	R/W	R/W	R/W/HC	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit 7 – PSIS ADC Previous Sample Input Select

Value	Description
1	ADFLTR is transferred to ADPREV at the start of conversion
0	ADRES is transferred to ADPREV at the start of conversion

Bits 6:4 – CRS[2:0] ADC Accumulated Calculation Right Shift Select

Value	Condition	Description
110 to 001	MD = 'b100	Low-pass filter time constant is 2^{CRS}, filter gain is 1:1(2)
110 to 001	MD = 'b011 to 'b001	The accumulated value is right-shifted by CRS (divided by 2^{CRS})(1,2)
x	MD = 'b000 or 'b111	These bits are ignored

Bit 3 – ACLR A/D Accumulator Clear Command(3)

Value	Description
1	Registers ADACC and ADCNT and the AOV bit are cleared
0	Clearing action is complete (or not started)

Bits 2:0 – MD[2:0] ADC Operating Mode Selection(4)

Value	Description
111-101	Reserved
100	Low-Pass Filter mode
011	Burst Average mode
010	Average mode
001	Accumulate mode
000	Basic (Legacy) mode

Notes:
1. To correctly calculate an average, the number of samples (set in ADRPT) must be 2^{CRS}.
2. CRS = 'b111 and 'b000 are reserved.
3. This bit is cleared by hardware when the accumulator operation is complete; depending on oscillator selections, the delay may be many instructions.
4. See the **"Computation Operation"** section for full mode descriptions.

41.5.4 ADCON3

Name: ADCON3
Address: 0x232

ADC Control Register 3

Bit	7	6	5	4	3	2	1	0
		CALC[2:0]			SOI	TMD[2:0]		
Access		R/W	R/W	R/W	R/W/HC	R/W	R/W	R/W
Reset		0	0	0	0	0	0	0

Bits 6:4 – CALC[2:0] ADC Error Calculation Mode Select

Table 41-5. ADC Error Calculation Mode

CALC	ADERR		Application
	DSEN = 0 Single-Sample Mode	DSEN = 1 CVD Double-Sample Mode(1)	
111	Reserved	Reserved	Reserved
110	Reserved	Reserved	Reserved
101	ADFLTR-ADSTPT	ADFLTR-ADSTPT	Average/filtered value vs. setpoint
100	ADPREV-ADFLTR	ADPREV-ADFLTR	First derivative of filtered value(3) (negative)
011	Reserved	Reserved	Reserved
010	ADRES-ADFLTR	(ADRES-ADPREV)-ADFLTR	Actual result vs. averaged/filtered value
001	ADRES-ADSTPT	(ADRES-ADPREV)-ADSTPT	Actual result vs. setpoint
000	ADRES-ADPREV	ADRES-ADPREV	First derivative of single measurement(2)
			Actual CVD result(2)

Notes:
1. When DSEN = 1 and PSIS = 0, ADERR is computed only after every second sample.
2. When PSIS = 0.
3. When PSIS = 1.

Bit 3 – SOI ADC Stop-on-Interrupt

Value	Condition	Description
x	CONT = 0	This bit is not used
1	CONT = 1	GO is cleared when the Threshold conditions are met, otherwise the conversion is retriggered
0	CONT = 1	GO is not cleared by hardware, must be cleared by software to stop retriggers

Bits 2:0 – TMD[2:0] Threshold Interrupt Mode Select

Value	Description
111	Interrupt regardless of threshold test results
110	Interrupt if ADERR > ADUTH
101	Interrupt if ADERR ≤ ADUTH
100	Interrupt if ADERR < ADLTH or ADERR > ADUTH
011	Interrupt if ADERR > ADLTH and ADERR < ADUTH
010	Interrupt if ADERR ≥ ADLTH
001	Interrupt if ADERR < ADLTH
000	Never interrupt

41.5.5 ADSTAT

Name: ADSTAT
Address: 0x233

ADC Status Register

Bit	7	6	5	4	3	2	1	0
	AOV	UTHR	LTHR	MATH		STAT[2:0]		
Access	R/HS/HC	R	R	R/W/HS		R	R	R
Reset	0	0	0	0		0	0	0

Bit 7 – AOV ADC Accumulator Overflow

Value	Description
1	ADACC or ADFLTR or ADERR registers have overflowed
0	ADACC, ADFLTR and ADERR registers have not overflowed

Bit 6 – UTHR ADC Module Greater-than Upper Threshold Flag

Value	Description
1	ADERR > ADUTH
0	ADERR ≤ ADUTH

Bit 5 – LTHR ADC Module Less-than Lower Threshold Flag

Value	Description
1	ADERR < ADLTH
0	ADERR ≥ ADLTH

Bit 4 – MATH ADC Module Computation Status[(1)]

Value	Description
1	Registers ADACC, ADFLTR, ADUTH, ADLTH and the AOV bit are updating or have already updated
0	Associated registers/bits have not changed since this bit was last cleared

Bits 2:0 – STAT[2:0] ADC Module Cycle Multi-Stage Status

Value	Description
111	ADC module is in 2nd conversion stage
110	ADC module is in 2nd acquisition stage
101	ADC module is in 2nd precharge stage
100	ADC computation is suspended between 1st and 2nd sample; the computation results are incomplete and awaiting data from the 2nd sample[(2,3)]
011	ADC module is in 1st conversion stage
010	ADC module is in 1st acquisition stage
001	ADC module is in 1st precharge stage
000	ADC module is not converting

Notes:

1. MATH bit cannot be cleared by software while STAT = `'b100`.
2. If ADC clock source is ADCRC and F_{OSC} < ADCRC, the indicated status may not be valid.
3. STAT = `'b100` appears between the two triggers when DSEN = `1` and CONT = `0`.

41.5.6 ADCLK

Name: ADCLK
Address: 0x236

ADC Clock divider Register

Bit	7	6	5	4	3	2	1	0
			CS[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – CS[5:0] ADC Clock divider Select

Value	Description
n	ADC Clock frequency = F_{OSC}/(2*(n+1))

Note: ADC Clock divider is only available if F_{OSC} is selected as the ADC clock source (CS = 0).

41.5.7 ADREF

Name: ADREF
Address: 0x234

ADC Reference Selection Register

Bit	7	6	5	4	3	2	1	0
				NREF			PREF[1:0]	
Access				R/W			R/W	R/W
Reset				0			0	0

Bit 4 – NREF ADC Negative Voltage Reference Selection

Value	Description
1	V_{REF}- is connected to external V_{REF}-
0	V_{REF}- is connected to AV_{SS}

Bits 1:0 – PREF[1:0] ADC Positive Voltage Reference Selection

Value	Description
11	V_{REF}+ is connected to internal Fixed Voltage Reference (FVR) module
10	V_{REF}+ is connected to external V_{REF}+
01	Reserved
00	V_{REF}+ is connected to V_{DD}

41.5.8 ADPCH

Name: ADPCH
Address: 0x228

ADC Positive Channel Selection Register

Bit	7	6	5	4	3	2	1	0
			PCH[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – PCH[5:0] ADC Positive Input Channel Selection

Table 41-6. ADC Positive Input Channel Selections

PCH	ADC Positive Channel Input
111111	V_{SS} (Analog Ground)
111110	V_{DDIO2}/10[(3)]
111101	V_{DDIO3}/10[(3,4)]
111100	Temperature Indicator[(2)]
111011	Fixed Voltage Reference (FVR) Buffer 1[(1)]
111010 – 110010	Reserved. No channel connected.
110001	ADCG1 (ADC Channel Group 1)
110000 – 011000	Reserved. No channel connected.
010111	RC7/ANC7[(4)]
010110	RC6/ANC6[(4)]
010101	RC5/ANC5
010100	RC4/ANC4
010011	RC3/ANC3
010010 – 010000	Reserved. No channel connected.
001111	RB7/ANB7[(4)]
001110 – 000110	Reserved. No channel connected.
000101	RA5/ANA5
000100	RA4/ANA4
000011	RA3/ANA3
000010	RA2/ANA2
000001	RA1/ANA1
000000	RA0/ANA0

Notes:
1. Refer to the **“Fixed Voltage Reference Module”** chapter for more details.
2. Refer to the **“Temperature Indicator Module”** chapter for more details.
3. Refer to the **"Multi-Voltage I/O"** chapter for more details.
4. 20-pin devices only.

41.5.9 ADPRE

Name: ADPRE
Address: 0x22D

ADC Precharge Time Control Register

Bit	15	14	13	12	11	10	9	8
				PRE[12:8]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	PRE[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 12:0 – PRE[12:0] Precharge Time Select

Table 41-7. Precharge Time

ADPRE	Precharge Time	
	CS != ADCRC	CS = ADCRC
1 1111 1111 1111	8191 clocks of F_{OSC}	8191 clocks of ADCRC
1 1111 1111 1110	8190 clocks of F_{OSC}	8190 clocks of ADCRC
1 1111 1111 1101	8189 clocks of F_{OSC}	8189 clocks of ADCRC
...	...	...
0 0000 0000 0010	2 clocks of F_{OSC}	2 clocks of ADCRC
0 0000 0000 0001	1 clocks of F_{OSC}	1 clocks of ADCRC
0 0000 0000 0000	Not included in the data conversion cycle	

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADPREH: Accesses the high byte ADPRE[12:8]
- ADPREL: Accesses the low byte ADPRE[7:0]

41.5.10 ADACQ

Name: ADACQ
Address: 0x22A

ADC Acquisition Time Control Register

Bit	15	14	13	12	11	10	9	8
				ACQ[12:8]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	ACQ[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 12:0 – ACQ[12:0] Acquisition (charge share time) Select

Table 41-8. Acquisition Time

ADACQ	Acquisition Time	
	CS != ADCRC	CS = ADCRC
`1 1111 1111 1111`	8191 clocks of F_{OSC}	8191 clocks of ADCRC
`1 1111 1111 1110`	8190 clocks of F_{OSC}	8190 clocks of ADCRC
`1 1111 1111 1101`	8189 clocks of F_{OSC}	8189 clocks of ADCRC
...	...	...
`0 0000 0000 0010`	2 clocks of F_{OSC}	2 clocks of ADCRC
`0 0000 0000 0001`	1 clocks of F_{OSC}	1 clocks of ADCRC
`0 0000 0000 0000`	Not included in the data conversion cycle(1)	

Note:
1. If ADPRE is not equal to '`0`', then ACQ = `0` means Acquisition Time is 8192 clocks of F_{OSC} or ADCRC.

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADACQH: Accesses the high byte ADACQ[12:8]
- ADACQL: Accesses the low byte ADACQ[7:0]

41.5.11 ADCAP

Name: ADCAP
Address: 0x22C

ADC Additional Sample Capacitor Selection Register

Bit	7	6	5	4	3	2	1	0
				CAP[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – CAP[4:0] ADC Additional Sample Capacitor Selection

Value	Description
`11111` to `00001`	Value of the additional capacitance (in pF)
`00000`	No additional capacitance

41.5.12 ADRPT

Name: ADRPT
Address: 0x223

ADC Repeat Setting Register

Bit	7	6	5	4	3	2	1	0
	RPT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – RPT[7:0] ADC Repeat Threshold
Determines the number of times that the ADC is triggered for a threshold check. When CNT reaches this value, the error threshold is checked. Used when the computation mode is Low-Pass Filter, Burst Average, or Average. See the **"Computation Operation"** section for more details.

41.5.13 ADCNT

Name: ADCNT
Address: 0x222

ADC Repeat Counter Register

Bit	7	6	5	4	3	2	1	0
	CNT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – CNT[7:0] ADC Repeat Count
Counts the number of times that the ADC is triggered before the threshold is checked. When this value reaches RPT, the threshold is checked. Used when the computation mode is Low-Pass Filter, Burst Average, or Average. See the **“Computation Operation”** section for more details.

41.5.14 ADFLTR

Name: ADFLTR
Address: 0x21D

ADC Filter Register

Bit	15	14	13	12	11	10	9	8
	FLTR[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bit	7	6	5	4	3	2	1	0
	FLTR[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bits 15:0 – FLTR[15:0] ADC Filter Output - Signed two's complement
In Accumulate, Average, and Burst Average mode, this is equal to ACC right shifted by the CRS bits.
In LPF mode, this is the output of the Low-Pass Filter.

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADFLTRH: Accesses the high byte ADFLTR[15:8]
- ADFLTRL: Accesses the low byte ADFLTR[7:0]

41.5.15 ADRES

Name: ADRES
Address: 0x226

ADC Result Register

Bit	15	14	13	12	11	10	9	8
	RES[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	RES[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – RES[15:0] ADC Sample Result

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADRESH: Accesses the high byte ADRES[15:18]
- ADRESL: Accesses the low byte ADRES[7:0]

41.5.16 ADPREV

Name: ADPREV
Address: 0x224

ADC Previous Result Register

Bit	15	14	13	12	11	10	9	8
	PREV[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	PREV[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – PREV[15:0] Previous ADC Result

Value	Condition	Description
n	PSIS = 1	n = ADFLTR value at the start of current ADC conversion
n	PSIS = 0	n = ADRES at the start of current ADC conversion[1]

Notes:

1. If PSIS = 0, ADPREV is formatted the same way as ADRES is, depending on the FM bits.
2. The individual bytes in this multibyte register can be accessed with the following register names:
   - ADPREVH: Accesses ADPREV[15:8]
   - ADPREVL: Accesses ADPREV[7:0]

41.5.17 ADACC

Name: ADACC
Address: 0x21F

ADC Accumulator Register[1]

See the **"Computation Operation"** section for more details.

Important: This register contains signed two's complement accumulator value and the upper unused bits contain copies of the sign bit.

Bit	15	14	13	12	11	10	9	8
	ACC[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bit	7	6	5	4	3	2	1	0
	ACC[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	x	x	x	x	x	x	x	x

Bits 15:0 – ACC[15:0] ADC Accumulator - Signed two's complement

Notes:

1. This register can only be written when GO = 0.
2. The individual bytes in this multibyte register can be accessed with the following register names when applicable. The size of this multibyte register may vary depending on the device family. Refer to the register summary for more information about the implemented bit width of this register.
   – ADACCH: Accesses the high byte ADACC[15:8]
   – ADACCL: Accesses the low byte ADACC[7:0]

41.5.18 ADSTPT

Name: ADSTPT
Address: 0x21B

ADC Threshold Setpoint Register
Depending on CALC, it may be used to determine ADERR.

Bit	15	14	13	12	11	10	9	8
	STPT[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	STPT[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – STPT[15:0] ADC Threshold Setpoint - Signed two's complement

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADSTPTH: Accesses the high byte ADSTPT[15:8]
- ADSTPTH: Accesses the low byte ADSTPT[7:0]

41.5.19 ADERR

Name: ADERR
Address: 0x219

ADC Setpoint Error Register
ADC Setpoint Error calculation is determined by the CALC bits.

Bit	15	14	13	12	11	10	9	8
	ERR[15:8]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bit	7	6	5	4	3	2	1	0
	ERR[7:0]							
Access	R	R	R	R	R	R	R	R
Reset	x	x	x	x	x	x	x	x

Bits 15:0 – ERR[15:0] ADC Setpoint Error - Signed two’s complement

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADERRH: Accesses the high byte ADERR[15:8]
- ADERRL: Accesses the low byte ADERR[7:0]

41.5.20 ADLTH

Name: ADLTH
Address: 0x215

ADC Lower Threshold Register
ADLTH and ADUTH are compared with ADERR to set the UTHR and LTHR bits. Depending on the setting of the TMD bits, an interrupt may be triggered by the results of this comparison.

Bit	15	14	13	12	11	10	9	8
	LTH[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	LTH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – LTH[15:0] ADC Lower Threshold - Signed two’s complement

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADLTHH: Accesses the high byte ADLTH[15:8]
- ADLTHL: Accesses the low byte ADLTH[7:0]

41.5.21 ADUTH

Name: ADUTH
Address: 0x217

ADC Upper Threshold Register
ADLTH and ADUTH are compared with ADERR to set the UTHR and LTHR bits. Depending on the setting of the TMD bits, an interrupt may be triggered by the results of this comparison.

Bit	15	14	13	12	11	10	9	8
	UTH[15:8]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bit	7	6	5	4	3	2	1	0
	UTH[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 15:0 – UTH[15:0] ADC Upper Threshold - Signed two’s complement

Notes: The individual bytes in this multibyte register can be accessed with the following register names:

- ADUTHH: Accesses the high byte ADUTH[15:8]
- ADUTHL: Accesses the low byte ADUTH[7:0]

41.5.22 ADACT

Name: ADACT
Address: 0x235

ADC Auto-Conversion Trigger Source Selection Register

Bit	7	6	5	4	3	2	1	0
			ACT[5:0]					
Access			R/W	R/W	R/W	R/W	R/W	R/W
Reset			0	0	0	0	0	0

Bits 5:0 – ACT[5:0] Auto-Conversion Trigger Select

Table 41-9. ADC Auto-Conversion Trigger Sources

ACT	Auto-Conversion Trigger Source
111111	Software write to ADPCH
111110	Software read of ADRESH
111101	Software read of ADERRH
111100 - 011011	Reserved
011010	CLC4_OUT
011001	CLC3_OUT
011000	CLC2_OUT
010111	CLC1_OUT
010110	PWM2S1P2_OUT
010101	PWM2S1P1_OUT
010100	PWM1S1P2_OUT
010011	PWM1S1P1_OUT
010010	CCP2_OUT
010001	CCP1_OUT
010000	TU16B_OUT
001111	TU16A_OUT
001110	TMR4_postscaled_OUT
001101	TMR2_postscaled_OUT
001100	TMR1_overflow
001011	TMR0_overflow
001010	VPORT Interrupt-on-change (RW7) Interrupt Flag
001001	VPORT Interrupt-on-change (RW6) Interrupt Flag
001000	VPORT Interrupt-on-change (RW5) Interrupt Flag
000111	VPORT Interrupt-on-change (RW4) Interrupt Flag
000110	VPORT Interrupt-on-change (RW3) Interrupt Flag
000101	VPORT Interrupt-on-change (RW2) Interrupt Flag
000100	VPORT Interrupt-on-change (RW1) Interrupt Flag
000011	VPORT Interrupt-on-change (RW0) Interrupt Flag
000010	Interrupt-on-change Interrupt Flag
000001	Pin selected by ADACTPPS
000000	External Trigger Disabled

41.5.23 ADCGxA

Name: ADCGxA
Address: 0x0237

ADC Channel Group Selection Port A

Bit	7	6	5	4	3	2	1	0
			CGA5	CGA4		CGA2	CGA1	CGA0
Access			R/W	R/W		R/W	R/W	R/W
Reset			0	0		0	0	0

Bits 4, 5 – CGAn Channel Group Selection Enable on RA Pins

Bits 0, 1, 2 – CGAn Channel Group Selection Enable on RA Pins

Note: Refer to the **"Pin Allocation Table"** for details about available pins per port.

41.5.24 ADCGxB

Name: ADCGxB
Address: 0x0238

ADC Channel Group Selection Port B

Bit	7	6	5	4	3	2	1	0
	CGB7	CGB6	CGB5					
Access	R/W	R/W	R/W					
Reset	0	0	0					

Bits 5, 6, 7 – CGBn Channel Group Selection Enable on RB Pins

Note: Refer to the **"Pin Allocation Table"** for details about available pins per port.

41.5.25 ADCGxC

Name: ADCGxC
Address: 0x0239

ADC Channel Group Selection Port C

Bit	7	6	5	4	3	2	1	0
	CGC7	CGC6	CGC5	CGC4	CGC3		CGC1	CGC0
Access	R/W	R/W	R/W	R/W	R/W		R/W	R/W
Reset	0	0	0	0	0		0	0

Bits 3, 4, 5, 6, 7 – CGCn Channel Group Selection Enable on RC Pins

Bits 0, 1 – CGCn Channel Group Selection Enable on RC Pins

Note: Refer to the **"Pin Allocation Table"** for details about available pins per port.

41.6 Register Summary - ADC

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x0214	Reserved									
0x0215	ADLTH	7:0	LTH[7:0]							
		15:8	LTH[15:8]							
0x0217	ADUTH	7:0	UTH[7:0]							
		15:8	UTH[15:8]							
0x0219	ADERR	7:0	ERR[7:0]							
		15:8	ERR[15:8]							
0x021B	ADSTPT	7:0	STPT[7:0]							
		15:8	STPT[15:8]							
0x021D	ADFLTR	7:0	FLTR[7:0]							
		15:8	FLTR[15:8]							
0x021F	ADACC	7:0	ACC[7:0]							
		15:8	ACC[15:8]							
0x0221	Reserved									
0x0222	ADCNT	7:0	CNT[7:0]							
0x0223	ADRPT	7:0	RPT[7:0]							
0x0224	ADPREV	7:0	PREV[7:0]							
		15:8	PREV[15:8]							
0x0226	ADRES	7:0	RES[7:0]							
		15:8	RES[15:8]							
0x0228	ADPCH	7:0			PCH[5:0]					
0x0229	Reserved									
0x022A	ADACQ	7:0	ACQ[7:0]							
		15:8				ACQ[12:8]				
0x022C	ADCAP	7:0				CAP[4:0]				
0x022D	ADPRE	7:0	PRE[7:0]							
		15:8				PRE[12:8]				
0x022F	ADCON0	7:0	ON	CONT		CS	FM[1:0]		IC	GO
0x0230	ADCON1	7:0	PPOL	IPEN	GPOL				PCSC	DSEN
0x0231	ADCON2	7:0	PSIS	CRS[2:0]			ACLR	MD[2:0]		
0x0232	ADCON3	7:0		CALC[2:0]			SOI	TMD[2:0]		
0x0233	ADSTAT	7:0	AOV	UTHR	LTHR	MATH		STAT[2:0]		
0x0234	ADREF	7:0				NREF			PREF[1:0]	
0x0235	ADACT	7:0			ACT[5:0]					
0x0236	ADCLK	7:0			CS[5:0]					
0x0237	ADCG1A	7:0			CGA5	CGA4		CGA2	CGA1	CGA0
0x0238	ADCG1B	7:0	CGB7	CGB6	CGB5					
0x0239	ADCG1C	7:0	CGC7	CGC6	CGC5	CGC4	CGC3		CGC1	CGC0

42. Instruction Set Summary

The PIC18 devices incorporate the standard set of PIC18 core instructions, as well as an extended set of instructions to optimize code that is recursive or that utilizes a software stack. The extended set is discussed later in this section.

42.1 Standard Instruction Set

The standard PIC18 instruction set adds many enhancements to the previous PIC® MCU instruction sets while maintaining an easy migration from these PIC MCU instruction sets. Most instructions are a single program memory word (16 bits), but there are a few instructions that require two- or three-program memory locations.

Each single-word instruction is a 16-bit word divided into an opcode that specifies the instruction type and one or more operands, which further specifies the operation of the instruction.

The instruction set is highly orthogonal and is grouped into four basic categories:

- Byte-oriented operations
- Bit-oriented operations
- Literal operations
- Control operations

The PIC18 instruction set summary in Table 42-2 lists byte-oriented, bit-oriented, literal and control operations. Table 42-1 shows the opcode field descriptions.

Most byte-oriented instructions have three operands:

- The file register (specified by ‘f’)
- The destination of the result (specified by ‘d’)
- The accessed memory (specified by ‘a’)

The file register designator ‘f’ specifies which file register is to be used by the instruction. The destination designator ‘d’ specifies where the result of the operation is to be placed. If ‘d’ is zero, the result is placed in the WREG register. If ‘d’ is one, the result is placed in the file register specified in the instruction.

All bit-oriented instructions have three operands:

- The file register (specified by ‘f’)
- The bit in the file register (specified by ‘b’)
- The accessed memory (specified by ‘a’)

The bit field designator ‘b’ selects the number of the bit affected by the operation, while the file register designator ‘f’ represents the number of the file in which the bit is located.

The literal instructions may use some of the following operands:

- A literal value to be loaded into a file register (specified by ‘k’)
- The desired FSR register to load the literal value into (specified by ‘f’)
- No operand required (specified by ‘—’)

The control instructions may use some of the following operands:

- A program memory address (specified by ‘n’)
- The mode of the `CALL` or `RETURN` instructions (specified by ‘s’)
- The mode of the table read and table write instructions (specified by ‘m’)
- No operand required (specified by ‘—’)

All instructions are a single word, except for a few two- or three-word instructions. These instructions were made two- or three-words to contain the required information in 32 or 48 bits. In the second and third words, the four MSbs are '1's. If this second or third word is executed as an instruction (by itself), it will execute as a NOP.

All single-word instructions are executed in a single instruction cycle, unless a conditional test is true or the Program Counter is changed as a result of the instruction. In these cases, the execution takes two instruction cycles, with the additional instruction cycle(s) executed as a NOP.

The two-word instructions execute in two instruction cycles and three-word instructions execute in three instruction cycles.

One instruction cycle consists of four oscillator periods. Thus, for an oscillator frequency of 4 MHz, the normal instruction execution time is 1 μs. If a conditional test is true or the Program Counter is changed as a result of an instruction, the instruction execution time is 2 μs. Two-word branch instructions (if true) take 3 μs.

Figure 42-1, Figure 42-2 and Figure 42-3 show the general formats that the instructions can have. All examples use the convention 'nnh' to represent a hexadecimal number.

The Instruction Set Summary, shown in Table 42-2, lists the standard instructions recognized by the Microchip MPASM™ Assembler.

The Standard Instruction Set section provides a description of each instruction.

Table 42-1. Opcode Field Descriptions

Field	Description
a	RAM access bit a = 0: RAM location in Access RAM (BSR register is ignored) a = 1: RAM bank is specified by BSR register (default)
ACCESS	ACCESS = 0: RAM access bit symbol
BANKED	BANKED = 1: RAM access bit symbol
bbb	Bit address within an 8-bit file register (0 to 7)
BSR	Bank Select Register (BSR). Used to select the current RAM bank.
d	Destination select bit d = 0: store result in WREG d = 1: store result in file register f (default)
dest	Destination: either the WREG register or the specified register file location
f	8-bit register file address (00h to FFh)
f_n	FSR Number (0 to 2)
f_s	12-bit register file address (000h to FFFh) or 14-bit register file address (0000h to 3FFFh). This is the source address.
f_d	12-bit register file address (000h to FFFh) or 14-bit register file address (0000h to 3FFFh). This is the destination address.
z_s	7-bit literal offset for FSR2 to used as register file address (000h to FFFh). This is the source address.
z_d	7-bit literal offset for FSR2 to used as register file address (000h to FFFh). This is the destination address.
k	Literal field, constant data or label (may be either a 6-bit, 8-bit, 12-bit or a 20-bit value)
label	Label name
mm	The mode of the TBLPTR register for the table read and table write instructions. Only used with table read and table write instructions:
*	No change to register (such as TBLPTR with table reads and writes)
*+	Post-Increment register (such as TBLPTR with table reads and writes)
*-	Post-Decrement register (such as TBLPTR with table reads and writes)
+*	Pre-Increment register (such as TBLPTR with table reads and writes)

...........continued

Field	Description
n	The relative address (two's complement number) for relative branch instructions or the direct address for call/branch and return instructions
PRODH	Product of multiply high byte
PRODL	Product of multiply low byte
s	Fast Call/Return mode select bit s = 0: do not update into/from shadow registers (default) s = 1: certain registers loaded into/from shadow registers (Fast mode)
u	Unused or unchanged
W	W = 0: Destination select bit symbol
WREG	Working register (accumulator)
x	Don't care ('0' or '1'). The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
TBLPTR	21-bit Table Pointer (points to a program memory location)
TABLAT	8-bit table latch
TOS	Top-of-stack (TOS)
PC	Program Counter
PCL	Program Counter low byte
PCH	Program Counter high byte
PCLATH	Program Counter high byte latch
PCLATU	Program Counter upper byte Latch
GIE	Global Interrupt Enable bit
WDT	Watchdog Timer
$\overline{\text{TO}}$	Time-Out bit
$\overline{\text{PD}}$	Power-Down bit
C, DC, Z, OV, N	ALU Status bits: Carry, Digit Carry, Zero, Overflow, Negative
{ }	Optional argument
[ ]	Indexed address
( )	Contents
< >	Register bit field
[expr]<n>	Specifies bit n of the register indicated by pointer expr
→	Assigned to
∈	In the set of
italics	User defined term (font is Courier)

Figure 42-1. General Format for Byte-Oriented Instructions

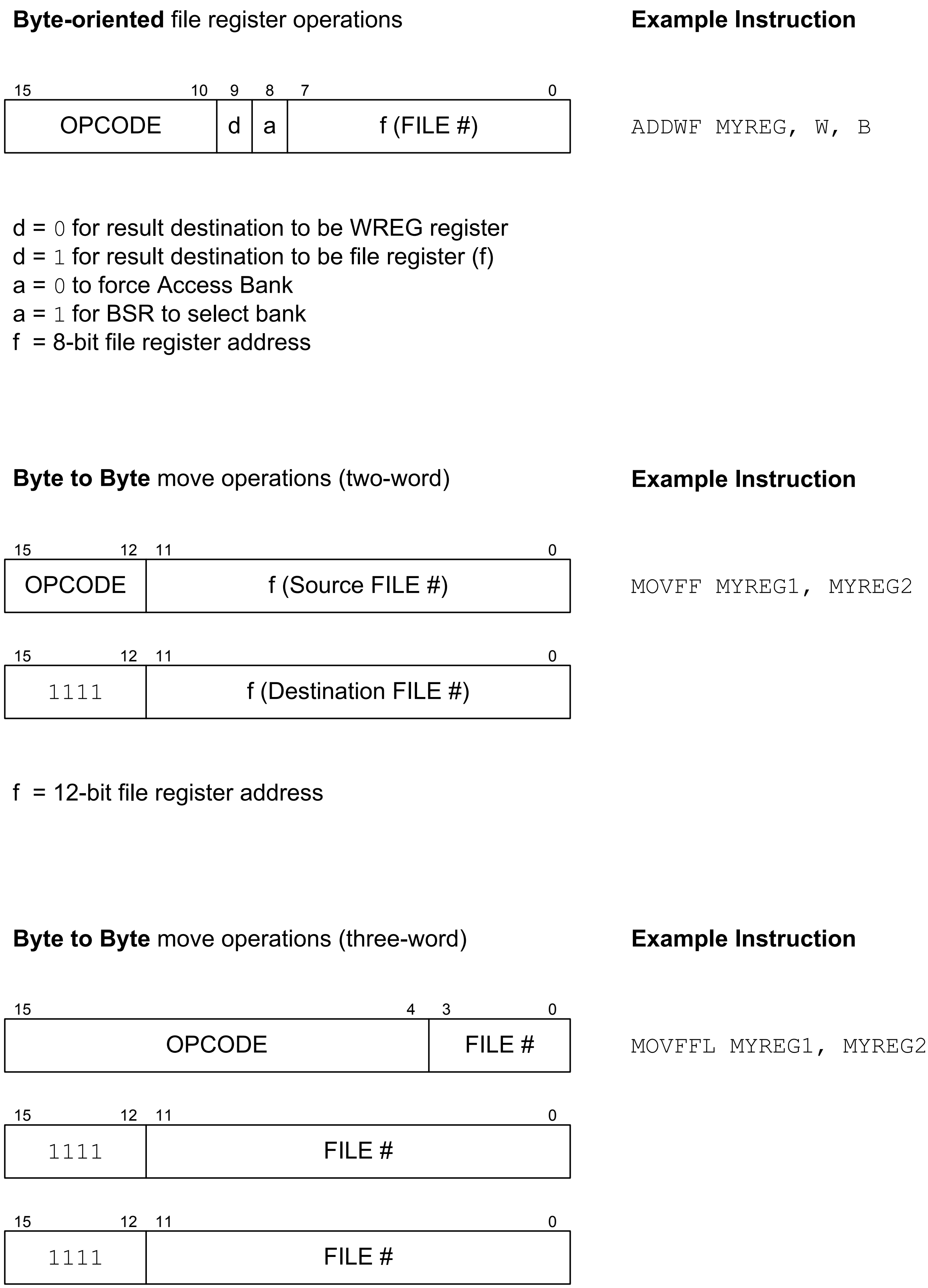
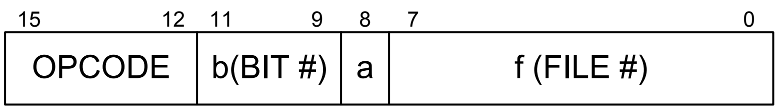


Figure 42-2. General Format for Bit-Oriented and Literal Instructions

Bit-oriented file register operations

Example Instruction

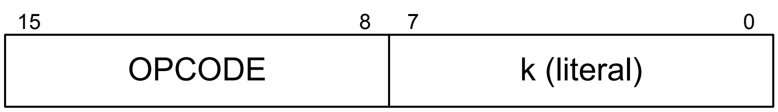


`BSF MYREG, bit, B`

b = 3-bit position of bit in file register (f)
a = `0` to force Access Bank
a = `1` for BSR to select bank
f = 8-bit file register address

Literal operations

Example Instruction



`MOVLW 7Fh`

k = 8-bit immediate value

Figure 42-3. General Format for Control Instructions

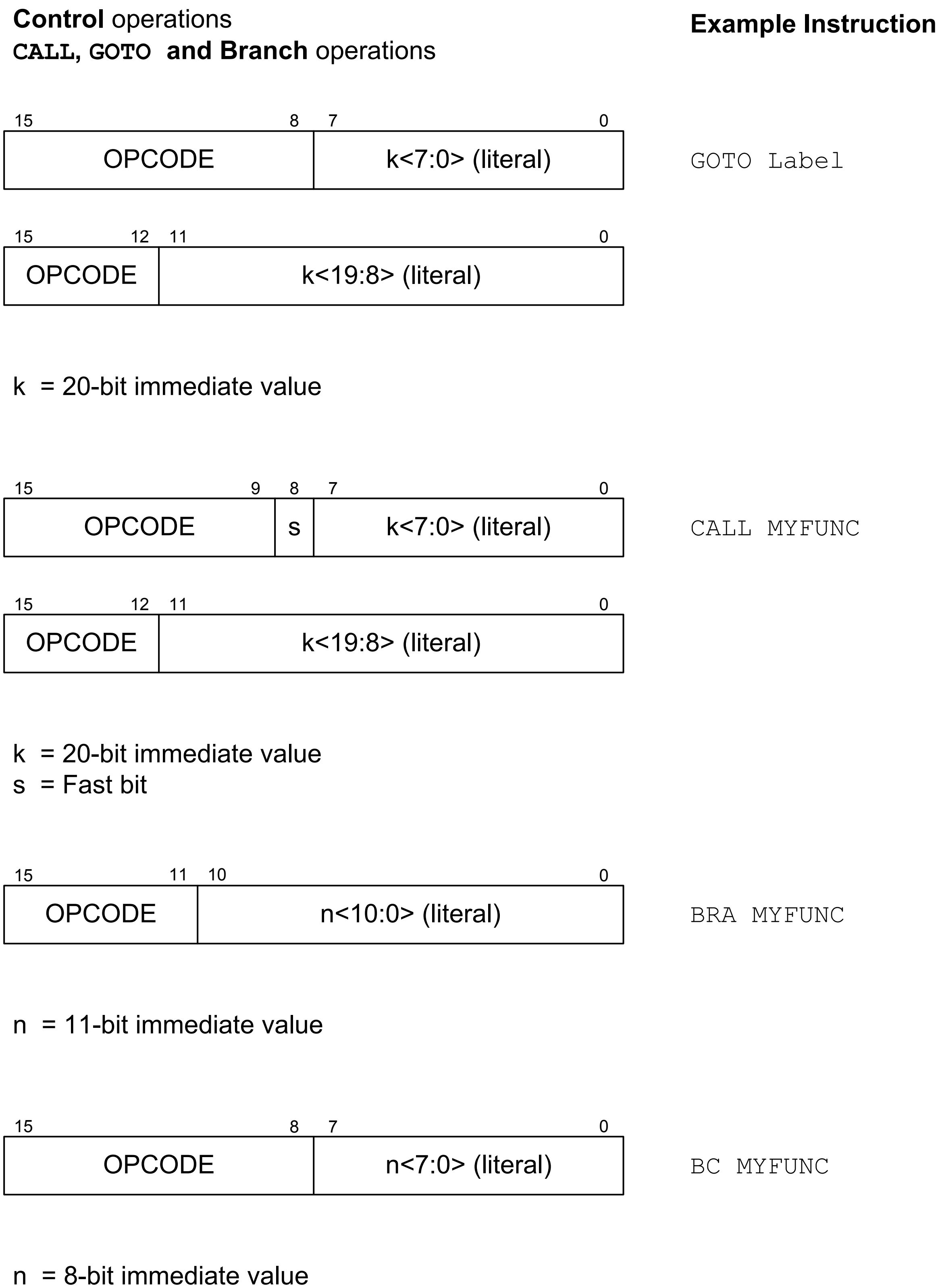


Table 42-2. Standard Instruction Set

Mnemonic, Operands		Description	Cycles	16-Bit Instruction Word				Status Affected	Notes
				MSb			LSb		
BYTE-ORIENTED FILE REGISTER INSTRUCTIONS									
ADDWF	f, d, a	Add WREG and f	1	0010	01da	ffff	ffff	C, DC, Z, OV, N	1
ADDWFC	f, d, a	Add WREG and Carry bit to f	1	0010	00da	ffff	ffff	C, DC, Z, OV, N	1
ANDWF	f, d, a	AND WREG with f	1	0001	01da	ffff	ffff	Z, N	1
CLRF	f, a	Clear f	1	0110	101a	ffff	ffff	Z	
COMF	f, d, a	Complement f	1	0001	11da	ffff	ffff	Z, N	1
DECF	f, d, a	Decrement f	1	0000	01da	ffff	ffff	C, DC, Z, OV, N	1
INCF	f, d, a	Increment f	1	0010	10da	ffff	ffff	C, DC, Z, OV, N	1
IORWF	f, d, a	Inclusive OR WREG with f	1	0001	00da	ffff	ffff	Z, N	1
MOVF	f, d, a	Move f to WREG or f	1	0101	00da	ffff	ffff	Z, N	1
MOVFF	f_s, f_d	Move f_s (12-bit source) to f_d (12-bit destination)	2	1100	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$	None	1, 3, 4
				1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$		
MOVFFL	f_s, f_d	Move f_s (14-bit source) to f_d (14-bit destination)	3	0000	0000	0110	$f_sf_sf_sf_s$	None	1, 3
				1111	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$	$f_sf_sf_df_d$		
				1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$		
MOVWF	f, a	Move WREG to f	1	0110	111a	ffff	ffff	None	
MULWF	f, a	Multiply WREG with f	1	0000	001a	ffff	ffff	None	1
NEGF	f, a	Negate f	1	0110	110a	ffff	ffff	C, DC, Z, OV, N	1
RLCF	f, d, a	Rotate Left f through Carry	1	0011	01da	ffff	ffff	C, Z, N	1
RLNCF	f, d, a	Rotate Left f (No Carry)	1	0100	01da	ffff	ffff	Z, N	1
RRCF	f, d, a	Rotate Right f through Carry	1	0011	00da	ffff	ffff	C, Z, N	1
RRNCF	f, d, a	Rotate Right f (No Carry)	1	0100	00da	ffff	ffff	Z, N	1
SETF	f, a	Set f	1	0110	100a	ffff	ffff	None	
SUBFWB	f, d, a	Subtract f from WREG with Borrow	1	0101	01da	ffff	ffff	C, DC, Z, OV, N	1
SUBWF	f, d, a	Subtract WREG from f	1	0101	11da	ffff	ffff	C, DC, Z, OV, N	1
SUBWFB	f, d, a	Subtract WREG from f with Borrow	1	0101	10da	ffff	ffff	C, DC, Z, OV, N	1
SWAPF	f, d, a	Swap nibbles in f	1	0011	10da	ffff	ffff	None	1
XORWF	f, d, a	Exclusive OR WREG with f	1	0001	10da	ffff	ffff	Z, N	1
BYTE-ORIENTED SKIP INSTRUCTIONS									
CPFSEQ	f, a	Compare f with WREG, skip if =	1 – 4	0110	001a	ffff	ffff	None	1, 2

...........continued

Mnemonic, Operands		Description	Cycles	16-Bit Instruction Word				Status Affected	Notes
				MSb			LSb		
CPFSGT	f, a	Compare f with WREG, skip if >	1 – 4	0110	010a	ffff	ffff	None	1, 2
CPFSLT	f, a	Compare f with WREG, skip if <	1 – 4	0110	000a	ffff	ffff	None	1, 2
DECFSZ	f, d, a	Decrement f, Skip if 0	1 – 4	0010	11da	ffff	ffff	None	1, 2
DCFSNZ	f, d, a	Decrement f, Skip if Not 0	1 – 4	0100	11da	ffff	ffff	None	1, 2
INCFSZ	f, d, a	Increment f, Skip if 0	1 – 4	0011	11da	ffff	ffff	None	1, 2
INFSNZ	f, d, a	Increment f, Skip if Not 0	1 – 4	0100	10da	ffff	ffff	None	1, 2
TSTFSZ	f, a	Test f, skip if 0	1 – 4	0110	011a	ffff	ffff	None	1, 2
BIT-ORIENTED FILE REGISTER INSTRUCTIONS									
BCF	f, b, a	Bit Clear f	1	1001	bbba	ffff	ffff	None	1
BSF	f, b, a	Bit Set f	1	1000	bbba	ffff	ffff	None	1
BTG	f, b, a	Bit Toggle f	1	0111	bbba	ffff	ffff	None	1
BIT-ORIENTED SKIP INSTRUCTIONS									
BTFSC	f, b, a	Bit Test f, Skip if Clear	1 – 4	1011	bbba	ffff	ffff	None	1, 2
BTFSS	f, b, a	Bit Test f, Skip if Set	1 – 4	1010	bbba	ffff	ffff	None	1, 2
CONTROL INSTRUCTIONS									
BC	n	Branch if Carry	1 – 2	1110	0010	nnnn	nnnn	None	2
BN	n	Branch if Negative	1 – 2	1110	0110	nnnn	nnnn	None	2
BNC	n	Branch if Not Carry	1 – 2	1110	0011	nnnn	nnnn	None	2
BNN	n	Branch if Not Negative	1 – 2	1110	0111	nnnn	nnnn	None	2
BNOV	n	Branch if Not Overflow	1 – 2	1110	0101	nnnn	nnnn	None	2
BNZ	n	Branch if Not Zero	1 – 2	1110	0001	nnnn	nnnn	None	2
BOV	n	Branch if Overflow	1 – 2	1110	0100	nnnn	nnnn	None	2
BRA	n	Branch Unconditionally	2	1101	0nnn	nnnn	nnnn	None	2
BZ	n	Branch if Zero	1 – 2	1110	0000	nnnn	nnnn	None	2
CALL	k, s	Call subroutine	2	1110	110s	kkkk	kkkk	None	2, 3
				1111	kkkk	kkkk	kkkk		
CALLW	—	Call subroutine using WREG	2	0000	0000	0001	0100	None	2
GOTO	k	Go to address	2	1110	1111	kkkk	kkkk	None	3
				1111	kkkk	kkkk	kkkk		
RCALL	n	Relative Call	2	1101	1nnn	nnnn	nnnn	None	2

...........continued

Mnemonic, Operands		Description	Cycles	16-Bit Instruction Word				Status Affected	Notes
				MSb			LSb		
RETFIE	s	Return from interrupt enable	2	0000	0000	0001	000s	INTCONx STAT bits	2
RETLW	k	Return with literal in WREG	2	0000	1100	kkkk	kkkk	None	2
RETURN	s	Return from Subroutine	2	0000	0000	0001	001s	None	2
INHERENT INSTRUCTIONS									
CLRWDT	—	Clear Watchdog Timer	1	0000	0000	0000	0100	$\overline{TO}$, $\overline{PD}$	
DAW	—	Decimal Adjust WREG	1	0000	0000	0000	0111	C	
NOP	—	No Operation	1	0000	0000	0000	0000	None	
NOP	—	No Operation	1	1111	xxxx	xxxx	xxxx	None	3
POP	—	Pop top of return stack (TOS)	1	0000	0000	0000	0110	None	
PUSH	—	Push top of return stack (TOS)	1	0000	0000	0000	0101	None	
RESET	—	Software device Reset	1	0000	0000	1111	1111	All	
SLEEP	—	Go into Standby mode	1	0000	0000	0000	0011	$\overline{TO}$, $\overline{PD}$	
LITERAL INSTRUCTIONS									
ADDFSR	f_n, k	Add FSR (f_n) with literal (k)	1	1110	1000	$f_n f_n$kk	kkkk	None	
ADDLW	k	Add literal and WREG	1	0000	1111	kkkk	kkkk	C, DC, Z, OV, N	
ANDLW	k	AND literal with WREG	1	0000	1011	kkkk	kkkk	Z, N	
IORLW	k	Inclusive OR literal with WREG	1	0000	1001	kkkk	kkkk	Z, N	
LFSR	f_n, k	Load FSR(f_n) with a 14-bit literal (k)	2	1110	1110	00$f_n f_n$	kkkk	None	3
				1111	00kk	kkkk	kkkk		
MOVLB	k	Move literal to BSR<5:0>	1	0000	0001	00kk	kkkk	None	
MOVLW	k	Move literal to WREG	1	0000	1110	kkkk	kkkk	None	
MULLW	k	Multiply literal with WREG	1	0000	1101	kkkk	kkkk	None	
RETLW	k	Return with literal in WREG	2	0000	1100	kkkk	kkkk	None	
SUBFSR	f_n, k	Subtract literal (k) from FSR (f_n)	1	1110	1001	$f_n f_n$kk	kkkk	None	
SUBLW	k	Subtract WREG from literal	1	0000	1000	kkkk	kkkk	C, DC, Z, OV, N	
XORLW	k	Exclusive OR literal with WREG	1	0000	1010	kkkk	kkkk	Z, N	
DATA MEMORY – PROGRAM MEMORY INSTRUCTIONS									
TBLRD*	—	Table Read	2	0000	0000	0000	1000	None	
TBLRD*+	—	Table Read with post-increment	2	0000	0000	0000	1001	None	
TBLRD*-	—	Table Read with post-decrement	2	0000	0000	0000	1010	None	
TBLRD+*	—	Table Read with pre-increment	2	0000	0000	0000	1011	None	

...........continued

Mnemonic, Operands		Description	Cycles	16-Bit Instruction Word				Status Affected	Notes
				MSb			LSb		
TBLWT*	—	Table Write	2	0000	0000	0000	1100	None	
TBLWT*+	—	Table Write with post-increment	2	0000	0000	0000	1101	None	
TBLWT*-	—	Table Write with post-decrement	2	0000	0000	0000	1110	None	
TBLWT+*	—	Table Write with pre-increment	2	0000	0000	0000	1111	None	

Notes:

1. When a PORT register is modified as a function of itself (e.g., `MOVF PORTB, 1, 0`), the value used will be that value present on the pins themselves. For example, if the data latch is '`1`' for a pin configured as input and is driven low by an external device, the data will be written back with a '`0`'.
2. If Program Counter (PC) is modified or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a `NOP`.
3. Some instructions are multi-word instructions. The extra words of these instructions will be executed as a `NOP` unless the first word of the instruction retrieves the information embedded in these 16 bits. This ensures that all program memory locations have a valid instruction.
4. f_s and f_d do not cover the full memory range. 2 MSbs of bank selection are forced to `0b00` to limit the range of these instructions to the lower 4k addressing space.

42.1.1 Standard Instruction Set

Important: All PIC18 instructions may take an optional label argument preceding the instruction mnemonic for use in symbolic addressing. If a label is used, the instruction format then becomes:
`{label} instruction argument(s).`

ADDFSR	Add Literal to FSR			
Syntax	**ADDFSR f_n, k**			
Operands	$0 \le k \le 63$ $f_n \in [0, 1, 2]$			
Operation	$(FSRf_n) + k \rightarrow FSRf_n$			
Status Affected	None			
Encoding	1110	1000	$f_n f_n$kk	kkkk
Description	The 6-bit literal 'k' is added to the contents of the FSR specified by 'f_n'			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write to FSR

Example: `ADDFSR 2, 23h`

Before Instruction
FSR2 = `03FFh`

After Instruction
FSR2 = `0422h`

ADDLW	Add Literal to W			
Syntax	**ADDLW k**			
Operands	$0 \le k \le 255$			
Operation	$(W) + k \rightarrow W$			
Status Affected	N, OV, C, DC, Z			
Encoding	0000	1111	kkkk	kkkk
Description	The contents of W are added to the 8-bit literal 'k' and the result is placed in W			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write to W

Example: `ADDLW 15h`

Before Instruction
W = `10h`

After Instruction
W = `25h`

ADDWF	Add W to f			
Syntax	**`ADDWF f {,d {,a}}`**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(W) + (f) → dest			
Status Affected	N, OV, C, DC, Z			
Encoding	`0010`	`01da`	`ffff`	`ffff`
Description	Add W to register ‘f’. If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in register ‘f’ (default). If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `ADDWF REG, 0, 0`

Before Instruction
W = `17h`
REG = `0C2h`

After Instruction
W = `0D9h`
REG = `0C2h`

ADDWFC	Add W and Carry Bit to f			
Syntax	**`ADDWFC f {,d {,a}}`**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(W) + (f) + (C) → dest			
Status Affected	N, OV, C, DC, Z			
Encoding	`0010`	`00da`	`ffff`	`ffff`

...........continued	
ADDWFC	Add W and Carry Bit to f
Syntax	`ADDWFC f {,d {,a}}`
Description	Add W, the Carry flag and data memory location ‘f’. If ‘d’ is ‘0’, the result is stored in W. If ‘d’ is ‘1’, the result is placed in data memory location ‘f’. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.
Words	1
Cycles	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `ADDWFC REG, 0, 1`

Before Instruction
Carry bit = 1
REG = 02h
W = 4Dh

After Instruction
Carry bit = 0
REG = 02h
W = 50h

ANDLW	AND Literal with W			
Syntax	`ANDLW k`			
Operands	0 ≤ k ≤ 255			
Operation	(W) .AND. k → W			
Status Affected	N, Z			
Encoding	0000	1011	kkkk	kkkk
Description	The contents of W are ANDed with the 8-bit literal ‘k’. The result is placed in W			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to W

Example: `ANDLW 05Fh`

Before Instruction
W = A3h

After Instruction
W = 03h

ANDWF	AND W with f			
Syntax	`ANDWF f {,d {,a}}`			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(W) .AND. (f) → dest			
Status Affected	N, Z			
Encoding	`0001`	`01da`	`ffff`	`ffff`
Description	The contents of W are ANDed with register 'f'. If 'd' is '`0`', the result is stored in W. If 'd' is '`1`', the result is stored back in register 'f' (default). If 'a' is '`0`', the Access Bank is selected. If 'a' is '`1`', the BSR is used to select the GPR bank. If 'a' is '`0`' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example: `ANDWF REG, 0, 0`

Before Instruction
W = `17h`
REG = `C2h`

After Instruction
W = `02h`
REG = `C2h`

BC	Branch if Carry			
Syntax	`BC n`			
Operands	-128 ≤ n ≤ 127			
Operation	If the Carry bit is '`1`' (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	`1110`	`0010`	`nnnn`	`nnnn`
Description	If the Carry bit is '`1`', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	No operation

Example: `HERE BC 5`

Before Instruction
PC = address `(HERE)`

After Instruction
If Carry = `1`; PC = address `(HERE + 12)`
If Carry = `0`; PC = address `(HERE + 2)`

BCF	Bit Clear f			
Syntax	**BCF f, b {,a}**			
Operands	0 ≤ f ≤ 255 0 ≤ b ≤ 7 a ∈ [0, 1]			
Operation	0 → f<b>			
Status Affected	None			
Encoding	1001	bbba	ffff	ffff
Description	Bit ‘b’ in register ‘f’ is cleared. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: `BCF FLAG_REG, 7, 0`

Before Instruction
FLAG_REG = `C7h`

After Instruction
FLAG_REG = `47h`

BN	Branch if Negative			
Syntax	**BN n**			
Operands	-128 ≤ n ≤ 127			
Operation	If NEGATIVE bit is ‘1’ (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1110	0110	nnnn	nnnn

...........continued

BN	Branch if Negative
Syntax	`BN n`
Description	If the NEGATIVE bit is '1', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.
Words	1
Cycles	1 (2)

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	No operation

Example: `HERE BN Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If NEGATIVE = `1`; PC = address `(Jump)`
If NEGATIVE = `0`; PC = address `(HERE + 2)`

BNC	Branch if Not Carry			
Syntax	`BNC n`			
Operands	-128 ≤ n ≤ 127			
Operation	If the Carry bit is '0' (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1110	0011	nnnn	nnnn
Description	If the Carry bit is '0', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	No operation

Example: `HERE BNC Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If Carry = `0`; PC = address `(Jump)`
If Carry = `1`; PC = address `(HERE + 2)`

BNN	Branch if Not Negative			
Syntax	**`BNN n`**			
Operands	-128 ≤ n ≤ 127			
Operation	If NEGATIVE bit is '`0`' (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	`1110`	`0111`	`nnnn`	`nnnn`
Description	If the NEGATIVE bit is '`0`', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	No operation

Example: `HERE BNN Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If NEGATIVE = `0`; PC = address `(Jump)`
If NEGATIVE = `1`; PC = address `(HERE + 2)`

BNOV	Branch if Not Overflow
Syntax	**`BNOV n`**
Operands	-128 ≤ n ≤ 127
Operation	If OVERFLOW bit is '`0`' (PC) + 2 + 2n → PC

...........continued				
BNOV	**Branch if Not Overflow**			
Syntax	`BNOV n`			
Status Affected	None			
Encoding	`1110`	`0101`	`nnnn`	`nnnn`
Description	If the OVERFLOW bit is '`0`', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	No operation

Example: `HERE BNOV Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If OVERFLOW = `0`; PC = address `(Jump)`
If OVERFLOW = `1`; PC = address `(HERE + 2)`

BNZ	**Branch if Not Zero**			
Syntax	`BNZ n`			
Operands	$-128 \leq n \leq 127$			
Operation	If ZERO bit is '`0`' (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	`1110`	`0001`	`nnnn`	`nnnn`
Description	If the ZERO bit is '`0`', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC

No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	No operation

Example: `HERE BNZ Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If ZERO = `0`; PC = address `(Jump)`
If ZERO = `1`; PC = address `(HERE + 2)`

BOV	Branch if Overflow			
Syntax	`BOV n`			
Operands	-128 ≤ n ≤ 127			
Operation	If OVERFLOW bit is ‘1’ (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1110	0100	nnnn	nnnn
Description	If the OVERFLOW bit is ‘1’, then the program will branch. The two’s complement number ‘2n’ is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	No operation

Example: `HERE BOV Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If OVERFLOW = `1`; PC = address `(Jump)`
If OVERFLOW = `0`; PC = address `(HERE + 2)`

BRA	Unconditional Branch			
Syntax	`BRA n`			
Operands	-1024 ≤ n ≤ 1023			
Operation	(PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1101	0nnn	nnnn	nnnn
Description	The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is a two-cycle instruction.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

Example: `HERE BRA Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
PC = address `(Jump)`

BSF	Bit Set f			
Syntax	`BSF f, b {,a}`			
Operands	0 ≤ f ≤ 255 0 ≤ b ≤ 7 a ∈ [0, 1]			
Operation	1 → f<b>			
Status Affected	None			
Encoding	1000	bbba	ffff	ffff
Description	Bit 'b' in register 'f' is set. If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write register 'f'

Example: `BSF FLAG_REG, 7, 1`

Before Instruction
FLAG_REG = `0Ah`

After Instruction
FLAG_REG = `8Ah`

BTFSC	Bit Test File, Skip if Clear			
Syntax	**`BTFSC f, b {,a}`**			
Operands	0 ≤ f ≤ 255 0 ≤ b ≤ 7 a ∈ [0, 1]			
Operation	Skip if (f<b>) = `0`			
Status Affected	None			
Encoding	`1011`	`bbba`	`ffff`	`ffff`
Description	If bit ‘b’ in register ‘f’ is ‘`0`’, then the next instruction is skipped. If bit ‘b’ is ‘`0`’, then the next instruction fetched during the current instruction execution is discarded and a `NOP` is executed instead, making this a two-cycle instruction. If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE    BTFSC    FLAG, 1, 0
FALSE:
TRUE:
```

Before Instruction
PC = address (HERE)

After Instruction
If FLAG<1> = 0; PC = address (TRUE)
If FLAG<1> = 1; PC = address (FALSE)

BTFSS	Bit Test File, Skip if Set			
Syntax	`BTFSS f, b {,a}`			
Operands	$0 \le f \le 255$ $0 \le b \le 7$ $a \in [0, 1]$			
Operation	Skip if (f<b>) = 1			
Status Affected	None			
Encoding	1010	bbba	ffff	ffff
Description	If bit 'b' in register 'f' is '1', then the next instruction is skipped. If bit 'b' is '1', then the next instruction fetched during the current instruction execution is discarded and a NOP is executed instead, making this a two-cycle instruction. If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   BTFSS   FLAG, 1, 0
FALSE:
TRUE:
```

Before Instruction
PC = address (HERE)

After Instruction
If FLAG<1> = 0; PC = address (FALSE)
If FLAG<1> = 1; PC = address (TRUE)

BTG	Bit Toggle f
Syntax	**BTG f, b {,a}**
Operands	0 ≤ f ≤ 255 0 ≤ b ≤ 7 a ∈ [0, 1]
Operation	$(\overline{f<b>}) \rightarrow f<b>$
Status Affected	None
Encoding	0111 bbba ffff ffff
Description	Bit ‘b’ in data memory location ‘f’ is inverted. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.
Words	1
Cycles	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: BTG PORTC, 4, 0

Before Instruction
PORTC = 0111 0101 [75h]

After Instruction
PORTC = 0110 0101 [65h]

BZ	Branch if Zero
Syntax	**BZ n**
Operands	-128 ≤ n ≤ 127

...........continued

BZ	Branch if Zero			
Syntax	`BZ n`			
Operation	If ZERO bit is '1' (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1110	0000	nnnn	nnnn
Description	If the ZERO bit is '1', then the program will branch. The two's complement number '2n' is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a two-cycle instruction.			
Words	1			
Cycles	1 (2)			

Q Cycle Activity:

If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal 'n'	Process Data	No operation

Example: `HERE BOV Jump`

Before Instruction
PC = address `(HERE)`

After Instruction
If ZERO = `1`; PC = address `(Jump)`
If ZERO = `0`; PC = address `(HERE + 2)`

CALL	Subroutine Call			
Syntax	`CALL k {,s}`			
Operands	0 ≤ k ≤ 1048575 s ∈ [0, 1]			
Operation	(PC) + 4 → TOS k → PC<20:1> If s = 1 (W) → WREG_CSHAD (STATUS) → STATUS_CSHAD (BSR) → BSR_CSHAD			
Status Affected	None			
Encoding 1st word (k<7:0>) 2nd word (k<19:8>)	1110 1111	110s k_{19}kkk	$k_7$kkk kkkk	kkkk$_0$ kkkk$_8$
Description	Subroutine call of entire 2-Mbyte memory range. First, return address (PC + 4) is pushed onto the return stack. If 's' = 1, the WREG, STATUS and BSR registers are also pushed into their respective shadow registers WREG_CSHAD, STATUS_CSHAD and BSR_CSHAD. If 's' = 0, no update occurs (default). Then, the 20-bit value 'k' is loaded into PC<20:1>. CALL is a two-cycle instruction.			
Words	2			

...........continued

CALL	Subroutine Call
Syntax	`CALL k {,s}`
Cycles	2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'<7:0>	PUSH PC to stack	Read literal 'k'<19:8> Write to PC
No operation	No operation	No operation	No operation

Example: `HERE CALL THERE, 1`

Before Instruction

PC = address `(HERE)`

After Instruction

PC = address `(THERE)`
TOS = address `(HERE + 4)`
WREG_CSHAD = (WREG)
BSR_CSHAD = (BSR)
STATUS_CSHAD = (STATUS)

CALLW	Subroutine Call using WREG			
Syntax	`CALLW`			
Operands	None			
Operation	(PC) + 2 → TOS (W) → PCL (PCLATH) → PCH (PCLATU) → PCU			
Status Affected	None			
Encoding	0000	0000	0001	0100
Description	First, the return address (PC + 2) is pushed onto the return stack. Next, the contents of W are written to PCL; the existing value is discarded. Then, the contents of PCLATH and PCLATU are latched onto PCH and PCU respectively. The second cycle is executed as a `NOP` instruction while the new next instruction is fetched. Unlike `CALL`, there is no option to update W, STATUS or BSR.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read WREG	PUSH PC to stack	No operation
No operation	No operation	No operation	No operation

Example: `HERE CALLW`

Before Instruction

PC = address `(HERE)`
PCLATH = `10h`

PCLATU = `00h`
W = `06h`

After Instruction

PC = address `001006h`
TOS = address `(HERE + 2)`
PCLATH = `10h`
PCLATU = `00h`
W = `06h`

CLRF	Clear f			
Syntax	**CLRF f {,a}**			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	`000h` → f `1` → Z			
Status Affected	Z			
Encoding	0110	101a	ffff	ffff
Description	Clears the contents of the specified register 'f'. If 'a' is '`0`', the Access Bank is selected. If 'a' is '`1`', the BSR is used to select the GPR bank. If 'a' is '`0`' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write register 'f'

Example: `CLRF FLAG_REG, 1`

Before Instruction
FLAG_REG = `5Ah`

After Instruction
FLAG_REG = `00h`

CLRWDT	Clear Watchdog Timer			
Syntax	**CLRWDT**			
Operands	None			
Operation	`000h` → WDT `1` → $\overline{TO}$ `1` → $\overline{PD}$			
Status Affected	$\overline{TO}$, $\overline{PD}$			
Encoding	0000	0000	0000	0100
Description	`CLRWDT` instruction resets the Watchdog Timer. It also resets the STATUS bits, and $\overline{TO}$ and $\overline{PD}$ are set.			
Words	1			

...........continued	
CLRWDT	**Clear Watchdog Timer**
Syntax	**`CLRWDT`**
Cycles	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	Process Data	No operation

Example: `CLRWDT`

Before Instruction
WDT Counter = `?`

After Instruction
WDT Counter = `00h`
$\overline{\text{TO}}$ = `1`
$\overline{\text{PD}}$ = `1`

COMF	**Complement f**			
Syntax	**`COMF f {,d {,a}}`**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	($\overline{\text{f}}$) → dest			
Status Affected	N, Z			
Encoding	`0001`	`11da`	`ffff`	`ffff`
Description	The contents of register 'f' are complemented. If 'd' is '`0`', the result is stored in W. If 'd' is '`1`', the result is stored back in the register 'f' (default). If 'a' is '`0`', the Access Bank is selected. If 'a' is '`1`', the BSR is used to select the GPR bank. If 'a' is '`0`' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example: `COMF REG0, 0, 0`

Before Instruction
REG = `13h`

After Instruction
REG = `13h`
W = `ECh`

CPFSEQ	Compare f with W, Skip if f = W			
Syntax	**`CPFSEQ f {,a}`**			
Operands	$0 \le f \le 255$ $a \in [0, 1]$			
Operation	(f) – (W), skip if (f) = (W) (unsigned comparison)			
Status Affected	None			
Encoding	`0110`	`001a`	`ffff`	`ffff`
Description	Compares the contents of data memory location 'f' to the contents of W by performing an unsigned subtraction. If the contents of 'f' are equal to the contents of WREG, then the fetched instruction is discarded and a `NOP` is executed instead, making this a two-cycle instruction. If 'a' is '`0`', the Access Bank is selected. If 'a' is '`1`', the BSR is used to select the GPR bank. If 'a' is '`0`' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE    CPFSEQ   REG, 0
NEQUAL:
EQUAL:
```

Before Instruction
PC = address `(HERE)`
W = ?
REG = ?

After Instruction
If REG = W; PC = address `(EQUAL)`
If REG ≠ W; PC = address `(NEQUAL)`

CPFSGT	Compare f with W, Skip if f > W			
Syntax	`CPFSGT f {,a}`			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	(f) – (W), skip if (f) > (W) (unsigned comparison)			
Status Affected	None			
Encoding	`0110`	`010a`	`ffff`	`ffff`
Description	Compares the contents of data memory location ‘f’ to the contents of W by performing an unsigned subtraction. If the contents of ‘f’ are greater than the contents of WREG, then the fetched instruction is discarded and a `NOP` is executed instead, making this a two-cycle instruction. If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation

No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE    CPFSGT   REG, 0
NGREATER:
GREATER:
```

Before Instruction
PC = address (HERE)
W = ?
REG = ?

After Instruction
If REG > W; PC = address (GREATER)
If REG ≤ W; PC = address (NGREATER)

CPFSLT	Compare f with W, Skip if f < W			
Syntax	**CPFSLT f {,a}**			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	(f) – (W), skip if (f) < (W) (unsigned comparison)			
Status Affected	None			
Encoding	0110	000a	ffff	ffff
Description	Compares the contents of data memory location ‘f’ to the contents of W by performing an unsigned subtraction. If the contents of ‘f’ are less than the contents of WREG, then the fetched instruction is discarded and a NOP is executed instead, making this a two-cycle instruction. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   CPFSLT   REG, 1
NLESS:
LESS:
```

Before Instruction
PC = address (HERE)
W = ?
REG = ?

After Instruction
If REG < W; PC = address (LESS)
If REG ≥ W; PC = address (NLESS)

DAW	Decimal Adjust W Register			
Syntax	`DAW`			
Operands	None			

Operation	If [(W<3:0>) > 9] or [DC = 1] then
	(W<3:0>) + 6 → W<3:0>;
	else
	(W<3:0>) → W<3:0>;
	If [(W<7:4>) + DC > 9] or [C = 1] then
	(W<7:4>) + 6 + DC → W<7:4>;
	else
	(W<7:4>) + DC → W<7:4>			

Status Affected	C			
Encoding	0000	0000	0000	0111
Description	`DAW` adjusts the 8-bit value in W, resulting from the earlier addition of two variables (each in packed BCD format) and produces a correct packed BCD result.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register W	Process Data	Write register W

Example 1: `DAW`

Before Instruction
W = `A5h`
C = `0`
DC = `0`

After Instruction
W = `05h`
C = `1`
DC = `0`

Example 2: `DAW`

Before Instruction
W = `CEh`
C = `0`
DC = `0`

After Instruction
W = `34h`
C = `1`
DC = `0`

DECF	Decrement f			
Syntax	**`DECF f {,d {,a}}`**			
Operands	$0 \leq f \leq 255$ $d \in [0, 1]$ $a \in [0, 1]$			
Operation	(f) – 1 → dest			
Status Affected	C, DC, N, OV, Z			
Encoding	`0000`	`01da`	`ffff`	`ffff`
Description	Decrement register ‘f’. If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `DECF CNT, 1, 0`

Before Instruction
CNT = `01h`
Z = `0`

After Instruction
CNT = `00h`
Z = `1`

DECFSZ	Decrement f, Skip if 0			
Syntax	`DECFSZ f {,d {,a}}`			
Operands	$0 \leq f \leq 255$ $d \in [0, 1]$ $a \in [0, 1]$			
Operation	(f) – 1 → dest, skip if result = `0`			
Status Affected	None			
Encoding	`0010`	`11da`	`ffff`	`ffff`
Description	The contents of register ‘f’ are decremented. If ‘d’ is ‘`0`’, the result is placed in W. If ‘d’ is ‘`1`’, the result is placed back in register ‘f’ (default). If the result is ‘`0`’, the next instruction, which is already fetched, is discarded and a `NOP` is executed instead, making it a two-cycle instruction. If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE    DECFSZ    CNT, 1, 1
        GOTO      LOOP
CONTINUE
```

Before Instruction
CNT = ?
PC = address (HERE)

After Instruction
CNT = CNT – 1
If CNT = 0; PC = address (CONTINUE)
If CNT ≠ 0; PC = address (HERE + 2)

DCFSNZ	Decrement f, Skip if not 0			
Syntax	DCFSNZ f {,d {,a}}			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) – 1 → dest, skip if result ≠ 0			
Status Affected	None			
Encoding	0100	11da	ffff	ffff
Description	The contents of register 'f' are decremented. If 'd' is '0', the result is placed in W. If 'd' is '1', the result is placed back in register 'f' (default). If the result is not '0', the next instruction, which is already fetched, is discarded and a NOP is executed instead, making it a two-cycle instruction. If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

If skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination
No operation	No operation	No operation	No operation

No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   DCFSNZ   TEMP, 1, 0
ZERO:
NZERO:
```

Before Instruction
TEMP = ?
PC = address (HERE)

After Instruction
TEMP = TEMP – 1
If TEMP = 0; PC = address (ZERO)
If TEMP ≠ 0; PC = address (NZERO)

GOTO	Unconditional Branch			
Syntax	GOTO k			
Operands	0 ≤ k ≤ 1048575			
Operation	k → PC<20:1>			
Status Affected	None			
Encoding 1st word (k<7:0>) 2nd word (k<19:8>)	1110 1111	1111 k_{19}kkk	$k_7$kkk kkkk	kkkk$_0$ kkkk$_8$
Description	GOTO allows an unconditional branch anywhere within entire 2-Mbyte memory range. The 20-bit value ‘k’ is loaded into PC<20:1>. GOTO is always a two-cycle instruction.			
Words	2			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’<7:0>	No operation	Read literal ‘k’<19:8> Write to PC
No operation	No operation	No operation	No operation

Example: HERE GOTO THERE

Before Instruction

PC = address (HERE)

After Instruction

PC = address (THERE)

INCF	Increment f			
Syntax	`INCF f {,d {,a}}`			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) + 1 → dest			
Status Affected	C, DC, N, OV, Z			
Encoding	`0010`	`10da`	`ffff`	`ffff`
Description	The contents of register ‘f’ are incremented. If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `INCF CNT, 1, 0`

Before Instruction
CNT = `FFh`
Z = `0`
C = ?
DC = ?

After Instruction
CNT = `00h`
Z = `1`
C = `1`
DC = `1`

INCFSZ	Increment f, Skip if 0			
Syntax	`INCFSZ f {,d {,a}}`			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) + 1 → dest, skip if result = `0`			
Status Affected	None			
Encoding	`0011`	`11da`	`ffff`	`ffff`
Description	The contents of register ‘f’ are incremented. If ‘d’ is ‘`0`’, the result is placed in W. If ‘d’ is ‘`1`’, the result is placed back in register ‘f’ (default). If the result is ‘`0`’, the next instruction, which is already fetched, is discarded and a `NOP` is executed instead, making it a two-cycle instruction. If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			

...........continued	
INCFSZ	**Increment f, Skip if 0**
Syntax	`INCFSZ f {,d {,a}}`
Words	1
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   INCFSZ   CNT, 1, 0
NZERO:
ZERO:
```

Before Instruction
CNT = ?
PC = address `(HERE)`

After Instruction
CNT = CNT + 1
If CNT = `0`; PC = address `(ZERO)`
If CNT ≠ `0`; PC = address `(NZERO)`

INFSNZ	Increment f, Skip if not 0			
Syntax	`INFSNZ f {,d {,a}}`			
Operands	$0 \le f \le 255$ $d \in [0, 1]$ $a \in [0, 1]$			
Operation	(f) + 1 → dest, skip if result ≠ 0			
Status Affected	None			
Encoding	0100	10da	ffff	ffff
Description	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in W. If 'd' is '1', the result is placed back in register 'f' (default). If the result is not '0', the next instruction, which is already fetched, is discarded and a NOP is executed instead, making it a two-cycle instruction. If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

Q Cycle Activity:

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

If skip:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   INFSNZ   REG, 1, 0
ZERO:
NZERO:
```

Before Instruction
REG = ?
PC = address (HERE)

After Instruction
REG = REG + 1
If REG = 0; PC = address (ZERO)
If REG ≠ 0; PC = address (NZERO)

IORLW	Inclusive OR Literal with W			
Syntax	**IORLW k**			
Operands	0 ≤ k ≤ 255			
Operation	(W) .OR. k → W			
Status Affected	N, Z			
Encoding	0000	1001	kkkk	kkkk
Description	The contents of W are ORed with the 8-bit literal 'k'. The result is placed in W.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write to W

Example: IORLW 35h

Before Instruction
W = 9Ah

After Instruction
W = BFh

IORWF	Inclusive OR W with f			
Syntax	**IORWF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(W) .OR. (f) → dest			
Status Affected	N, Z			
Encoding	0001	00da	ffff	ffff
Description	Inclusive OR W with register 'f'. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `IORWF RESULT, 0, 1`

Before Instruction
RESULT = `13h`
W = `91h`

After Instruction
RESULT = `13h`
W = `93h`

LFSR	Load FSR			
Syntax	**LFSR f_n, k**			
Operands	$0 \le f_n \le 2$ $0 \le k \le 16383$			
Operation	k → $FSRf_n$			
Status Affected	None			
Encoding	1110	1110	$00f_nf_n$	$k_{13}kkk_{10}$
	1111	$00k_9k$	kkkk	$kkkk_0$
Description	The 14-bit literal ‘k’ is loaded into the File Select Register ‘f_n’			
Words	2			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’<13:10>	Process Data	Write literal ‘k’<13:10> to $FSRf_n$<13:10>
No operation	Read literal ‘k’<9:0>	No operation	Write literal ‘k’<9:0> to $FSRf_n$<9:0>

Example: `LFSR 2, 3ABh`

Before Instruction
FSR2H = ?
FSR2L = ?

After Instruction
FSR2H = `03h`
FSR2L = `ABh`

MOVF	Move f			
Syntax	**MOVF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) → dest			
Status Affected	N, Z			
Encoding	0101	00da	ffff	ffff

...........continued	
MOVF	Move f
Syntax	**MOVF f {,d {,a}}**
Description	The contents of register 'f' are moved to a destination. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.
Words	1
Cycles	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example: `MOVF REG, 0, 0`

Before Instruction
REG = 22h
W = FFh

After Instruction
REG = 22h
W = 22h

MOVFF	Move f to f			
Syntax	**MOVFF f_s, f_d**			
Operands	$0 \le f_s \le 4095$ $0 \le f_d \le 4095$			
Operation	$(f_s) \rightarrow f_d$			
Status Affected	None			
Encoding	1100	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$
	1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$
Description	The contents of source register 'f_s' are moved to destination register 'f_d'. Location of source 'f_s' can be anywhere in the 4096-byte data space (000h to FFFh) and location of destination 'f_d' can also be anywhere from 000h to FFFh. MOVFF is particularly useful for transferring a data memory location to a peripheral register (such as the transmit buffer or an I/O port). The MOVFF instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register. **Note:** MOVFF has curtailed the source and destination range to the lower 4 Kbyte space of memory (Banks 1 through 15). For everything else, use MOVFFL.			
Words	2			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f_s'	Process Data	No operation

Decode	No operation No dummy read	No operation	Write register ‘f_d’

Example: `MOVFF REG1, REG2`

Before Instruction
Address of REG1 = `100h`
Address of REG2 = `200h`
REG1 = `33h`
REG2 = `11h`

After Instruction
Address of REG1 = `100h`
Address of REG2 = `200h`
REG1 = `33h`
REG2 = `33h`

MOVFFL	Move f to f (Long Range)			
Syntax	**`MOVFFL` f_s, f_d**			
Operands	$0 \le f_s \le 16383$ $0 \le f_d \le 16383$			
Operation	$(f_s) \rightarrow f_d$			
Status Affected	None			
Encoding	0000	0000	0110	$f_sf_sf_sf_s$
	1111	$f_sf_sf_sf_s$	$f_sf_sf_sf_s$	$f_sf_sf_df_d$
	1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$
Description	The contents of source register ‘f_s’ are moved to destination register ‘f_d’. Location of source ‘f_s’ can be anywhere in the 16 Kbyte data space (`0000h` to `3FFFh`) and location of destination ‘f_d’ can also be anywhere from `0000h` to `3FFFh`. Either source or destination can be W (a useful special situation). `MOVFFL` is particularly useful for transferring a data memory location to a peripheral register (such as the transmit buffer or an I/O port). The `MOVFFL` instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register.			
Words	3			
Cycles	3			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation
Decode	Read register ‘f_s’	Process Data	No operation
Decode	No operation No dummy read	No operation	Write register ‘f_d’

Example: `MOVFFL 2000h, 200Ah`

Before Instruction
Contents of `2000h` = `33h`
Contents of `200Ah` = `11h`

After Instruction
Contents of `2000h` = `33h`
Contents of `200Ah` = `33h`

MOVLB	Move Literal to BSR			
Syntax	`MOVLB k`			
Operands	0 ≤ k ≤ 63			
Operation	k → BSR			
Status Affected	None			
Encoding	0000	0001	00kk	kkkk
Description	The 6-bit literal ‘k’ is loaded into the Bank Select Register (BSR<5:0>). The value of BSR<7:6> always remains ‘0’.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to BSR

Example: `MOVLB 5`

Before Instruction
BSR = `02h`

After Instruction
BSR = `05h`

MOVLW	Move Literal to W			
Syntax	`MOVLW k`			
Operands	0 ≤ k ≤ 255			
Operation	k → W			
Status Affected	None			
Encoding	0000	1110	kkkk	kkkk
Description	The 8-bit literal ‘k’ is loaded into W			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to W

Example: `MOVLW 5Ah`

Before Instruction
W = ?

After Instruction
W = `5Ah`

MOVWF	Move W to f			
Syntax	**MOVWF f {,a}**			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	(W) → f			
Status Affected	None			
Encoding	0110	111a	ffff	ffff
Description	Move data from W to register 'f'. Location 'f' can be anywhere in the 256-byte bank. If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read W	Process Data	Write register 'f'

Example: `MOVWF REG, 0`

Before Instruction
W = 4Fh
REG = FFh

After Instruction
W = 4Fh
REG = 4Fh

MULLW	Multiply literal with W			
Syntax	**MULLW k**			
Operands	0 ≤ k ≤ 255			
Operation	(W) x k → PRODH:PRODL			
Status Affected	None			
Encoding	0000	1101	kkkk	kkkk
Description	An unsigned multiplication is carried out between the contents of W and the 8-bit literal 'k'. The 16-bit result is placed in the PRODH:PRODL register pair. PRODH contains the high byte. W is unchanged. None of the Status flags are affected. Note that neither overflow nor carry is possible in this operation. A zero result is possible but not detected.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write registers PRODH:PRODL

Example: `MULLW 0C4h`

Before Instruction
W = E2h
PRODH = ?
PRODL = ?

After Instruction
W = E2h
PRODH = ADh
PRODL = 08h

MULWF	Multiply W with f			
Syntax	**MULWF f {,a}**			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	(W) x (f) → PRODH:PRODL			
Status Affected	None			
Encoding	0000	001a	ffff	ffff
Description	An unsigned multiplication is carried out between the contents of W and the register file location ‘f’. The 16-bit result is placed in the PRODH:PRODL register pair. PRODH contains the high byte. Both W and ‘f’ are unchanged. None of the Status flags are affected. Note that neither overflow nor carry is possible in this operation. A zero result is possible but not detected. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write registers PRODH:PRODL

Example: `MULWF REG, 1`

Before Instruction
W = C4h
REG = B5h
PRODH = ?
PRODL = ?

After Instruction
W = C4h
REG = B5h
PRODH = 8Ah
PRODL = 94h

NEGF	Negate f
Syntax	**NEGF f {,a}**
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]

...........continued

NEGF	Negate f			
Syntax	`NEGF f {,a}`			
Operation	($\bar{f}$) + 1 → f			
Status Affected	N, OV, C, DC, Z			
Encoding	0110	110a	ffff	ffff
Description	Location ‘f’ is negated using two’s complement. The result is placed in the data memory location ‘f’. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: `NEGF REG, 1`

Before Instruction
REG = 0011 1010 [3Ah]

After Instruction
REG = 1100 0110 [C6h]

NOP	No Operation			
Syntax	`NOP`			
Operands	None			
Operation	No operation			
Status Affected	None			
Encoding	0000	0000	0000	0000
	1111	xxxx	xxxx	xxxx
Description	No operation			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation

Example: None.

POP	Pop Top of Return Stack
Syntax	`POP`
Operands	None
Operation	(TOS) → bit bucket

...........continued

POP	Pop Top of Return Stack			
Syntax	`POP`			
Status Affected	None			
Encoding	0000	0000	0000	0110
Description	The TOS value is pulled off the return stack and is discarded. The TOS value then becomes the previous value that was pushed onto the return stack. This instruction is provided to enable the user to properly manage the return stack to incorporate a software stack (see the `PUSH` instruction description).			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	POP TOS value	No operation

Example:

```
POP
GOTO    NEW
```

Before Instruction
TOS = 0031A2h
Stack (1 level down) = 014332h

After Instruction
TOS = 014332h
PC = address (NEW)

PUSH	Push Top of Return Stack			
Syntax	`PUSH`			
Operands	None			
Operation	(PC) + 2 → TOS			
Status Affected	None			
Encoding	0000	0000	0000	0101
Description	The PC + 2 is pushed onto the top of the return stack. The previous TOS value is pushed down on the stack. This instruction allows implementing a software stack by modifying TOS and then pushing it onto the return stack (see the `POP` instruction description).			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	PUSH PC + 2 onto return stack	No operation	No operation

Example: `PUSH`

Before Instruction
TOS = 00345Ah
PC = 000124h

After Instruction
TOS = `000126h`
PC = `000126h`
Stack (1 level down) = `00345Ah`

RCALL	Relative Call			
Syntax	**RCALL n**			
Operands	-1024 ≤ n ≤ 1023			
Operation	(PC) + 2 → TOS (PC) + 2 + 2n → PC			
Status Affected	None			
Encoding	1101	1nnn	nnnn	nnnn
Description	Subroutine call with a jump up to 1K from the current location. First, return address (PC + 2) is pushed onto the stack. Then, add the two's complement number '2n' to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is a two-cycle instruction.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'n' PUSH PC to stack	Process Data	Write to PC
No operation	No operation	No operation	No operation

Example: `HERE RCALL Jump`

Before Instruction
PC = address (`HERE`)

After Instruction
PC = address (`Jump`)
TOS = address (`HERE + 2`)

RESET	Reset			
Syntax	**RESET**			
Operands	None			
Operation	Reset all registers and flags that are affected by a $\overline{\text{MCLR}}$ Reset			
Status Affected	All			
Encoding	0000	0000	1111	1111
Description	This instruction provides a way to execute a $\overline{\text{MCLR}}$ Reset by software			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Start Reset	No operation	No operation

Example: `RESET`

Before Instruction
All Registers = ?
All Flags = ?

After Instruction
All Registers = Reset Value
All Flags = Reset Value

RETFIE	Return from Interrupt			
Syntax	**RETFIE {s}**			
Operands	s ∈ [0, 1]			
Operation	(TOS) → PC If s = `1`, context is restored into WREG, STATUS, BSR, FSR0H, FSR0L, FSR1H, FSR1L, FSR2H, FSR2L, PRODH, PRODL, PCLATH and PCLATU registers from the corresponding shadow registers. If s = `0`, there is no change in status of any register. PCLATU, PCLATH are unchanged.			
Status Affected	STAT bits in INTCONx register			
Encoding	0000	0000	0001	000s
Description	Return from interrupt. Stack is popped and Top-of-Stack (TOS) is loaded into the PC. Interrupts are enabled by setting either the high- or low-priority Global Interrupt Enable bit. If 's' = `1`, the contents of the shadow registers WREG_SHAD, STATUS_SHAD, BSR_SHAD, FSR0H_SHAD, FSR0L_SHAD, FSR1H_SHAD, FSR1L_SHAD, FSR2H_SHAD, FSR2L_SHAD, PRODH_SHAD, PRODL_SHAD, PCLATH_SHAD and PCLATU_SHAD are loaded into corresponding registers. There are two sets of shadow registers, main context and low context. The set retrieved on `RETFIE` instruction execution depends on what the state of operation of the CPU was when `RETFIE` was executed. If 's' = `0`, no update of these registers occurs (default). The upper and high address latches (PCLATU/H) remain unchanged.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	Process Data	POP PC from stack
No operation	No operation	No operation	No operation

Example: `RETFIE 1`

After Instruction
PC = (TOS)
WREG = (WREG_SHAD)
BSR = (BSR_SHAD)
STATUS = (STATUS_SHAD)
FSR0H/L = (FSR0H/L_SHAD)
FSR1H/L = (FSR1H/L_SHAD)
FSR2H/L = (FSR2H/L_SHAD)
PRODH/L = (PRODH/L_SHAD)
PCLATH/U = (PCLATH/U_SHAD)

RETLW	Return Literal to W			
Syntax	**RETLW k**			
Operands	$0 \leq k \leq 255$			
Operation	k → W (TOS) → PC PCLATU, PCLATH are unchanged			
Status Affected	None			
Encoding	0000	1100	kkkk	kkkk
Description	W is loaded with the 8-bit literal 'k'. The Program Counter is loaded from the top of the stack (the return address). The upper and high address latches (PCLATU/H) remain unchanged.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	POP PC from stack Write to W
No operation	No operation	No operation	No operation

Example:

```
    CALL   TABLE  ; W contains table offset value
BACK              ; W now has table value (after RETLW)
    :
    :
TABLE
    ADDWF  PCL    ; W = offset
    RETLW  k0     ; Begin table
    RETLW  k1     ;
    :
    :
    RETLW  kn     ; End of table
```

Before Instruction
W = 07h

After Instruction
W = value of kn

RETURN	Return from Subroutine			
Syntax	**RETURN {s}**			
Operands	s ∈ [0, 1]			
Operation	(TOS) → PC If s = 1 (WREG_CSHAD) → WREG (STATUS_CSHAD) → STATUS (BSR_CSHAD) → BSR PCLATU, PCLATH are unchanged			
Status Affected	None			
Encoding	0000	0000	0001	001s
Description	Return from subroutine. The stack is popped and the top of the stack (TOS) is loaded into the Program Counter. If 's' = 1, the contents of the shadow registers WREG_CSHAD, STATUS_CSHAD and BSR_CSHAD, are loaded into their corresponding registers. If 's' = 0, no update of these registers occurs (default). The upper and high address latches (PCLATU/H) remain unchanged.			
Words	1			

...........continued	
RETURN	**Return from Subroutine**
Syntax	`RETURN {s}`
Cycles	2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	Process Data	POP PC from stack
No operation	No operation	No operation	No operation

Example: `RETURN 1`

After Instruction
PC = (TOS)
WREG = (WREG_CSHAD)
BSR = (BSR_CSHAD)
STATUS = (STATUS_CSHAD)

RLCF	**Rotate Left f through Carry**			
Syntax	`RLCF f {,d {,a}}`			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f<n>) → dest<n+1> (f<7>) → C (C) → dest<0>			
Status Affected	C, N, Z			
Encoding	`0011`	`01da`	`ffff`	`ffff`
Description	The contents of register ‘f’ are rotated one bit to the left through the Carry flag. If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details. 			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `RLCF REG, 0, 0`

Before Instruction
REG = `1110 0110` [`E6h`]
W = ?
C = `0`

After Instruction
REG = 1110 0110 [E6h]
W = 1100 1100 [CCh]
C = 1

RLNCF	Rotate Left f (No Carry)			
Syntax	**RLNCF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f<n>) → dest<n+1> (f<7>) → dest<0>			
Status Affected	N, Z			
Encoding	0100	01da	ffff	ffff
Description	The contents of register 'f' are rotated one bit to the left. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details. 			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example: RLNCF REG, 1, 0

Before Instruction
REG = 1010 1011 [ABh]

After Instruction
REG = 0101 0111 [57h]

RRCF	Rotate Right f through Carry			
Syntax	**RRCF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f<n>) → dest<n-1> (f<0>) → C (C) → dest<7>			
Status Affected	C, N, Z			
Encoding	0011	00da	ffff	ffff

...........continued	
RRCF	**Rotate Right f through Carry**
Syntax	`RRCF f {,d {,a}}`
Description	The contents of register ‘f’ are rotated one bit to the right through the Carry flag. If ‘d’ is ‘0’, the result is stored in W. If ‘d’ is ‘1’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details. 
Words	1
Cycles	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `RRCF REG, 0, 0`

Before Instruction
REG = 1110 0110 [E6h]
W = ?
C = 0

After Instruction
REG = 1110 0110 [E6h]
W = 0111 0011 [73h]
C = 0

RRNCF	**Rotate Right f (No Carry)**			
Syntax	`RRNCF f {,d {,a}}`			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f<n>) → dest<n-1> (f<0>) → dest<7>			
Status Affected	N, Z			
Encoding	0100	00da	ffff	ffff
Description	The contents of register ‘f’ are rotated one bit to the right. If ‘d’ is ‘0’, the result is stored in W. If ‘d’ is ‘1’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details. 			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example 1: `RRNCF REG, 1, 0`

Before Instruction
REG = `1101 0111` [`D7h`]

After Instruction
REG = `1110 1011` [`EBh`]

Example 2: `RRNCF REG, 0, 0`

Before Instruction
REG = `1101 0111` [`D7h`]
W = ?

After Instruction
REG = `1101 0111` [`D7h`]
W = `1110 1011` [`EBh`]

SETF	Set f			
Syntax	**`SETF f {,a}`**			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	`FFh` → f			
Status Affected	None			
Encoding	`0110`	`100a`	`ffff`	`ffff`
Description	The contents of the specified register ‘f’ are set to `FFh`. If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: `SETF REG, 1`

Before Instruction
REG = `5Ah`

After Instruction
REG = `FFh`

SLEEP	Enter Sleep Mode			
Syntax	**SLEEP**			
Operands	None			
Operation	`00h` → WDT 1 → $\overline{TO}$ 0 → $\overline{PD}$			
Status Affected	$\overline{TO}$, $\overline{PD}$			
Encoding	0000	0000	0000	0011
Description	The Power-down Status ($\overline{PD}$) bit is cleared. The Time-Out Status $\overline{TO}$) bit is set. Watchdog Timer is cleared. The processor is put into Sleep mode with the oscillator stopped.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	Process Data	Go to Sleep

Example: `SLEEP`

Before Instruction
$\overline{TO}$ = ?
$\overline{PD}$ = ?

After Instruction
$\overline{TO}$ = 1 †
$\overline{PD}$ = 0

† If WDT causes wake-up, this bit is cleared.

SUBFSR	Subtract Literal from FSR			
Syntax	**SUBFSR f_n, k**			
Operands	0 ≤ k ≤ 63 $f_n \in$ [0, 1, 2]			
Operation	(FSRf_n) – k → FSRf_n			
Status Affected	None			
Encoding	1110	1001	$f_n f_n$kk	kkkk
Description	The 6-bit literal ‘k’ is subtracted from the contents of the FSR specified by ‘f_n’			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to FSR

Example: `SUBFSR 2, 23h`

Before Instruction
FSR2 = 03FFh

After Instruction
FSR2 = 03DCh

SUBFWB	Subtract f from W with Borrow			
Syntax	`SUBFWB f {,d {,a}}`			
Operands	$0 \le f \le 255$ $d \in [0, 1]$ $a \in [0, 1]$			
Operation	$(W) - (f) - (\overline{C}) \rightarrow$ dest			
Status Affected	N, OV, C, DC, Z			
Encoding	`0101`	`01da`	`ffff`	`ffff`
Description	Subtract register ‘f’ and Carry flag (Borrow) from W (two’s complement method). If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘`0`’, the Access Bank is selected. If ‘a’ is ‘`1`’, the BSR is used to select the GPR bank. If ‘a’ is ‘`0`’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ `95` (`5Fh`). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example 1: `SUBFWB REG, 1, 0`

Before Instruction
REG = `03h`
W = `02h`
C = `1`

After Instruction
REG = `FFh` (two’s complement)
W = `02h`
C = `0`
Z = `0`
N = `1` (result is negative)

Example 2: `SUBFWB REG, 0, 0`

Before Instruction
REG = `02h`
W = `05h`
C = `1`

After Instruction
REG = `02h`
W = `03h`
C = `1`
Z = `0`
N = `0` (result is positive)

Example 3: `SUBFWB REG, 1, 0`

Before Instruction
REG = `01h`
W = `02h`
C = `0`

After Instruction
REG = `00h`
W = `02h`
C = `1`
Z = `1` (result is zero)
N = `0`

SUBLW	Subtract W from Literal			
Syntax	**`SUBLW k`**			
Operands	0 ≤ k ≤ 255			
Operation	k – (W) → W			
Status Affected	N, OV, C, DC, Z			
Encoding	`0000`	`1000`	`kkkk`	`kkkk`
Description	W is subtracted from the 8-bit literal ‘k’. The result is placed in W.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to W

Example 1: `SUBLW 02h`

Before Instruction
W = `01h`
C = ?

After Instruction
W = `01h`
C = `1` (result is positive)
Z = `0`
N = `0`

Example 2: `SUBLW 02h`

Before Instruction
W = `02h`
C = ?

After Instruction
W = `00h`
C = `1`
Z = `1` (result is zero)
N = `0`

Example 3: `SUBLW 02h`

Before Instruction
W = 03h
C = ?

After Instruction
W = FFh (two's complement)
C = 0
Z = 0
N = 1 (result is negative)

SUBWF	Subtract W from f			
Syntax	**SUBWF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) – (W) → dest			
Status Affected	N, OV, C, DC, Z			
Encoding	0101	11da	ffff	ffff
Description	Subtract W from register 'f' (two's complement method). If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example 1: SUBWF REG, 1, 0

Before Instruction
REG = 03h
W = 02h
C = ?

After Instruction
REG = 01h (two's complement)
W = 02h
C = 1 (result is positive)
Z = 0
N = 0

Example 2: SUBWF REG, 0, 0

Before Instruction
REG = 02h
W = 02h
C = ?

After Instruction
REG = 02h
W = 00h
C = 1
Z = 1 (result is zero)
N = 0

Example 3: `SUBWF REG, 1, 0`

Before Instruction
REG = 01h
W = 02h
C = ?

After Instruction
REG = FFh (two's complement)
W = 02h
C = 0
Z = 0
N = 1 (result is negative)

SUBWFB	Subtract W from f with Borrow			
Syntax	**SUBWFB f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f) – (W) – ($\overline{C}$) → dest			
Status Affected	N, OV, C, DC, Z			
Encoding	0101	10da	ffff	ffff
Description	Subtract W and the Carry flag (Borrow) from register 'f' (two's complement method). If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write to destination

Example 1: `SUBWFB REG, 1, 0`

Before Instruction
REG = 19h (0001 1001)
W = 0Dh (0000 1101)
C = 1

After Instruction
REG = 0Ch (0000 1100)
W = 0Dh (0000 1101)

C = 1 (result is positive)
Z = 0
N = 0

Example 2: `SUBWFB REG, 0, 0`

Before Instruction
REG = 1Bh (0001 1011)
W = 1Ah (0001 1010)
C = 0

After Instruction
REG = 1Bh (0001 1011)
W = 00h
C = 1
Z = 1 (result is zero)
N = 0

Example 3: `SUBWFB REG, 1, 0`

Before Instruction
REG = 03h (0000 0011)
W = 0Eh (0000 1110)
C = 1

After Instruction
REG = F5h (1111 0101) (two's complement)
W = 0Eh (0000 1110)
C = 0
Z = 0
N = 1 (result is negative)

SWAPF	Swap f			
Syntax	**SWAPF f {,d {,a}}**			
Operands	0 ≤ f ≤ 255 d ∈ [0, 1] a ∈ [0, 1]			
Operation	(f<3:0>) → dest<7:4> (f<7:4>) → dest<3:0>			
Status Affected	None			
Encoding	0011	10da	ffff	ffff
Description	The upper and lower nibbles of register 'f' are exchanged. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in the register 'f' (default). If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank. If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4

Decode	Read register 'f'	Process Data	Write to destination

Example: `SWAPF REG, 1, 0`

Before Instruction
REG = 53h

After Instruction
REG = 35h

TBLRD	Table Read			
Syntax	TBLRD * TBLRD *+ TBLRD *- TBLRD +*			
Operands	None			
Operation	If TBLRD * (Prog Mem (TBLPTR)) → TABLAT TBLPTR – No Change If TBLRD *+ (Prog Mem (TBLPTR)) → TABLAT (TBLPTR) + 1 → TBLPTR If TBLRD *- (Prog Mem (TBLPTR)) → TABLAT (TBLPTR) – 1 → TBLPTR If TBLRD +* (TBLPTR) + 1 → TBLPTR (Prog Mem (TBLPTR)) → TABLAT			
Status Affected	None			
Encoding	0000	0000	0000	10mm mm=0 * mm=1 *+ mm=2 *- mm=3 +*
Description	This instruction is used to read the contents of Program Memory. To address the program memory, a pointer called Table Pointer (TBLPTR) is used. The TBLPTR (a 21-bit pointer) points to each byte in the program memory. TBLPTR has a 2-Mbyte address range. TBLPTR[0] = 0: Least Significant Byte of Program Memory Word TBLPTR[0] = 1: Most Significant Byte of Program Memory Word The TBLRD instruction can modify the value of TBLPTR as follows: • no change (TBLRD *) • post-increment (TBLRD *+) • post-decrement (TBLRD *-) • pre-increment (TBLRD +*)			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation

No operation	No operation (Read Program Memory)	No operation	No operation (Write TABLAT)

Example 1: `TBLRD *+`

Before Instruction
TABLAT = `55h`
TBLPTR = `00A356h`
MEMORY (`00A356h`) = `34h`

After Instruction
TABLAT = `34h`
TBLPTR = `00A357h`

Example 2: `TBLRD +*`

Before Instruction
TABLAT = `AAh`
TBLPTR = `01A357h`
MEMORY (`01A357h`) = `12h`
MEMORY (`01A358h`) = `34h`

After Instruction
TABLAT = `34h`
TBLPTR = `01A358h`

TBLWT	Table Write			
Syntax	**TBLWT *** **TBLWT *+** **TBLWT *-** **TBLWT +***			
Operands	None			
Operation	If `TBLWT *` (TABLAT) → Holding Register TBLPTR – No Change If `TBLWT *+` (TABLAT) → Holding Register (TBLPTR) + 1 → TBLPTR If `TBLWT *-` (TABLAT) → Holding Register (TBLPTR) – 1 → TBLPTR If `TBLWT +*` (TBLPTR) + 1 → TBLPTR (TABLAT) → Holding Register			
Status Affected	None			
Encoding	0000	0000	0000	11mm mm=0 * mm=1 *+ mm=2 *- mm=3 +*

...........continued	
TBLWT	**Table Write**

Syntax	`TBLWT *`
	`TBLWT *+`
	`TBLWT *-`
	`TBLWT +*`

Description	This instruction uses the three LSBs of TBLPTR to determine which of the eight holding registers the TABLAT is written to. The holding registers are used to program the contents of Program Memory (refer to the **"Program Flash Memory"** section for additional details on programming Flash memory). The TBLPTR (a 21-bit pointer) points to each byte in the program memory. TBLPTR has a 2-Mbyte address range. The LSb of the TBLPTR selects which byte of the program memory location to access. TBLPTR[0] = `0`: Least Significant Byte of Program Memory Word TBLPTR[0] = `1`: Most Significant Byte of Program Memory Word The `TBLWT` instruction can modify the value of TBLPTR as follows: • no change (`TBLWT *`) • post-increment (`TBLWT *+`) • post-decrement (`TBLWT *-`) • pre-increment (`TBLWT +*`)
Words	1
Cycles	2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation
No operation	No operation (Read TABLAT)	No operation	No operation (Write to Holding Register)

Example 1: `TBLWT *+`

Before Instruction
TABLAT = `55h`
TBLPTR = `00A356h`
HOLDING REGISTER (`00A356h`) = `FFh`

After Instruction (table write completion)
TABLAT = `55h`
TBLPTR = `00A357h`
HOLDING REGISTER (`00A356h`) = `55h`

Example 2: `TBLWT +*`

Before Instruction
TABLAT = `34h`
TBLPTR = `01389Ah`
HOLDING REGISTER (`01389Ah`) = `FFh`
HOLDING REGISTER (`01389Bh`) = `FFh`

After Instruction (table write completion)
TABLAT = `34h`
TBLPTR = `01389Bh`

HOLDING REGISTER (01389Ah) = FFh
HOLDING REGISTER (01389Bh) = 34h

TSTFSZ	Test f, Skip if 0			
Syntax	`TSTFSZ f {,a}`			
Operands	0 ≤ f ≤ 255 a ∈ [0, 1]			
Operation	Skip if f = 0			
Status Affected	None			
Encoding	0110	011a	ffff	ffff
Description	If ‘f’ = 0, the next instruction fetched during the current instruction execution is discarded and a NOP is executed, making this a two-cycle instruction. If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1 (2) **Note:** Three cycles if skip and followed by a two-word instruction. Four cycles if skip and followed by a three-word instruction.			

<u>Q Cycle Activity:</u>

If no skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation

If skip and followed by two-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

If skip and followed by three-word instruction:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:

```
HERE   TSTFSZ   CNT, 1
NZERO:
ZERO:
```

Before Instruction
PC = address (HERE)

After Instruction
If CNT = 0; PC = address (ZERO)
If CNT ≠ 0; PC = address (NZERO)

XORLW	Exclusive OR Literal with W			
Syntax	**XORLW k**			
Operands	$0 \le k \le 255$			
Operation	(W) .XOR. k → W			
Status Affected	N, Z			
Encoding	0000	1010	kkkk	kkkk
Description	The contents of W are XORed with the 8-bit literal ‘k’. The result is placed in W.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to W

Example: XORLW 0AFh

Before Instruction
W = B5h

After Instruction
W = 1Ah

XORWF	Exclusive OR W with f			
Syntax	**XORWF f {,d {,a}}**			
Operands	$0 \le f \le 255$ $d \in [0, 1]$ $a \in [0, 1]$			
Operation	(W) .XOR. (f) → dest			
Status Affected	N, Z			
Encoding	0001	10da	ffff	ffff
Description	Exclusive OR the contents of W with register ‘f’. If ‘d’ is ‘0’, the result is stored in W. If ‘d’ is ‘1’, the result is stored back in the register ‘f’ (default). If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank. If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \le 95$ (5Fh). See Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example: `XORWF REG, 1, 0`

Before Instruction
REG = `AFh`
W = `B5h`

After Instruction
REG = `1Ah`
W = `B5h`

42.2 Extended Instruction Set

In addition to the standard instruction set, PIC18 devices also provide an optional extension to the core CPU functionality. The added features include additional instructions that augment Indirect and Indexed Addressing operations and the implementation of Indexed Literal Offset Addressing mode for many of the standard PIC18 instructions.

The additional features of the extended instruction set are disabled by default. To enable them, users must set the XINST Configuration bit.

The instructions in the extended set can all be classified as literal operations, which either manipulate the File Select registers or use them for Indexed Addressing. Two of the standard instructions, `ADDFSR` and `SUBFSR`, each have an additional special instantiation for using FSR2 as extended instructions. These versions (`ADDULNK` and `SUBULNK`) allow for automatic return after execution.

The extended instructions are specifically implemented to optimize re-entrant program code (that is, code that is recursive or that uses a software stack) written in high-level languages, particularly C. Among other things, they allow users working in high-level languages to perform certain operations on data structures more efficiently. These include:

- Dynamic allocation and deallocation of software stack space when entering and leaving subroutines
- Function pointer invocation
- Software Stack Pointer manipulation
- Manipulation of variables located in a software stack

A summary of the instructions in the extended instruction set is provided in Extended Instruction Syntax. Detailed descriptions are provided in Extended Instruction Set. The opcode field descriptions in Table 42-1 apply to both the standard and extended PIC18 instruction sets.

Important:
- The instruction set extension and the Indexed Literal Offset Addressing mode were designed for optimizing applications written in C; the user may likely never use these instructions directly in assembler. The syntax for these commands is provided as a reference for users who may be reviewing code that has been generated by a compiler.
- Enabling the PIC18 instruction set extension may cause legacy applications to behave erratically or fail entirely. Refer to Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode for details.

42.2.1 Extended Instruction Syntax

Most of the extended instructions use indexed arguments, using one of the File Select registers and some offset to specify a source or destination register. When an argument for an instruction serves as part of Indexed Addressing, it is enclosed in square brackets ("`[ ]`"). This is done to indicate that the argument is used as an index or offset. MPASM™ Assembler will flag an error if it determines that an index or offset value is not bracketed.

When the extended instruction set is enabled, brackets are also used to indicate index arguments in byte-oriented and bit-oriented instructions. This is in addition to other changes in their syntax. For more details, see Extended Instruction Syntax with Standard PIC18 Commands.

Table 42-3. Extensions to the PIC18 Instruction Set

Mnemonic, Operands		Description	Cycles	16-Bit Instruction Word				Status Affected	Notes
				MSb			LSb		
ADDULNK	k	Add literal to FSR2 and return	2	1110	1000	11kk	kkkk	None	1, 3
MOVSF	z_s, f_d	Move z_s (12-bit source) to f_d (12-bit destination)	2	1110	1011	$0z_sz_sz_s$	$z_sz_sz_sz_s$	None	2, 3, 4
				1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$		
MOVSFL	z_s, f_d	Move z_s (14-bit source) to f_d (14-bit destination)	3	0000	0000	0000	0010	None	2, 3
				1111	$xxxz_s$	$z_sz_sz_sz_s$	$z_sz_sf_df_d$		
				1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$		
MOVSS	z_s, z_d	Move z_s (source) to z_d (destination)	2	1110	1011	$1z_sz_sz_s$	$z_sz_sz_sz_s$	None	2, 3
				1111	xxxx	$xz_dz_dz_d$	$z_dz_dz_dz_d$		
PUSHL	k	Store literal at FSR2, decrement FSR2	1	1110	1010	kkkk	kkkk	None	3
SUBULNK	k	Subtract literal from FSR2 and return	2	1110	1001	11kk	kkkk	None	1, 3

Notes:

1. If Program Counter (PC) is modified or a conditional test is true, the instruction requires an additional cycle. The extra cycle is executed as a `NOP`.
2. Some instructions are multi-word instructions. The extra words of these instructions will be decoded as a `NOP`, unless the first word of the instruction retrieves the information embedded in these 16 bits. This ensures that all program memory locations have a valid instruction.
3. Only available when extended instruction set is enabled.
4. f_s and f_d do not cover the full memory range. 2 MSbs of bank selection are forced to `0b00` to limit the range of these instructions to lower 4k addressing space.

42.2.2 Extended Instruction Set

Important: All PIC18 instructions may take an optional label argument preceding the instruction mnemonic for use in symbolic addressing. If a label is used, the instruction format then becomes:
`{label} instruction argument(s)`

ADDULNK	Add Literal to FSR2 and Return			
Syntax	**ADDULNK k**			
Operands	$0 \le k \le 63$			
Operation	(FSR2) + k → FSR2 (TOS) → PC			
Status Affected	None			
Encoding	1110	1000	11kk	kkkk
Description	The 6-bit literal 'k' is added to the contents of FSR2. A `RETURN` is then executed by loading the PC with the TOS. The instruction takes two cycles to execute; a `NOP` is performed during the second cycle. This may be thought of as a special case of the `ADDFSR` instruction, where f_n = 3 (binary '11'); it operates only on FSR2.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write to destination
No operation	No operation	No operation	No operation

Example: `ADDULNK 23h`

Before Instruction
FSR2 = `03FFh`
PC = `0100h`

After Instruction
FSR2 = `0422h`
PC = (TOS)

MOVSF	Move Indexed to f			
Syntax	**MOVSF [z_s], f_d**			
Operands	$0 \le z_s \le 127$ $0 \le f_d \le 4095$			
Operation	((FSR2) + z_s) → f_d			
Status Affected	None			
Encoding	1110	1011	$0z_sz_sz_s$	$z_sz_sz_sz_s$
	1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$

...........continued	
MOVSF	**Move Indexed to f**
Syntax	**MOVSF [z_s], f_d**
Description	The contents of the source register are moved to destination register 'f_d'. The actual address of the source register is determined by adding the 7-bit literal offset 'z_s' in the first word to the value of FSR2. The address of the destination register is specified by the 12-bit literal 'f_d' in the second word. Both addresses can be anywhere in the 4096-byte data space (`000h` to `FFFh`). **Note:** `MOVSF` has curtailed the destination range to the lower 4 Kbyte space in memory (Banks 1 through 15). For everything else, use `MOVSFL`.
Words	2
Cycles	2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Determine source address	Determine source address	Read source register
Decode	No operation No dummy read	No operation	Write register 'f_d'

Example: `MOVSF [05h], REG2`

Before Instruction
FSR2 = `80h`
Contents of `85h` = `33h`
REG2 = `11h`
Address of REG2 = `100h`

After Instruction
FSR2 = `80h`
Contents of `85h` = `33h`
REG2 = `33h`
Address of REG2 = `100h`

MOVSFL	**Move Indexed to f (Long Range)**			
Syntax	**MOVSFL [z_s], f_d**			
Operands	$0 \le z_s \le 127$ $0 \le f_d \le 16383$			
Operation	$((FSR2) + z_s) \rightarrow f_d$			
Status Affected	None			
Encoding	0000	0000	0110	0010
	1111	$xxxz_s$	$z_sz_sz_sz_s$	$z_sz_sf_df_d$
	1111	$f_df_df_df_d$	$f_df_df_df_d$	$f_df_df_df_d$
Description	The contents of the source register are moved to destination register 'f_d'. The actual address of the source register is determined by adding the 7-bit literal offset 'z_s' in the first word to the value of FSR2 (14 bits). The address of the destination register is specified by the 14-bit literal 'f_d' in the second word. Both addresses can be anywhere in the 16 Kbyte data space (`0000h` to `3FFFh`). The `MOVSFL` instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register. If the resultant source address points to an indirect addressing register, the value returned will be `00h`.			
Words	3			
Cycles	3			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation
Decode	Read source register	Process Data	No operation
Decode	No operation No dummy read	No operation	Write register 'f_d'

Example: `MOVSFL [05h], REG2`

Before Instruction
FSR2 = `2080h`
Contents of `2085h` = `33h`
REG2 = `11h`
Address of REG2 = `2000h`

After Instruction
FSR2 = `2080h`
Contents of `2085h` = `33h`
REG2 = `33h`
Address of REG2 = `2000h`

MOVSS	Move Indexed to Indexed			
Syntax	**MOVSS [z_s], [z_d]**			
Operands	$0 \le z_s \le 127$ $0 \le z_d \le 127$			
Operation	$((FSR2) + z_s) \rightarrow ((FSR2) + z_d)$			
Status Affected	None			
Encoding	1110	1011	$1z_sz_sz_s$	$z_sz_sz_sz_s$
	1111	xxxx	$xz_dz_dz_d$	$z_dz_dz_dz_d$
Description	The contents of the source register are moved to the destination register. The addresses of the source and destination registers are determined by adding the 7-bit literal offsets 'z_s' or 'z_d' respectively to the value of FSR2. Both registers can be located anywhere in the 16 Kbyte data memory space (`0000h` to `3FFFh`). The `MOVSS` instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register. If the resultant source address points to an indirect addressing register, the value returned will be `00h`. If the resultant destination address points to an indirect addressing register, the instruction will execute as a `NOP`.			
Words	2			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Determine source address	Determine source address	Read source register
Decode	Determine destination address	Determine destination address	Write to destination register

Example: `MOVSS [05h], [06h]`

Before Instruction
FSR2 = `80h`

Contents of 85h = 33h
Contents of 86h = 11h

After Instruction
FSR2 = 80h
Contents of 85h = 33h
Contents of 86h = 33h

PUSHL	Store Literal at FSR2, Decrement FSR2			
Syntax	**PUSHL k**			
Operands	0 ≤ k ≤ 255			
Operation	k → FSR2 (FSR2) – 1 → FSR2			
Status Affected	None			
Encoding	1111	1010	kkkk	kkkk
Description	The 8-bit literal ‘k’ is written to the data memory address specified by FSR2. FSR2 is decremented by 1 after the operation. This instruction allows users to push values onto a software stack.			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to destination

Example: PUSHL 08h

Before Instruction
FSR2 = 01ECh
Contents of 01ECh = 00h

After Instruction
FSR2 = 01EBh
Contents of 01ECh = 08h

SUBULNK	Subtract Literal from FSR2 and Return			
Syntax	**SUBULNK k**			
Operands	0 ≤ k ≤ 63			
Operation	(FSR2) – k → FSR2 (TOS) → PC			
Status Affected	None			
Encoding	1110	1001	11kk	kkkk
Description	The 6-bit literal ‘k’ is subtracted from the contents of FSR2. A RETURN is then executed by loading the PC with the TOS. The instruction takes two cycles to execute; a NOP is performed during the second cycle. This may be thought of as a special case of the SUBFSR instruction, where f_n = 3 (binary ‘11’); it operates only on FSR2.			
Words	1			
Cycles	2			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to destination
No operation	No operation	No operation	No operation

Example: `SUBULNK 23h`

Before Instruction
FSR2 = `03FFh`
PC = `0100h`

After Instruction
FSR2 = `03DCh`
PC = (TOS)

42.2.3 Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode

Important: Enabling the PIC18 instruction set extension may cause legacy applications to behave erratically or fail entirely.

In addition to the new commands in the extended set, enabling the extended instruction set also enables Indexed Literal Offset Addressing mode (see the **“Indexed Addressing with Literal Offset”** section in the **“Memory Organization”** chapter). This has a significant impact on the way many commands of the standard PIC18 instruction set are interpreted.

When the extended set is disabled, addresses embedded in opcodes are treated as literal memory locations, either as a location in the Access Bank (‘a’ = `0`) or in a GPR bank designated by the BSR (‘a’ = `1`). When the extended instruction set is enabled and ‘a’ = `0`, however, a file register argument of `5Fh` or less is interpreted as an offset from the pointer value in FSR2 and not as a literal address. For practical purposes, this means that all instructions using the Access RAM bit as an argument – that is, all byte-oriented and bit-oriented instructions, or almost half of the core PIC18 instructions – may behave differently when the extended instruction set is enabled.

When the content of FSR2 is `00h`, the boundaries of the Access RAM are essentially remapped to their original values. This may be useful in creating backward compatible code. If this technique is used, it may be necessary to save the value of FSR2 and restore it when moving back and forth between C and assembly routines to preserve the Stack Pointer. Users must also keep in mind the syntax requirements of the extended instruction set (see Extended Instruction Syntax with Standard PIC18 Commands).

Although the Indexed Literal Offset Addressing mode can be very useful for dynamic stack and pointer manipulation, it can also be very annoying if a simple arithmetic operation is carried out on the wrong register. Users who are accustomed to the PIC18 programming must keep in mind that, when the extended instruction set is enabled, register addresses of `5Fh` or less are used for Indexed Literal Offset Addressing.

Representative examples of typical byte-oriented and bit-oriented instructions in the Indexed Literal Offset Addressing mode are provided in the Considerations when Enabling the Extended Instruction Set section to show how execution is affected. The operand conditions shown in the examples are applicable to all instructions of these types.

Related Links

9.6. Data Memory and the Extended Instruction Set

42.2.3.1 Extended Instruction Syntax with Standard PIC18 Commands

When the extended instruction set is enabled, the file register argument, ‘f’, in the standard byte-oriented and bit-oriented commands is replaced with the literal offset value, ‘k’. As already noted, this occurs only when ‘f’ is less than or equal to `5Fh`. When an offset value is used, it must be indicated by square brackets (“`[ ]`”). As with the extended instructions, the use of brackets indicates to the compiler that the value is to be interpreted as an index or an offset. Omitting the brackets or using a value greater than 5Fh within brackets will generate an error in the MPASM Assembler.

If the index argument is properly bracketed for Indexed Literal Offset Addressing, the Access RAM argument is never specified; it will automatically be assumed to be ‘`0`’. This is in contrast to standard operation (extended instruction set disabled) when ‘a’ is set on the basis of the target address. Declaring the Access RAM bit in this mode will also generate an error in the MPASM Assembler.

The destination argument, ‘d’, functions as before.

In the latest versions of the MPASM Assembler, language support for the extended instruction set must be explicitly invoked. This is done with either the command-line option `/y` or the PE directive in the source listing.

Related Links

9.6. Data Memory and the Extended Instruction Set

42.2.4 Considerations when Enabling the Extended Instruction Set

It is important to note that the extensions to the instruction set may not be beneficial to all users. In particular, users who are not writing code that uses a software stack may not benefit from using the extensions to the instruction set.

Additionally, the Indexed Literal Offset Addressing mode may create issues with legacy applications written to the PIC18 assembler. This is because instructions in the legacy code may attempt to address registers in the Access Bank below `5Fh`. Since these addresses are interpreted as literal offsets to FSR2 when the instruction set extension is enabled, the application may read or write to the wrong data addresses.

When porting an application to a PIC18 device supporting extensions to the instruction set, it is very important to consider the type of code. A large, re-entrant application that is written in ‘C’ and benefits from efficient compilation will do well when using the instruction set extensions. Legacy applications that heavily use the Access Bank will most likely not benefit from using the extended instruction set.

ADDWF	Add W to Indexed (Indexed Literal Offset Mode)			
Syntax	`ADDWF [k] {,d}`			
Operands	$0 \le k \le 95$ $d \in [0, 1]$			
Operation	(W) + ((FSR2) + k) → dest			
Status Affected	N, OV, C, DC, Z			
Encoding	`0010`	`01d0`	`kkkk`	`kkkk`
Description	The contents of W are added to the contents of the register indicated by FSR2, offset by the value ‘k’. If ‘d’ is ‘`0`’, the result is stored in W. If ‘d’ is ‘`1`’, the result is stored back in the register ‘f’ (default).			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to destination

Example: `ADDWF [OFST], 0`

Before Instruction
W = 17h
OFST = 2Ch
FSR2 = 0A00h
Contents of 0A2Ch = 20h

After Instruction
W = 37h
Contents of 0A2Ch = 20h

BSF	Bit Set Indexed (Indexed Literal Offset Mode)			
Syntax	**BSF [k], b**			
Operands	0 ≤ k ≤ 95 0 ≤ b ≤ 7			
Operation	1 → ((FSR2) + k)<b>			
Status Affected	None			
Encoding	1000	bbb0	kkkk	kkkk
Description	Bit ‘b’ of the register indicated by FSR2, offset by the value ‘k’, is set			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to destination

Example: `BSF [FLAG_OFST], 7`

Before Instruction
FLAG_OFST = 0Ah
FSR2 = 0A00h
Contents of 0A0Ah = 55h

After Instruction
Contents of 0A0Ah = D5h

SETF	Set Indexed (Indexed Literal Offset Mode)			
Syntax	**SETF [k]**			
Operands	0 ≤ k ≤ 95			
Operation	FFh → ((FSR2) + k)			
Status Affected	None			
Encoding	0110	1000	kkkk	kkkk
Description	The contents of the register indicated by FSR2, offset by the value ‘k’, are set to FFh			
Words	1			
Cycles	1			

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal ‘k’	Process Data	Write to destination

Example: `SETF [OFST]`

Before Instruction
OFST = `2Ch`
FSR2 = `0A00h`
Contents of `0A2Ch` = `00h`

After Instruction
Contents of `0A2Ch` = `FFh`

42.2.5 Special Considerations with Microchip MPLAB® IDE Tools

The latest versions of Microchip's software tools have been designed to fully support the extended instruction set on the PIC18 devices. This includes the MPLAB XC8 C compiler, MPASM Assembler and MPLAB X Integrated Development Environment (IDE).

When selecting a target device for software development, MPLAB X IDE will automatically set default Configuration bits for that device. The default setting for the XINST Configuration bit is '0', disabling the extended instruction set and Indexed Literal Offset Addressing mode. For proper execution of applications developed to take advantage of the extended instruction set, XINST must be set during programming.

To develop software for the extended instruction set, the user must enable support for the instructions and the Indexed Addressing mode in their language tool(s). Depending on the environment being used, this may be done in several ways:

- A menu option, or dialog box within the environment, that allows the user to configure the language tool and its settings for the project
- A command-line option
- A directive in the source code

These options vary between different compilers, assemblers and development environments. Users are encouraged to review the documentation accompanying their development systems for the appropriate information.

43. ICSP™ - In-Circuit Serial Programming™

ICSP programming allows customers to manufacture circuit boards with unprogrammed devices. Programming can be done after the assembly process, allowing the device to be programmed with the most recent firmware or a custom firmware. Five pins are needed for ICSP programming:

- ICSPCLK
- ICSPDAT
- $\overline{\text{MCLR}}/V_{PP}$
- V_{DD}
- V_{SS}

In Program/Verify mode, the program memory, User IDs and the Configuration bits are programmed through serial communications. The ICSPDAT pin is a bidirectional I/O used for transferring the serial data and the ICSPCLK pin is the clock input. For more information on ICSP, refer to the appropriate Family Programming Specification.

43.1 High-Voltage Programming Entry Mode

The device is placed into High-Voltage Programming Entry mode by holding the ICSPCLK and ICSPDAT pins low, then raising the voltage on $\overline{\text{MCLR}}/V_{PP}$ to V_{IH}.

43.2 Low-Voltage Programming Entry Mode

The Low-Voltage Programming Entry mode allows the PIC® Flash MCUs to be programmed using V_{DD} only, without high voltage. When the LVP Configuration bit is set to '1', the low-voltage ICSP programming entry is enabled. To disable the Low-Voltage ICSP mode, the LVP bit must be programmed to '0'.

Entry into the Low-Voltage Programming Entry mode requires the following steps:

1. $\overline{\text{MCLR}}$ is brought to V_{IL}.
2. A 32-bit key sequence is presented on ICSPDAT, while clocking ICSPCLK.

Once the key sequence is complete, $\overline{\text{MCLR}}$ must be held at V_{IL} for as long as Program/Verify mode is to be maintained.

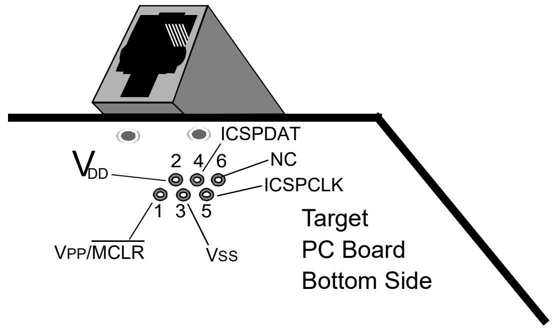
If low-voltage programming is enabled (LVP = 1), the $\overline{\text{MCLR}}$ Reset function is automatically enabled and cannot be disabled. See the *$\overline{\text{MCLR}}$* section for more information.

The LVP bit can only be reprogrammed to '0' by using the High-Voltage Programming mode.

43.3 Common Programming Interfaces

Connection to a target device is typically done through an ICSP header. A commonly found connector on development tools is the RJ-11 in the 6P6C (6-pin, 6-connector) configuration. See Figure 43-1.

Figure 43-1. ICD RJ-11 Style Connector Interface



Pin Description

1 = $V_{PP}/\overline{MCLR}$

2 = V_{DD} Target

3 = V_{SS} (ground)

4 = ICSPDAT

5 = ICSPCLK

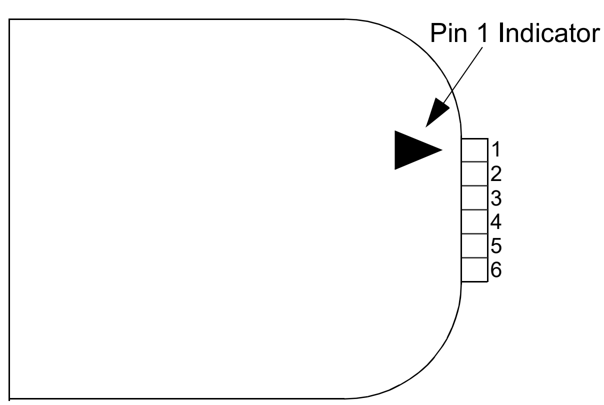
6 = No Connect

Another connector often found in use with the PICkit™ programmers is a standard 6-pin header with 0.1 inch spacing. Refer to Figure 43-2.

For additional interface recommendations, refer to the specific device programming manual prior to PCB design.

It is recommended that isolation devices be used to separate the programming pins from other circuitry. The type of isolation is highly dependent on the specific application and may include devices such as resistors, diodes, or even jumpers. See Figure 43-3 for more information.

Figure 43-2. PICkit™ Programmer Style Connector Interface



Pin Description[(1)]:

1 = $V_{PP}/\overline{MCLR}$

2 = V_{DD} Target

3 = V_{SS} (ground)

4 = ICSPDAT

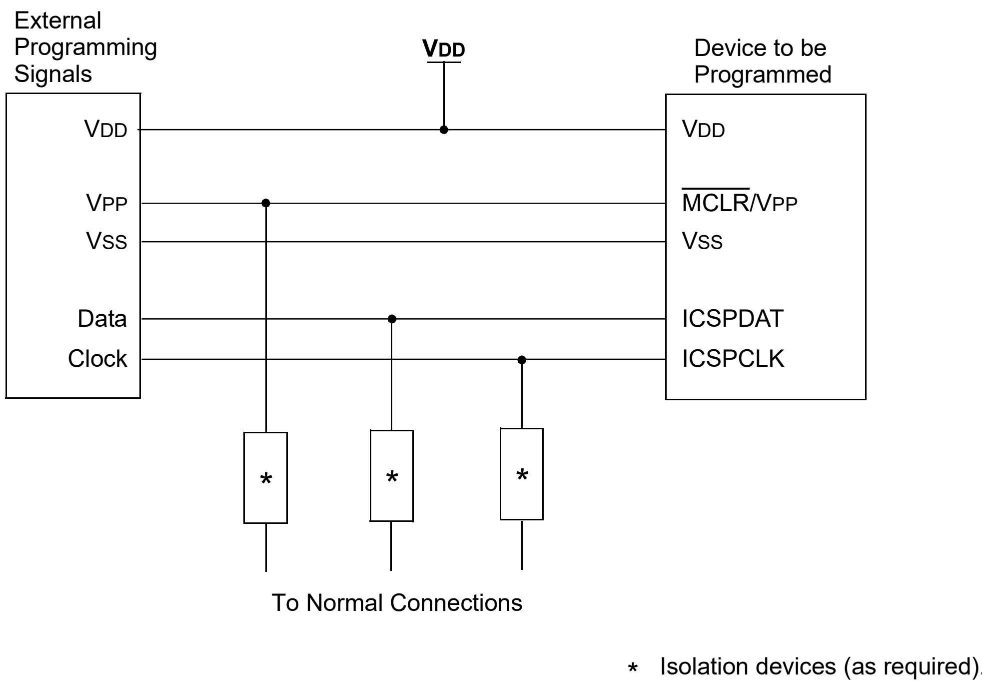
5 = ICSPCLK

6 = No Connect

Note:

1. The 6-pin header (0.100" spacing) accepts 0.025" square pins.

Figure 43-3. Typical Connection for ICSP™ Programming



44. Register Summary

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x00 ... 0x37	Reserved									
0x38	PRLOCK	7:0								PRLOCKED
0x39	MAINPR	7:0						PR[2:0]		
0x3A	ISRPR	7:0						PR[2:0]		
0x3B	DMA1PR	7:0						PR[2:0]		
0x3C	DMA2PR	7:0						PR[2:0]		
0x3D	DMA3PR	7:0						PR[2:0]		
0x3E	DMA4PR	7:0						PR[2:0]		
0x3F	SCANPR	7:0						PR[2:0]		
0x40	DMASELECT	7:0						SLCT[2:0]		
0x41	DMAnBUF	7:0	BUF[7:0]							
0x42	DMAnDCNT	7:0	DCNT[7:0]							
		15:8					DCNT[11:8]			
0x44	DMAnDPTR	7:0	DPTR[7:0]							
		15:8	DPTR[15:8]							
0x46	DMAnDSZ	7:0	DSZ[7:0]							
		15:8					DSZ[11:8]			
0x48	DMAnDSA	7:0	DSA[7:0]							
		15:8	DSA[15:8]							
0x4A	DMAnSCNT	7:0	SCNT[7:0]							
		15:8					SCNT[11:8]			
0x4C	DMAnSPTR	7:0	SPTR[7:0]							
		15:8	SPTR[15:8]							
		23:16			SPTR[21:16]					
0x4F	DMAnSSZ	7:0	SSZ[7:0]							
		15:8					SSZ[11:8]			
0x51	DMAnSSA	7:0	SSA[7:0]							
		15:8	SSA[15:8]							
		23:16			SSA[21:16]					
0x54	DMAnCON0	7:0	EN	SIRQEN	DGO			AIRQEN		XIP
0x55	DMAnCON1	7:0	DMODE[1:0]		DSTP	SMR[1:0]		SMODE[1:0]		SSTP
0x56	DMAnAIRQ	7:0	AIRQ[7:0]							
0x57	DMAnSIRQ	7:0	SIRQ[7:0]							
0x58	NVMCON0	7:0								GO
0x59	NVMCON1	7:0	WRERR					NVMCMD[2:0]		
0x5A	NVMLOCK	7:0	NVMLOCK[7:0]							
0x5B	NVMADR	7:0	NVMADR[7:0]							
		15:8	NVMADR[15:8]							
		23:16			NVMADR[21:16]					
0x5E	NVMDAT	7:0	NVMDAT[7:0]							
		15:8	NVMDAT[15:8]							
0x60	CRCDATA	7:0	CRCDATAL[7:0]							
		15:8	CRCDATAH[7:0]							
		23:16	CRCDATAU[7:0]							
		31:24	CRCDATAT[7:0]							
0x64	CRCOUT	7:0	CRCOUTL[7:0]							
		15:8	CRCOUTH[7:0]							
		23:16	CRCOUTU[7:0]							
		31:24	CRCOUTT[7:0]							
0x64	CRCSHIFT	7:0	CRCSHIFTL[7:0]							
		15:8	CRCSHIFTH[7:0]							
		23:16	CRCSHIFTU[7:0]							
		31:24	CRCSHIFTT[7:0]							

...........continued

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x64	CRCXOR	7:0	CRCXORL[7:0]							
		15:8	CRCXORH[7:0]							
		23:16	CRCXORU[7:0]							
		31:24	CRCXORT[7:0]							
0x68	CRCCON0	7:0	EN	GO	BUSY	ACCM	SETUP[1:0]		SHIFTM	FULL
0x69	CRCCON1	7:0				PLEN[4:0]				
0x6A	CRCCON2	7:0				DLEN[4:0]				
0x6B	SCANLADR	7:0	SCANLADRL[7:0]							
		15:8	SCANLADRH[7:0]							
		23:16			SCANLADRU[5:0]					
0x6E	SCANHADR	7:0	SCANHADRL[7:0]							
		15:8	SCANHADRH[7:0]							
		23:16			SCANHADRU[5:0]					
0x71	SCANCON0	7:0	EN	TRIGEN	SGO			MREG	BURSTMD	BUSY
0x72	SCANTRIG	7:0					TSEL[3:0]			
0x73	BORCON	7:0	SBOREN							BORRDY
0x74	WDTCON0	7:0			PS[4:0]					SEN
0x75	WDTCON1	7:0		CS[2:0]				WINDOW[2:0]		
0x76	WDTPSL	7:0	PSCNTL[7:0]							
0x77	WDTPSH	7:0	PSCNTH[7:0]							
0x78	WDTTMR	7:0	TMR[4:0]					STATE	PSCNT[17:16]	
0x79	VREGCON	7:0			PMSYS[1:0]				VREGPM[1:0]	
0x7A	OSCCON1	7:0		NOSC[2:0]			NDIV[3:0]			
0x7B	OSCCON2	7:0		COSC[2:0]			CDIV[3:0]			
0x7C	OSCCON3	7:0	CSWHOLD	SOSCPWR		ORDY	NOSCR			
0x7D	OSCSTAT	7:0	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	SFOR	PLLR
0x7E	OSCEN	7:0	EXTOEN	HFOEN	MFOEN	LFOEN	SOSCEN	ADOEN		PLLEN
0x7F	OSCTUNE	7:0			TUN[5:0]					
0x80	OSCFRQ	7:0					FRQ[3:0]			
0x81	ACTCON	7:0	ACTEN	ACTUD			ACTLOCK		ACTORS	
0x82	FSCMCON	7:0			FSCMSFI	FSCMSEV	FSCMPFI	FSCMPEV	FSCMFFI	FSCMFEV
0x83	I3C1CON0	7:0	EN	BTOEN	RST	CLRTXB	CLRRXB	ACKP	HJREQ	IBIREQ
0x84	I3C1CON1	7:0					BERRDET	FHDRE	SASDRMD	ACKPOS
0x85	I3C1RXB	7:0	RXB[7:0]							
0x86	I3C1TXB	7:0	TXB[7:0]							
0x87	I3C1STAT0	7:0	BFREE	OPMD[1:0]		RSTDET	TXBE	RXBF	RNW[1:0]	
0x88	I3C1STAT1	7:0								TXFNE
0x89	I3C1BSTAT	7:0		TE6ERR	TE5ERR	TE4ERR	TE3ERR	TE2ERR	TE1ERR	TE0ERR
0x8A	I3C1PIR0	7:0	SCIF	PCIF	RSCIF	I2CACKIF	SADRIF	DADRIF	BTFIF	SCCCIF
0x8B	I3C1PIR1	7:0	TCOMPIF	DACHIF	IBIDONEIF					
0x8C	I3C1ERRIR0	7:0	I2CNACKIF	TXUIF	RXOIF	HJEIF	IBIEIF	BUSEIF	BTOIF	UCCCIF
0x8D	I3C1ERRIR1	7:0					ABEIF	MWLOEIF	TXWEIF	RXREIF
0x8E	I3C1PIE0	7:0	SCIE	PCIE	RSCIE	I2CACKIE	SADRIE	DADRIE	BTFIE	SCCCIE
0x8F	I3C1PIE1	7:0	TCOMPIE	DACHIE	IBIDONEIE					
0x90	I3C1ERRIE0	7:0	I2CNACKIE	TXUIE	RXOIE	HJEIE	IBIEIE	BUSEIE	BTOIE	UCCCIE
0x91	I3C1ERRIE1	7:0					ABEIE	MWLOEIE	TXWEIE	RXREIE
0x92	I3C1BIDL	7:0	BIDL[15:0]							
		15:8	BIDL[15:0]							
0x94	I3C1BAVL	7:0	BAVL[7:0]							
0x95	I3C1BTO	7:0	BTO[15:0]							
		15:8	BTO[15:0]							
0x97	I3C1IBIMDB	7:0	IBIMDB[7:5]			IBIMDB[4:0]				
0x98	I3C1RETRY	7:0	RETRY[7:0]							
0x99	I3C1FEAT	7:0							HDRCAP	HJCAP
0x9A	I3C1SADR	7:0		SADR[6:0]						
0x9B	I3C1DADR	7:0		DADR[6:0]						
0x9C	I3C1EC	7:0	EC[7:4]				HJEN	EC2	CREN	IBIEN
0x9D	I3C1MWL	7:0	MWL[15:0]							
		15:8	MWL[15:0]							

...........continued

Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x9F	I3C1MRL	7:0	MRL[15:0]							
		15:8	MRL[15:0]							
0xA1	I3C1IBIPSZ	7:0	IBIPSZ[7:0]							
0xA2	I3C1PID0	7:0	PID[7:0]							
0xA3	I3C1PID1	7:0	PID[15:12]				PID[11:8]			
0xA4	I3C1PID2	7:0	PID[23:16]							
0xA5	I3C1PID3	7:0	PID[31:24]							
0xA6	I3C1PID4	7:0	PID[39:33]							PID32
0xA7	I3C1PID5	7:0	PID[47:40]							
0xA8	I3C1BCR	7:0	BCR[7:6]		BCR5	BCR4	BCR3	BCR2	BCR1	BCR0
0xA9	I3C1DCR	7:0	DCR[7:0]							
0xAA	I3C1DSTAT0	7:0	ACTMODE[1:0]		PERR		INTPEND[3:0]			
0xAB	I3C1DSTAT1	7:0	VRSV7	VRSV6	VRSV5	VRSV4	VRSV3	VRSV2	VRSV1	VRSV0
0xAC	I3C1MWS	7:0	MWS[7:4]				MWS[3]	MWS[2:0]		
0xAD	I3C1MRS	7:0	MRS[7]	MRS[6]	MRS[5:3]			MRS[2:0]		
0xAE	I3C1MRT	7:0	MRT[23:0]							
		15:8	MRT[23:0]							
		23:16	MRT[23:0]							
0xB1	I3C1RSTACT	7:0	RSTACT[7:0]							
0xB2	I3C1BUSCXT	7:0	BUSCXT[7:0]							
0xB3	I3C1CCC	7:0	CCC[7:0]							
0xB4	I3C1I2CCON	7:0						FLTEN	SDAHT[1:0]	
0xB5	I3C1CLK	7:0					CLK[3:0]			
0xB6	I3C2CON0	7:0	EN	BTOEN	RST	CLRTXB	CLRRXB	ACKP	HJREQ	IBIREQ
0xB7	I3C2CON1	7:0					BERRDET	FHDRE	SASDRMD	ACKPOS
0xB8	I3C2RXB	7:0	RXB[7:0]							
0xB9	I3C2TXB	7:0	TXB[7:0]							
0xBA	I3C2STAT0	7:0	BFREE	OPMD[1:0]		RSTDET	TXBE	RXBF	RNW[1:0]	
0xBB	I3C2STAT1	7:0								TXFNE
0xBC	I3C2BSTAT	7:0		TE6ERR	TE5ERR	TE4ERR	TE3ERR	TE2ERR	TE1ERR	TE0ERR
0xBD	I3C2PIR0	7:0	SCIF	PCIF	RSCIF	I2CACKIF	SADRIF	DADRIF	BTFIF	SCCCIF
0xBE	I3C2PIR1	7:0	TCOMPIF	DACHIF	IBIDONEIF					
0xBF	I3C2ERRIR0	7:0	I2CNACKIF	TXUIF	RXOIF	HJEIF	IBIEIF	BUSEIF	BTOIF	UCCCIF
0xC0	I3C2ERRIR1	7:0					ABEIF	MWLOEIF	TXWEIF	RXREIF
0xC1	I3C2PIE0	7:0	SCIE	PCIE	RSCIE	I2CACKIE	SADRIE	DADRIE	BTFIE	SCCCIE
0xC2	I3C2PIE1	7:0	TCOMPIE	DACHIE	IBIDONEIE					
0xC3	I3C2ERRIE0	7:0	I2CNACKIE	TXUIE	RXOIE	HJEIE	IBIEIE	BUSEIE	BTOIE	UCCCIE
0xC4	I3C2ERRIE1	7:0					ABEIE	MWLOEIE	TXWEIE	RXREIE
0xC5	I3C2BIDL	7:0	BIDL[15:0]							
		15:8	BIDL[15:0]							
0xC7	I3C2BAVL	7:0	BAVL[7:0]							
0xC8	I3C2BTO	7:0	BTO[15:0]							
		15:8	BTO[15:0]							
0xCA	I3C2IBIMDB	7:0	IBIMDB[7:5]			IBIMDB[4:0]				
0xCB	I3C2RETRY	7:0	RETRY[7:0]							
0xCC	I3C2FEAT	7:0							HDRCAP	HJCAP
0xCD	I3C2SADR	7:0		SADR[6:0]						
0xCE	I3C2DADR	7:0		DADR[6:0]						
0xCF	I3C2EC	7:0	EC[7:4]				HJEN	EC2	CREN	IBIEN
0xD0	I3C2MWL	7:0	MWL[15:0]							
		15:8	MWL[15:0]							
0xD2	I3C2MRL	7:0	MRL[15:0]							
		15:8	MRL[15:0]							
0xD4	I3C2IBIPSZ	7:0	IBIPSZ[7:0]							
0xD5	I3C2PID0	7:0	PID[7:0]							
0xD6	I3C2PID1	7:0	PID[15:12]				PID[11:8]			
0xD7	I3C2PID2	7:0	PID[23:16]							
0xD8	I3C2PID3	7:0	PID[31:24]							
0xD9	I3C2PID4	7:0	PID[39:33]							PID32
0xDA	I3C2PID5	7:0	PID[47:40]							

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0xDB	I3C2BCR	7:0	BCR[7:6]		BCR5	BCR4	BCR3	BCR2	BCR1	BCR0
0xDC	I3C2DCR	7:0	DCR[7:0]							
0xDD	I3C2DSTAT0	7:0	ACTMODE[1:0]		PERR		INTPEND[3:0]			
0xDE	I3C2DSTAT1	7:0	VRSV7	VRSV6	VRSV5	VRSV4	VRSV3	VRSV2	VRSV1	VRSV0
0xDF	I3C2MWS	7:0	MWS[7:4]				MWS[3]	MWS[2:0]		
0xE0	I3C2MRS	7:0	MRS[7]	MRS[6]	MRS[5:3]			MRS[2:0]		
0xE1	I3C2MRT	7:0	MRT[23:0]							
		15:8	MRT[23:0]							
		23:16	MRT[23:0]							
0xE4	I3C2RSTACT	7:0	RSTACT[7:0]							
0xE5	I3C2BUSCXT	7:0	BUSCXT[7:0]							
0xE6	I3C2CCC	7:0	CCC[7:0]							
0xE7	I3C2I2CCON	7:0						FLTEN	SDAHT[1:0]	
0xE8	I3C2CLK	7:0					CLK[3:0]			
0xE9 ... 0xFF	Reserved									
0x0100	CLKRCON	7:0	EN			DC[1:0]		DIV[2:0]		
0x0101	CLKRCLK	7:0					CLK[3:0]			
0x0102	Reserved									
0x0103	TMR0L	7:0	TMR0L[7:0]							
0x0104	TMR0H	7:0	TMR0H[7:0]							
0x0105	T0CON0	7:0	EN		OUT	MD16	OUTPS[3:0]			
0x0106	T0CON1	7:0	CS[2:0]			ASYNC	CKPS[3:0]			
0x0107	TMR1	7:0	TMR1[7:0]							
		15:8	TMR1[15:8]							
0x0109	T1CON	7:0			CKPS[1:0]			$\overline{\text{SYNC}}$	RD16	ON
0x010A	T1GCON	7:0	GE	GPOL	GTM	GSPM	GGO/$\overline{\text{DONE}}$	GVAL		
0x010B	T1GATE	7:0					GSS[3:0]			
0x010C	T1CLK	7:0					CS[3:0]			
0x010D ... 0x0118	Reserved									
0x0119	T2TMR	7:0	T2TMR[7:0]							
0x011A	T2PR	7:0	T2PR[7:0]							
0x011B	T2CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x011C	T2HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x011D	T2CLKCON	7:0					CS[3:0]			
0x011E	T2RST	7:0				RSEL[4:0]				
0x011F	T4TMR	7:0	T4TMR[7:0]							
0x0120	T4PR	7:0	T4PR[7:0]							
0x0121	T4CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x0122	T4HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x0123	T4CLKCON	7:0					CS[3:0]			
0x0124	T4RST	7:0				RSEL[4:0]				
0x0125 ... 0x012A	Reserved									
0x012B	TUCHAIN	7:0								CH16AB
0x012C	TU16ACON0	7:0	ON	CPOL	OM	OPOL	RDSEL	PRIE	ZIE	CIE
0x012D	TU16ACON1	7:0	RUN	OSEN	CLR	LIMIT	CAPT	PRIF	ZIF	CIF
0x012E	TU16AHLT	7:0	EPOL	CSYNC	START[1:0]		RESET[1:0]		STOP[1:0]	
0x012F	TU16APS	7:0	PS[7:0]							
0x0130	TU16ATMR	7:0	TMR[7:0]							
		15:8	TMR[15:8]							
0x0130	TU16ACR	7:0	CR[7:0]							
		15:8	CR[15:8]							
0x0132 ... 0x0133	Reserved									

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x0134	TU16APR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0136 ... 0x0137	Reserved									
0x0138	TU16ACLK	7:0				CLK[4:0]				
0x0139	TU16AERS	7:0			ERS[5:0]					
0x013A	TU16BCON0	7:0	ON	CPOL	OM	OPOL	RDSEL	PRIE	ZIE	CIE
0x013B	TU16BCON1	7:0	RUN	OSEN	CLR	LIMIT	CAPT	PRIF	ZIF	CIF
0x013C	TU16BHLT	7:0	EPOL	CSYNC	START[1:0]		RESET[1:0]		STOP[1:0]	
0x013D	TU16BPS	7:0	PS[7:0]							
0x013E	TU16BTMR	7:0	TMR[7:0]							
		15:8	TMR[15:8]							
0x013E	TU16BCR	7:0	CR[7:0]							
		15:8	CR[15:8]							
0x0140 ... 0x0141	Reserved									
0x0142	TU16BPR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0144 ... 0x0145	Reserved									
0x0146	TU16BCLK	7:0				CLK[4:0]				
0x0147	TU16BERS	7:0			ERS[5:0]					
0x0148	CCPTMRS0	7:0					C2TSEL[1:0]		C1TSEL[1:0]	
0x0149	CCPR1	7:0	CCPR[7:0]							
		15:8	CCPR[15:8]							
0x014B	CCP1CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x014C	CCP1CAP	7:0						CTS[2:0]		
0x014D	CCPR2	7:0	CCPR[7:0]							
		15:8	CCPR[15:8]							
0x014F	CCP2CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x0150	CCP2CAP	7:0						CTS[2:0]		
0x0151	PWMLOAD	7:0							MPWM2LD	MPWM1LD
0x0152	PWMEN	7:0							MPWM2EN	MPWM1EN
0x0153	PWM1ERS	7:0					ERS[3:0]			
0x0154	PWM1CLK	7:0					CLK[3:0]			
0x0155	PWM1LDS	7:0					LDS[3:0]			
0x0156	PWM1PR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0158	PWM1CPRE	7:0	CPRE[7:0]							
0x0159	PWM1PIPOS	7:0	PIPOS[7:0]							
0x015A	PWM1GIR	7:0							S1P2	S1P1
0x015B	PWM1GIE	7:0							S1P2	S1P1
0x015C	PWM1CON	7:0	EN					LD	ERSPOL	ERSNOW
0x015D	PWM1S1CFG	7:0	POL2	POL1			PPEN	MODE[2:0]		
0x015E	PWM1S1P1	7:0	P1[7:0]							
		15:8	P1[15:8]							
0x0160	PWM1S1P2	7:0	P2[7:0]							
		15:8	P2[15:8]							
0x0162	PWM2ERS	7:0					ERS[3:0]			
0x0163	PWM2CLK	7:0					CLK[3:0]			
0x0164	PWM2LDS	7:0					LDS[3:0]			
0x0165	PWM2PR	7:0	PR[7:0]							
		15:8	PR[15:8]							
0x0167	PWM2CPRE	7:0	CPRE[7:0]							
0x0168	PWM2PIPOS	7:0	PIPOS[7:0]							
0x0169	PWM2GIR	7:0							S1P2	S1P1
0x016A	PWM2GIE	7:0							S1P2	S1P1
0x016B	PWM2CON	7:0	EN					LD	ERSPOL	ERSNOW

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x016C	PWM2S1CFG	7:0	POL2	POL1			PPEN	MODE[2:0]		
0x016D	PWM2S1P1	7:0	P1[7:0]							
		15:8	P1[15:8]							
0x016F	PWM2S1P2	7:0	P2[7:0]							
		15:8	P2[15:8]							
0x0171 ... 0x0198	Reserved									
0x0199	CWG1CLK	7:0								CS
0x019A	CWG1ISM	7:0					ISM[3:0]			
0x019B	CWG1DBR	7:0			DBR[5:0]					
0x019C	CWG1DBF	7:0			DBF[5:0]					
0x019D	CWG1CON0	7:0	EN	LD				MODE[2:0]		
0x019E	CWG1CON1	7:0			IN		POLD	POLC	POLB	POLA
0x019F	CWG1AS0	7:0	SHUTDOWN	REN	LSBD[1:0]		LSAC[1:0]			
0x01A0	CWG1AS1	7:0	AS7E	AS6E	AS5E	AS4E	AS3E	AS2E	AS1E	AS0E
0x01A1	CWG1STR	7:0	OVRD	OVRC	OVRB	OVRA	STRD	STRC	STRB	STRA
0x01A2	Reserved									
0x01A3	CLCDATA	7:0					CLC4OUT	CLC3OUT	CLC2OUT	CLC1OUT
0x01A4	CLCSELECT	7:0						SLCT[2:0]		
0x01A5	CLCnCON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x01A6	CLCnPOL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x01A7	CLCnSEL0	7:0			D1S[5:0]					
0x01A8	CLCnSEL1	7:0			D2S[5:0]					
0x01A9	CLCnSEL2	7:0			D3S[5:0]					
0x01AA	CLCnSEL3	7:0			D4S[5:0]					
0x01AB	CLCnGLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x01AC	CLCnGLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x01AD	CLCnGLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x01AE	CLCnGLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
0x01AF	U1RXB	7:0	RXB[7:0]							
0x01B0	U1RXCHK	7:0	RXCHK[7:0]							
0x01B1	U1TXB	7:0	TXB[7:0]							
0x01B2	U1TXCHK	7:0	TXCHK[7:0]							
0x01B3	U1P1	7:0	P1[7:0]							
		15:8								P1[8]
0x01B5	U1P2	7:0	P2[7:0]							
		15:8								P2[8]
0x01B7	U1P3	7:0	P3[7:0]							
		15:8								P3[8]
0x01B9	U1CON0	7:0	BRGS	ABDEN	TXEN	RXEN	MODE[3:0]			
0x01BA	U1CON1	7:0	ON			WUE	RXBIMD		BRKOVR	SENDB
0x01BB	U1CON2	7:0	RUNOVF	RXPOL	STP[1:0]		C0EN	TXPOL	FLO[1:0]	
0x01BC	U1BRG	7:0	BRG[7:0]							
		15:8	BRG[15:8]							
0x01BE	U1FIFO	7:0	TXWRE	STPMD	TXBE	TXBF	RXIDL	XON	RXBE	RXBF
0x01BF	Reserved									
0x01C0	U1UIR	7:0	WUIF	ABDIF				ABDIE		
0x01C1	U1ERRIR	7:0	TXMTIF	PERIF	ABDOVF	CERIF	FERIF	RXBKIF	RXFOIF	TXCIF
0x01C2	U1ERRIE	7:0	TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	RXFOIE	TXCIE
0x01C3	U2RXB	7:0	RXB[7:0]							
0x01C4	Reserved									
0x01C5	U2TXB	7:0	TXB[7:0]							
0x01C6	Reserved									
0x01C7	U2P1	7:0	P1[7:0]							
		15:8								
0x01C9	U2P2	7:0	P2[7:0]							
		15:8								
0x01CB	U2P3	7:0	P3[7:0]							
		15:8								

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x01CD	U2CON0	7:0	BRGS	ABDEN	TXEN	RXEN	MODE[3:0]			
0x01CE	U2CON1	7:0	ON			WUE	RXBIMD		BRKOVR	SENDB
0x01CF	U2CON2	7:0	RUNOVF	RXPOL	STP[1:0]			TXPOL	FLO[1:0]	
0x01D0	U2BRG	7:0	BRG[7:0]							
		15:8	BRG[15:8]							
0x01D2	U2FIFO	7:0	TXWRE	STPMD	TXBE	TXBF	RXIDL	XON	RXBE	RXBF
0x01D3	Reserved									
0x01D4	U2UIR	7:0	WUIF	ABDIF				ABDIE		
0x01D5	U2ERRIR	7:0	TXMTIF	PERIF	ABDOVF	CERIF	FERIF	RXBKIF	RXFOIF	
0x01D6	U2ERRIE	7:0	TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	RXFOIE	
0x01D7	SPI1RXB	7:0	RXB[7:0]							
0x01D8	SPI1TXB	7:0	TXB[7:0]							
0x01D9	SPI1TCNT	7:0	TCNTL[7:0]							
		15:8						TCNTH[2:0]		
0x01DB	SPI1CON0	7:0	EN					LSBF	MST	BMODE
0x01DC	SPI1CON1	7:0	SMP	CKE	CKP	FST		SSP	SDIP	SDOP
0x01DD	SPI1CON2	7:0	BUSY	SSFLT				SSET	TXR	RXR
0x01DE	SPI1STATUS	7:0	TXWE		TXBE		RXRE	CLB		RXBF
0x01DF	SPI1TWIDTH	7:0						TWIDTH[2:0]		
0x01E0	SPI1BAUD	7:0	BAUD[7:0]							
0x01E1	SPI1INTF	7:0	SRMTIF	TCZIF	SOSIF	EOSIF		RXOIF	TXUIF	
0x01E2	SPI1INTE	7:0	SRMTIE	TCZIE	SOSIE	EOSIE		RXOIE	TXUIE	
0x01E3	SPI1CLK	7:0					CLKSEL[3:0]			
0x01E4	I2C1STAT0	7:0	BFRE	SMA	MMA	R	D			
0x01E5	I2C1STAT1	7:0	TXWE		TXBE		RXRE	CLRBF		RXBF
0x01E6	I2C1CON0	7:0	EN	RSEN	S	CSTR	MDR	MODE[2:0]		
0x01E7	I2C1CON1	7:0	ACKCNT	ACKDT	ACKSTAT	ACKT	P	RXO	TXU	CSD
0x01E8	I2C1CON2	7:0	ACNT	GCEN		ABD	SDAHT[1:0]		BFRET[1:0]	
0x01E9	I2C1CON3	7:0				BFREDR	FME[1:0]		ACNTMD[1:0]	
0x01EA	I2C1PIR	7:0	CNTIF	ACKTIF		WRIF	ADRIF	PCIF	RSCIF	SCIF
0x01EB	I2C1PIE	7:0	CNTIE	ACKTIE		WRIE	ADRIE	PCIE	RSCIE	SCIE
0x01EC	I2C1ERR	7:0		BTOIF	BCLIF	NACKIF		BTOIE	BCLIE	NACKIE
0x01ED	I2C1CNT	7:0	CNT[7:0]							
		15:8	CNT[15:8]							
0x01EF	I2C1RXB	7:0	RXB[7:0]							
0x01F0	I2C1TXB	7:0	TXB[7:0]							
0x01F1	I2C1ADB0	7:0	ADB[7:0]							
0x01F2	I2C1ADB1	7:0	ADB[7:0]							
0x01F3	I2C1ADR0	7:0	ADR[7:0]							
0x01F4	I2C1ADR1	7:0	ADR[6:0]							
0x01F5	I2C1ADR2	7:0	ADR[7:0]							
0x01F6	I2C1ADR3	7:0	ADR[6:0]							
0x01F7	I2C1BTO	7:0	TOREC	TOBY32	TOTIME[5:0]					
0x01F8	I2C1BAUD	7:0	BAUD[7:0]							
0x01F9	I2C1CLK	7:0				CLK[4:0]				
0x01FA	I2C1BTOC	7:0						BTOC[2:0]		
0x01FB ... 0x0200	Reserved									
0x0201	FVRCON	7:0	FVREN	FVRRDY	TSEN	TSRNG			ADFVR[1:0]	
0x0202	HLVDCON0	7:0	EN		OUT	RDY			INTH	INTL
0x0203	HLVDCON1	7:0					SEL[3:0]			
0x0204 ... 0x0214	Reserved									
0x0215	ADLTH	7:0	LTH[7:0]							
		15:8	LTH[15:8]							
0x0217	ADUTH	7:0	UTH[7:0]							
		15:8	UTH[15:8]							

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x0219	ADERR	7:0	ERR[7:0]							
		15:8	ERR[15:8]							
0x021B	ADSTPT	7:0	STPT[7:0]							
		15:8	STPT[15:8]							
0x021D	ADFLTR	7:0	FLTR[7:0]							
		15:8	FLTR[15:8]							
0x021F	ADACC	7:0	ACC[7:0]							
		15:8	ACC[15:8]							
0x0221	Reserved									
0x0222	ADCNT	7:0	CNT[7:0]							
0x0223	ADRPT	7:0	RPT[7:0]							
0x0224	ADPREV	7:0	PREV[7:0]							
		15:8	PREV[15:8]							
0x0226	ADRES	7:0	RES[7:0]							
		15:8	RES[15:8]							
0x0228	ADPCH	7:0			PCH[5:0]					
0x0229	Reserved									
0x022A	ADACQ	7:0	ACQ[7:0]							
		15:8				ACQ[12:8]				
0x022C	ADCAP	7:0				CAP[4:0]				
0x022D	ADPRE	7:0	PRE[7:0]							
		15:8				PRE[12:8]				
0x022F	ADCON0	7:0	ON	CONT		CS	FM[1:0]		IC	GO
0x0230	ADCON1	7:0	PPOL	IPEN	GPOL				PCSC	DSEN
0x0231	ADCON2	7:0	PSIS	CRS[2:0]			ACLR	MD[2:0]		
0x0232	ADCON3	7:0		CALC[2:0]			SOI	TMD[2:0]		
0x0233	ADSTAT	7:0	AOV	UTHR	LTHR	MATH		STAT[2:0]		
0x0234	ADREF	7:0				NREF			PREF[1:0]	
0x0235	ADACT	7:0			ACT[5:0]					
0x0236	ADCLK	7:0			CS[5:0]					
0x0237	ADCG1A	7:0			CGA5	CGA4		CGA2	CGA1	CGA0
0x0238	ADCG1B	7:0	CGB7	CGB6	CGB5					
0x0239	ADCG1C	7:0	CGC7	CGC6	CGC5	CGC4	CGC3		CGC1	CGC0
0x023A ... 0x02FF	Reserved									
0x0300	PMD0	7:0	SYSCMD	SCANMD	CRCMD		DMA4MD	DMA3MD	DMA2MD	DMA1MD
0x0301	PMD1	7:0	TMR4MD	TMR2MD	TMR1MD	TMR0MD	CLKRMD	IOCMD	PORTWMD	ACTMD
0x0302	PMD2	7:0	CLC1MD	CWG1MD	PWM2MD	PWM1MD	CCP2MD	CCP1MD	TU16BMD	TU16AMD
0x0303	PMD3	7:0	I3C1MD	I2C1MD	SPI1MD	U2MD	U1MD	CLC4MD	CLC3MD	CLC2MD
0x0304	PMD4	7:0					ADCMD	HLVDMD	FVRMD	I3C2MD
0x0305 ... 0x030E	Reserved									
0x030F	RB5FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0310	RB6FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0311	Reserved									
0x0312	RC0FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0313	RC1FEAT	7:0	SLEW[1:0]		I3CBUF[2:0]			SYSBUF[2:0]		
0x0314	Reserved									
0x0315	RC4FEAT	7:0	SLEW[1:0]						SYSBUF[1:0]	
0x0316	RC5FEAT	7:0	SLEW[1:0]						SYSBUF[1:0]	
0x0317 ... 0x0318	Reserved									
0x0319	RA0PPS	7:0			RA0PPS[5:0]					
0x031A	RA1PPS	7:0			RA1PPS[5:0]					
0x031B	RA2PPS	7:0			RA2PPS[5:0]					
0x031C	Reserved									
0x031D	RA4PPS	7:0			RA4PPS[5:0]					
0x031E	RA5PPS	7:0			RA5PPS[5:0]					

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x031F ... 0x0325	Reserved									
0x0326	RB5PPS	7:0			RB5PPS[5:0]					
0x0327	RB6PPS	7:0			RB6PPS[5:0]					
0x0328	RB7PPS	7:0			RB7PPS[5:0]					
0x0329	RC0PPS	7:0			RC0PPS[5:0]					
0x032A	RC1PPS	7:0			RC1PPS[5:0]					
0x032B	Reserved									
0x032C	RC3PPS	7:0			RC3PPS[5:0]					
0x032D	RC4PPS	7:0			RC4PPS[5:0]					
0x032E	RC5PPS	7:0			RC5PPS[5:0]					
0x032F	RC6PPS	7:0			RC6PPS[5:0]					
0x0330	RC7PPS	7:0			RC7PPS[5:0]					
0x0331 ... 0x0350	Reserved									
0x0351	PPSLOCK	7:0								PPSLOCKED
0x0352	INT0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0353	INT1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0354	INT2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0355	T0CKIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0356	T1CKIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0357	T1GPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0358 ... 0x035F	Reserved									
0x0360	T2INPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0361	T4INPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0362 ... 0x0364	Reserved									
0x0365	TUIN1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0366	TUIN2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0367 ... 0x0368	Reserved									
0x0369	CCP1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x036A	CCP2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x036B ... 0x0372	Reserved									
0x0373	STATUS_CSHAD	7:0		$\overline{\text{TO}}$	$\overline{\text{PD}}$	N	OV	Z	DC	C
0x0374	WREG_CSHAD	7:0	WREG[7:0]							
0x0375	BSR_CSHAD	7:0			BSR[5:0]					
0x0376	SHADCON	7:0								SHADLO
0x0377	STATUS_SHAD	7:0		$\overline{\text{TO}}$	$\overline{\text{PD}}$	N	OV	Z	DC	C
0x0378	WREG_SHAD	7:0	WREG[7:0]							
0x0379	BSR_SHAD	7:0			BSR[5:0]					
0x037A	PCLAT_SHAD	7:0	PCLATH[7:0]							
		15:8				PCLATU[4:0]				
0x037C	FSR0_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x037E	FSR1_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x0380	FSR2_SHAD	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x0382	PROD_SHAD	7:0	PROD[7:0]							
		15:8	PROD[15:8]							
0x0384	PWMIN0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x0385	PWMIN1PPS	7:0				PORT[1:0]		PIN[2:0]		

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x0386	PWMxERSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0387	PWM2ERSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x0388 ... 0x0398	Reserved									
0x0399	CWG1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x039A ... 0x039C	Reserved									
0x039D	CLCIN0PPS	7:0				PORT[1:0]		PIN[2:0]		
0x039E	CLCIN1PPS	7:0				PORT[1:0]		PIN[2:0]		
0x039F	CLCIN2PPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A0	CLCIN3PPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A1	U2CTSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A2	U2RXPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A3	U1CTSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A4	U1RXPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A5 ... 0x03A6	Reserved									
0x03A7	SPIxSCKPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A8	SPIxSDIPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03A9	SPIxSSPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AA ... 0x03AC	Reserved									
0x03AD	I2C1SCLPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AE	I2C1SDAPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03AF ... 0x03B0	Reserved									
0x03B1	ADACTPPS	7:0				PORT[1:0]		PIN[2:0]		
0x03B2 ... 0x0415	Reserved									
0x0416	ANSELA	7:0			ANSELA5	ANSELA4		ANSELA2	ANSELA1	ANSELA0
0x0417	WPUA	7:0			WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0
0x0418	ODCONA	7:0			ODCA5	ODCA4		ODCA2	ODCA1	ODCA0
0x0419	SLRCONA	7:0			SLRA5	SLRA4		SLRA2	SLRA1	SLRA0
0x041A	INLVLA	7:0			INLVLA5	INLVLA4	INLVLA3	INLVLA2	INLVLA1	INLVLA0
0x041B	IOCAP	7:0			IOCAP5	IOCAP4	IOCAP3	IOCAP2	IOCAP1	IOCAP0
0x041C	IOCAN	7:0			IOCAN5	IOCAN4	IOCAN3	IOCAN2	IOCAN1	IOCAN0
0x041D	IOCAF	7:0			IOCAF5	IOCAF4	IOCAF3	IOCAF2	IOCAF1	IOCAF0
0x041E ... 0x041F	Reserved									
0x0420	ANSELB	7:0	ANSELB7							
0x0421	WPUB	7:0	WPUB7	WPUB6	WPUB5					
0x0422	ODCONB	7:0	ODCB7	ODCB6	ODCB5					
0x0423	SLRCONB	7:0	SLRB7	SLRB6	SLRB5					
0x0424	INLVLB	7:0	INLVLB7	INLVLB6	INLVLB5					
0x0425	IOCBP	7:0	IOCBP7	IOCBP6	IOCBP5					
0x0426	IOCBN	7:0	IOCBN7	IOCBN6	IOCBN5					
0x0427	IOCBF	7:0	IOCBF7	IOCBF6	IOCBF5					
0x0428 ... 0x0429	Reserved									
0x042A	ANSELC	7:0	ANSELC7	ANSELC6	ANSELC5	ANSELC4	ANSELC3			
0x042B	WPUC	7:0	WPUC7	WPUC6	WPUC5	WPUC4	WPUC3		WPUC1	WPUC0
0x042C	ODCONC	7:0	ODCC7	ODCC6	ODCC5	ODCC4	ODCC3		ODCC1	ODCC0
0x042D	SLRCONC	7:0	SLRC7	SLRC6	SLRC5	SLRC4	SLRC3		SLRC1	SLRC0

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x042E	INLVLC	7:0	INLVLC7	INLVLC6	INLVLC5	INLVLC4	INLVLC3		INLVLC1	INLVLC0
0x042F	IOCCP	7:0	IOCCP7	IOCCP6	IOCCP5	IOCCP4	IOCCP3		IOCCP1	IOCCP0
0x0430	IOCCN	7:0	IOCCN7	IOCCN6	IOCCN5	IOCCN4	IOCCN3		IOCCN1	IOCCN0
0x0431	IOCCF	7:0	IOCCF7	IOCCF6	IOCCF5	IOCCF4	IOCCF3		IOCCF1	IOCCF0
0x0432 ... 0x0456	Reserved									
0x0457	IOCWP	7:0	IOCWP7	IOCWP6	IOCWP5	IOCWP4	IOCWP3	IOCWP2	IOCWP1	IOCWP0
0x0458	IOCWN	7:0	IOCWN7	IOCWN6	IOCWN5	IOCWN4	IOCWN3	IOCWN2	IOCWN1	IOCWN0
0x0459	IOCWF	7:0	IOCWF7	IOCWF6	IOCWF5	IOCWF4	IOCWF3	IOCWF2	IOCWF1	IOCWF0
0x045A ... 0x045F	Reserved									
0x0460	IVTLOCK	7:0								IVTLOCKED
0x0461	INTCON0	7:0	GIE/GIEH	GIEL	IPEN			INT2EDG	INT1EDG	INT0EDG
0x0462	INTCON1	7:0	STAT[1:0]							
0x0463	IVTAD	7:0	IVTADL[7:0]							
		15:8	IVTADH[7:0]							
		23:16				IVTADU[4:0]				
0x0466	IVTBASE	7:0	IVTBASEL[7:0]							
		15:8	IVTBASEH[7:0]							
		23:16				IVTBASEU[4:0]				
0x0469	PIR0	7:0	DMA1AIF	DMA1ORIF	DMA1DCNTIF	DMA1SCNTIF	INT2IF	INT1IF	INT0IF	SWIF
0x046A	PIR1	7:0	DMA3AIF	DMA3ORIF	DMA3DCNTIF	DMA3SCNTIF	DMA2AIF	DMA2ORIF	DMA2DCNTIF	DMA2SCNTIF
0x046B	PIR2	7:0	ACTIF	SCANIF	CRCIF	NVMIF	DMA4AIF	DMA4ORIF	DMA4DCNTIF	DMA4SCNTIF
0x046C	PIR3	7:0	TMR1GIF	TMR1IF	TMR0IF	IOCIF	VDDIO3IF	VDDIO2IF	OSFIF	CSWIF
0x046D	PIR4	7:0	PWM1IF	PWM1PIF	CCP2IF	CCP1IF	TU16BIF	TU16AIF	TMR4IF	TMR2IF
0x046E	PIR5	7:0	IOCSRIF	CLC4IF	CLC3IF	CLC2IF	CLC1IF	CWG1IF	PWM2IF	PWM2PIF
0x046F	PIR6	7:0	U2EIF	U2IF	U2TXIF	U2RXIF	U1EIF	U1IF	U1TXIF	U1RXIF
0x0470	PIR7	7:0		I2C1EIF	I2C1IF	I2C1TXIF	I2C1RXIF	SPI1IF	SPI1TXIF	SPI1RXIF
0x0471	PIR8	7:0				I3C1RIF	I3C1EIF	I3C1IF	I3C1TXIF	I3C1RXIF
0x0472	PIR9	7:0	ADTIF	ADIF	HLVDIF	I3C2RIF	I3C2EIF	I3C2IF	I3C2TXIF	I3C2RXIF
0x0473	PIE0	7:0	DMA1AIE	DMA1ORIE	DMA1DCNTIE	DMA1SCNTIE	INT2IE	INT1IE	INT0IE	SWIE
0x0474	PIE1	7:0	DMA3AIE	DMA3ORIE	DMA3DCNTIE	DMA3SCNTIE	DMA2AIE	DMA2ORIE	DMA2DCNTIE	DMA2SCNTIE
0x0475	PIE2	7:0	ACTIE	SCANIE	CRCIE	NVMIE	DMA4AIE	DMA4ORIE	DMA4DCNTIE	DMA4SCNTIE
0x0476	PIE3	7:0	TMR1GIE	TMR1IE	TMR0IE	IOCIE	VDDIO3IE	VDDIO2IE	OSFIE	CSWIE
0x0477	PIE4	7:0	PWM1IE	PWM1PIE	CCP2IE	CCP1IE	TU16BIE	TU16AIE	TMR4IE	TMR2IE
0x0478	PIE5	7:0	IOCSRIE	CLC4IE	CLC3IE	CLC2IE	CLC1IE	CWG1IE	PWM2IE	PWM2PIE
0x0479	PIE6	7:0	U2EIE	U2IE	U2TXIE	U2RXIE	U1EIE	U1IE	U1TXIE	U1RXIE
0x047A	PIE7	7:0		I2C1EIE	I2C1IE	I2C1TXIE	I2C1RXIE	SPI1IE	SPI1TXIE	SPI1RXIE
0x047B	PIE8	7:0				I3C1RIE	I3C1EIE	I3C1IE	I3C1TXIE	I3C1RXIE
0x047C	PIE9	7:0	ADTIE	ADIE	HLVDIE	I3C2RIE	I3C2EIE	I3C2IE	I3C2TXIE	I3C2RXIE
0x047D	IPR0	7:0	DMA1AIP	DMA1ORIP	DMA1DCNTIP	DMA1SCNTIP	INT2IP	INT1IP	INT0IP	SWIP
0x047E	IPR1	7:0	DMA3AIP	DMA3ORIP	DMA3DCNTIP	DMA3SCNTIP	DMA2AIP	DMA2ORIP	DMA2DCNTIP	DMA2SCNTIP
0x047F	IPR2	7:0	ACTIP	SCANIP	CRCIP	NVMIP	DMA4AIP	DMA4ORIP	DMA4DCNTIP	DMA4SCNTIP
0x0480	IPR3	7:0	TMR1GIP	TMR1IP	TMR0IP	IOCIP	VDDIO3IP	VDDIO2IP	OSFIP	CSWIP
0x0481	IPR4	7:0	PWM1IP	PWM1PIP	CCP2IP	CCP1IP	TU16BIP	TU16AIP	TMR4IP	TMR2IP
0x0482	IPR5	7:0	IOCSRIP	CLC4IP	CLC3IP	CLC2IP	CLC1IP	CWG1IP	PWM2IP	PWM2PIP
0x0483	IPR6	7:0	U2EIP	U2IP	U2TXIP	U2RXIP	U1EIP	U1IP	U1TXIP	U1RXIP
0x0484	IPR7	7:0		I2C1EIP	I2C1IP	I2C1TXIP	I2C1RXIP	SPI1IP	SPI1TXIP	SPI1RXIP
0x0485	IPR8	7:0				I3C1RIP	I3C1EIP	I3C1IP	I3C1TXIP	I3C1RXIP
0x0486	IPR9	7:0	ADTIP	ADIP	HLVDIP	I3C2RIP	I3C2EIP	I3C2IP	I3C2TXIP	I3C2RXIP
0x0487	PORTA	7:0			RA5	RA4	RA3	RA2	RA1	RA0
0x0488	PORTB	7:0	RB7	RB6	RB5					
0x0489	PORTC	7:0		RC6	RC5	RC4	RC3	RC2	RC1	RC0
0x048A ... 0x048C	Reserved									
0x048D	TRISA	7:0			TRISA5	TRISA4	Reserved	TRISA2	TRISA1	TRISA0
0x048E	TRISB	7:0	TRISB7	TRISB6	TRISB5					
0x048F	TRISC	7:0	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3		TRISC1	TRISC0

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x0490 ... 0x0492	Reserved									
0x0493	LATA	7:0			LATA5	LATA4		LATA2	LATA1	LATA0
0x0494	LATB	7:0	LATB7	LATB6	LATB5					
0x0495	LATC	7:0	LATC7	LATC6	LATC5	LATC4	LATC3		LATC1	LATC0
0x0496 ... 0x0498	Reserved									
0x0499	PORTW	7:0	RW7	RW6	RW5	RW4	RW3	RW2	RW1	RW0
0x049A	LATW	7:0	LATW7	LATW6	LATW5	LATW4	LATW3	LATW2	LATW1	LATW0
0x049B	PORTWIN0	7:0						IN[2:0]		
0x049C	PORTWIN1	7:0						IN[2:0]		
0x049D	PORTWIN2	7:0						IN[2:0]		
0x049E	PORTWIN3	7:0						IN[2:0]		
0x049F	PORTWIN4	7:0						IN[2:0]		
0x04A0	PORTWIN5	7:0						IN[2:0]		
0x04A1	PORTWIN6	7:0						IN[2:0]		
0x04A2	PORTWIN7	7:0						IN[2:0]		
0x04A3	PORTWCLK	7:0				CLK[4:0]				
0x04A4	PORTWDF	7:0	DF7	DF6	DF5	DF4	DF3	DF2	DF1	DF0
0x04A5	PORTWCON	7:0								CLKEN
0x04A6	MVIOSTAT	7:0							VDDIO3RDY	VDDIO2RDY
0x04A7 ... 0x04D7	Reserved									
0x04D8	STATUS	7:0		$\overline{\text{TO}}$	$\overline{\text{PD}}$	N	OV	Z	DC	C
0x04D9	FSR2	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04DB	PLUSW2	7:0	PLUSW[7:0]							
0x04DC	PREINC2	7:0	PREINC[7:0]							
0x04DD	POSTDEC2	7:0	POSTDEC[7:0]							
0x04DE	POSTINC2	7:0	POSTINC[7:0]							
0x04DF	INDF2	7:0	INDF[7:0]							
0x04E0	BSR	7:0			BSR[5:0]					
0x04E1	FSR1	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04E3	PLUSW1	7:0	PLUSW[7:0]							
0x04E4	PREINC1	7:0	PREINC[7:0]							
0x04E5	POSTDEC1	7:0	POSTDEC[7:0]							
0x04E6	POSTINC1	7:0	POSTINC[7:0]							
0x04E7	INDF1	7:0	INDF[7:0]							
0x04E8	WREG	7:0	WREG[7:0]							
0x04E9	FSR0	7:0	FSRL[7:0]							
		15:8			FSRH[5:0]					
0x04EB	PLUSW0	7:0	PLUSW[7:0]							
0x04EC	PREINC0	7:0	PREINC[7:0]							
0x04ED	POSTDEC0	7:0	POSTDEC[7:0]							
0x04EE	POSTINC0	7:0	POSTINC[7:0]							
0x04EF	INDF0	7:0	INDF[7:0]							
0x04F0	PCON0	7:0	STKOVF	STKUNF	$\overline{\text{WDTWV}}$	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$
0x04F1	PCON1	7:0				$\overline{\text{PORVDDIO3}}$	$\overline{\text{PORVDDIO2}}$	$\overline{\text{RVREG}}$	$\overline{\text{MEMV}}$	$\overline{\text{RCM}}$
0x04F2	CPUDOZE	7:0	IDLEN	DOZEN	ROI	DOE		DOZE[2:0]		
0x04F3	PROD	7:0	PROD[7:0]							
		15:8	PROD[15:8]							
0x04F5	TABLAT	7:0	TABLAT[7:0]							
0x04F6	TBLPTR	7:0	TBLPTR[7:0]							
		15:8	TBLPTR[15:8]							
		23:16			TBLPTR21	TBLPTR[20:16]				
0x04F9	PCL	7:0	PCL[7:0]							

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Address	Name	Bit Pos.	7	6	5	4	3	2	1	0
0x04FA	PCLAT	7:0	PCLATH[7:0]							
		15:8				PCLATU[4:0]				
0x04FC	STKPTR	7:0		STKPTR[6:0]						
0x04FD	TOS	7:0	TOS[7:0]							
		15:8	TOS[15:8]							
		23:16				TOS[20:16]				
0x0500 ... 0x2FFFF	Reserved									
0300000h	CONFIG1	7:0		RSTOSC[2:0]				FEXTOSC[2:0]		
0300001h	CONFIG2	7:0	FCMENS	FCMENP	FCMEN		CSWEN	$\overline{\text{BBEN}}$	PR1WAY	$\overline{\text{CLKOUTEN}}$
0300002h	CONFIG3	7:0	BOREN[1:0]		$\overline{\text{LPBOREN}}$	IVT1WAY	MVECEN	PWRTS[1:0]		MCLRE
0300003h	CONFIG4	7:0	$\overline{\text{XINST}}$	$\overline{\text{DEBUG}}$	LVP	STVREN	PPS1WAY		BORV[1:0]	
0300004h	CONFIG5	7:0		WDTE[1:0]		WDTCPS[4:0]				
0300005h	CONFIG6	7:0			WDTCCS[2:0]			WDTCWS[2:0]		
0300006h	CONFIG7	7:0							VDDIO3MD	VDDIO2MD
0300007h	CONFIG8	7:0	BBSIZE[7:0]							
0300008h	CONFIG10	7:0	$\overline{\text{WRTAPP}}$				$\overline{\text{WRTSAF}}$	$\overline{\text{WRTD}}$	$\overline{\text{WRTC}}$	$\overline{\text{WRTB}}$
0300009h	CONFIG11	7:0								$\overline{\text{CP}}$
030000Ah	CONFIG12	7:0								$\overline{\text{CPD}}$
0x30000B ... 0x300017	Reserved									
0300018h	CONFIG14	7:0								$\overline{\text{SAFLOCK}}$
0300019h	CONFIG9	7:0	SAFSZ[7:0]							
0x30001A ... 0x3FFFFB	Reserved									
0x3FFFFC	REVISIONID	7:0	MJRREV[1:0]		MNRREV[5:0]					
		15:8	1010[3:0]				MJRREV[5:2]			
0x3FFFFE	DEVICEID	7:0	DEV[7:0]							
		15:8	DEV[15:8]							

45. Electrical Specifications

45.1 Absolute Maximum Ratings(†)

Parameter		Rating
Ambient temperature under bias		-40°C to +125°C
Storage temperature		-65°C to +150°C
Voltage on pins with respect to V_{SS}		
• **on V_{DD} pin:**		-0.3V to +6.5V
• **on V_{DDIO2} pin:**	with I3C Disabled	-0.3V to +6.5V
	with I3C Enabled	-0.3V to +3.63V
• **on V_{DDIO3} pin:**	with I3C Disabled	-0.3V to +6.5V
	with I3C Enabled	-0.3V to +3.63V
• **on $\overline{MCLR}$ pin:**		-0.3V to +9.0V
• **on pins on V_{DD} domain:**		-0.3V to (V_{DD} + 0.3V)
• **on pins on V_{DDIO2} domain:**		-0.3V to +6.5V
• **on pins on V_{DDIO3} domain:**		-0.3V to +6.5V
Maximum current(1)		
• **on V_{SS} pin**	-40°C ≤ T_A ≤ +85°C	140 mA
	85°C < T_A ≤ +125°C	60 mA
• **on V_{DD} pin (14-pin devices)**	-40°C ≤ T_A ≤ +85°C	140 mA
	85°C < T_A ≤ +125°C	50 mA
• **on V_{DD} pin (20-pin devices)**	-40°C ≤ T_A ≤ +85°C	190 mA
	85°C < T_A ≤ +125°C	65 mA
• **on V_{DDIO2} pin**	-40°C ≤ T_A ≤ +85°C	190 mA
	85°C < T_A ≤ +125°C	65 mA
• **on V_{DDIO3} pin**	-40°C ≤ T_A ≤ +85°C	190 mA
	85°C < T_A ≤ +125°C	65 mA
• **on pins on the V_{DD} domain**		±50 mA
• **on pins on the V_{DDIO2} domain**		±50 mA
• **on pins on the V_{DDIO3} domain**		±50 mA
Clamp current, I_K (V_{PIN} < 0 or V_{PIN} > V_{DD})		±20 mA
Total power dissipation(2)		800 mW

Notes:

1. Maximum current rating requires even load distribution across I/O pins. Maximum current rating may be limited by the device package power dissipation characterizations. See the Thermal Characteristics section to calculate device specifications.
2. Power dissipation is calculated as follows:
   $P_{DIS} = V_{DD} \times \{I_{DD} - \Sigma I_{OH}\} + \Sigma \{(V_{DD} - V_{OH}) \times I_{OH}\} + \Sigma (V_{OI} \times I_{OL})$
3. Internal Power Dissipation is calculated as follows:
   $P_{INTERNAL} = I_{DD} \times V_{DD}$

   where I_{DD} is current to run the chip alone without driving any load on the output pins.
4. I/O Power Dissipation is calculated as follows:
   $P_{I/O} = \Sigma(I_{OL} * V_{OL}) + \Sigma(I_{OH} * (V_{DD} - V_{OH}))$
5. Derated Power is calculated as follows:
   $P_{DER} = PD_{MAX}(T_J - T_A)/\theta_{JA}$

   where T_A = Ambient Temperature, T_J = Junction Temperature.

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

45.2 Standard Operating Conditions

The standard operating conditions for any device are defined as:

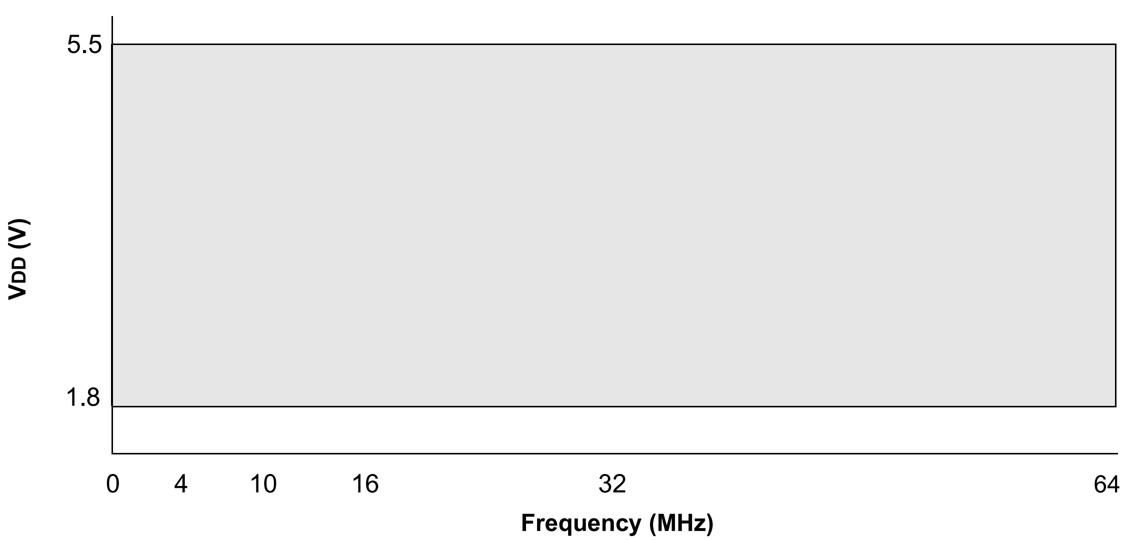
Operating Voltage:	$V_{DDMIN} \le V_{DD} \le V_{DDMAX}$
MVIO Operating Voltage:	$V_{DDIO2MIN} \le V_{DDIO2} \le V_{DDIO2MAX}$ $V_{DDIO3MIN} \le V_{DDIO3} \le V_{DDIO3MAX}$
Operating Temperature:	$T_{A\_MIN} \le T_A \le T_{A\_MAX}$

Parameter		Ratings
V_{DD} — Operating Supply Voltage[1]	V_{DDMIN}	+1.8V
	V_{DDMAX}	+5.5V
V_{DDIO2} — MVIO Supply Voltage[1,2]		
with I3C disabled	$V_{DDIO2MIN}$	+1.62V
	$V_{DDIO2MAX}$	+5.5V
with I3C enabled	$V_{DDIO2MIN}$	+1.62V
	$V_{DDIO2MAX}$	+3.63V
V_{DDIO3} — MVIO Supply Voltage[1,2]		
with I3C disabled	$V_{DDIO3MIN}$	+1.62V
	$V_{DDIO3MAX}$	+5.5V
with I3C enabled	$V_{DDIO3MIN}$	+1.62V
	$V_{DDIO3MAX}$	+3.63V
T_A — Operating Ambient Temperature Range		
Industrial Temperature	T_{A_MIN}	-40°C
	T_{A_MAX}	+85°C
Extended Temperature	T_{A_MIN}	-40°C
	T_{A_MAX}	+125°C

Notes:

1. See the Parameter Supply Voltage for more details.
2. The MVIO power domain can optionally be configured to operate in Low-voltage range (0.95V-1.62V) in which the MVIO pads are held in reset with limited I3C/I^{2}C functionality. See the Supply Voltage parameter for details.

Figure 45-1. Voltage Frequency Graph, -40°C ≤ T_A ≤ +125°C



Notes:

- The shaded region indicates the permissible combinations of voltage and frequency.
- Refer to the "External Clock/Oscillator Timing Requirements" table for each Oscillator mode's supported frequencies.

45.3 DC Characteristics

45.3.1 Supply Voltage

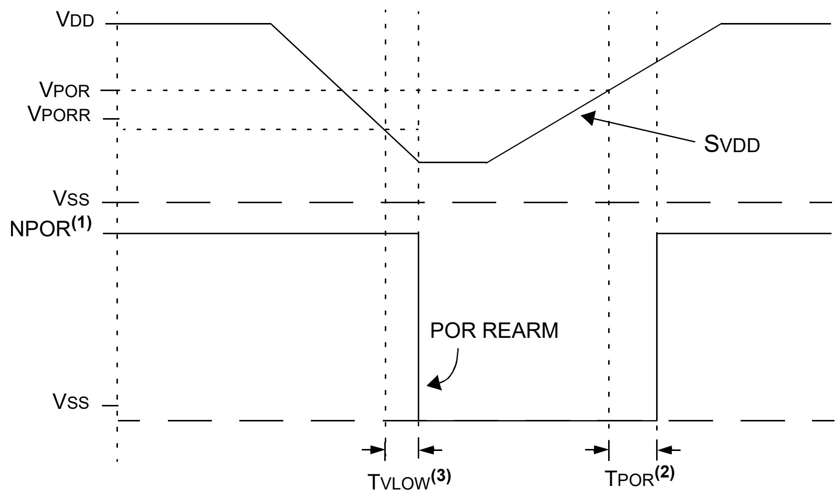
Table 45-1.

Standard Operating Conditions (unless otherwise stated)							
Param. No.	**Sym.**	**Characteristic**	**Min.**	**Typ.†**	**Max.**	**Units**	**Conditions**
Supply Voltage							
D002	V_{DD}		1.8	—	5.5	V	
D002A	V_{DDIO2}, V_{DDIO3}		1.62	—	5.5	V	Standard Operating Range
D002B	V_{DDIO2}, V_{DDIO3}		0.95	—	1.62	V	Low-voltage Operating Range(4)
RAM Data Retention(1)							
D003	V_{DR}		1.7	—	—	V	Device in Sleep mode; on V_{DD} domain
Power-on Reset Release Voltage(2)							
D004	V_{POR}		—	1.6	—	V	BOR and LPBOR disabled(3); on V_{DD} domain
D004A	$V_{PORVDDIO2}$		—	1.5	—	V	V_{DDIO2} domain
D004B	$V_{PORVDDIO3}$		—	1.5	—	V	V_{DDIO3} domain
Power-on Reset Rearm Voltage(2)							
D005	V_{PORR}		—	1	—	V	BOR and LPBOR disabled(3); on V_{DD} domain
D005A	$V_{PORRVDDIO2}$		—	1.1	—	V	V_{DDIO2} domain(5)
D005B	$V_{PORRVDDIO3}$		—	1.1	—	V	V_{DDIO2} domain(5)
V_{DD} Rise Rate to ensure internal Power-on Reset signal(2)							
D006	S_{VDD}		0.05	—	—	V/ms	BOR and LPBOR disabled(3); on V_{DD} domain
			—	—	1.2	V/µs	$1.8V \leq V_{DD} \leq 5.5V$
D006A	S_{VDDIO2}		0.05	—	—	V/ms	V_{DDIO2} domain
D006B	S_{VDDIO3}		0.05	—	—	V/ms	V_{DDIO3} domain

† Data in "Typ." column is at 3.0V, 25℃ unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:
1. This is the limit to which V_{DD} can be lowered in Sleep mode without losing RAM data.
2. See the following figure, POR and POR REARM with Slow Rising V_{DD}.
3. See Reset, WDT, Oscillator Start-up Timer, Brown-Out Reset and Low-Power Brown-Out Reset Specifications for BOR and LPBOR trip point information.
4. When the I3C Low-Voltage buffers are used within the 1.4V-1.62V range of V_{DDIOx} power domain, a minimum device V_{DD} of 2.4V is required for proper operation.
5. The MVIO domains are forced in reset when configured to operate in low-voltage range (0.95V-1.62V).

Figure 45-2. POR and POR Rearm with Slow Rising V_{DD}



Notes:
1. When NPOR is low, the device is held in Reset.
2. T_{POR} 1 μs typical.
3. T_{VLOW} 2.7 μs typical.

45.3.2 Supply Current (I_{DD})[1]

Table 45-2.

Standard Operating Conditions (unless otherwise stated)								
Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions	
							V_{DD}	Note
D100	$I_{DD_{HS8}}$	HS = 8 MHz	—	—	—	μA	3.0V	
D100A	$I_{DD_{HS8}}$	HS = 8 MHz	—	—	—	μA	3.0V	All PMD bits are 1
D100B	$I_{DD_{HS32}}$	HS = 32 MHz	—	—	—	μA	3.0V	
D100C	$I_{DD_{HS32}}$	HS = 32 MHz	—	—	—	μA	3.0V	All PMD bits are 1
D101	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	2	2.5	mA	3.0V	
D101A	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	1.5	1.9	mA	3.0V	All PMD bits are 1
D102	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	6.7	8.2	mA	3.0V	
D102A	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	4.5	5.4	mA	3.0V	All PMD bits are 1
D103	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	5.6	13.8	mA	3.0V	
D103A	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	3.8	11.5	mA	3.0V	All PMD bits are 1
D104	$I_{DD_{IDLE}}$	Idle mode, HFINTOSC = 16 MHz	—	1.4	1.8	mA	3.0V	
D105	$I_{DD_{DOZE}}$[3]	Doze mode, HFINTOSC = 16 MHz, Doze Ratio = 16	—	1.5	1.9	mA	3.0V	

...........continued								
Standard Operating Conditions (unless otherwise stated)								
Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions	
							V_{DD}	Note

† Data in "Typ." column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. The test conditions for all I_{DD} measurements in Active Operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins are outputs driven low; $\overline{MCLR}$ = V_{DD}; WDT disabled.
2. The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.
3. $I_{DD_{DOZE}} = [I_{DD_{IDLE}}*(N-1)/N] + I_{DD_{HFO}}16/N$ where N = Doze Ratio (see **CPUDOZE** register).
4. PMD bits are all in the Default state, no modules are disabled.

45.3.3 Power-Down Current (I_{PD})(1, 2,3)

Table 45-3.

Standard Operating Conditions (unless otherwise stated)										
Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max. +85°C	Max. +125°C	Units	Conditions		
								V_{DD}	VREGPM	Note
D200	I_{PD}	I_{PD} Base	—	1.1	3.3	4.6	µA	3.0V	`'b11`	
			—	0.9	12.1	33.3	µA	3.0V	`'b10`	
			—	29.5	45.5	68.9	µA	3.0V	`'b01`	
			—	152	190	198.5	µA	3.0V	`'b00`	
			—	100	—	—	nA	—	—	V_{DDIO2}=3.6V
			—	100	—	—	nA	—	—	V_{DDIO3}=3.6V
D201	I_{PD_WDT}	Low-Frequency Internal Oscillator/WDT	—	1.5	3.8	5.1	µA	3.0V	`'b11`	
D202	I_{PD_SOSC}	Secondary Oscillator (S_{OSC})	—	2.1	4.6	7.9	µA	3.0V	`'b11`	
D203	I_{PD_LPBOR}	Low-Power Brown-out Reset (LPBOR)	—	1.3	3.5	4.8	µA	3.0V	`'b11`	
D204	$I_{PD\_FVR\_BUF1}$	FVR Buffer 1 (ADC)	—	174.7	249.7	255.4	µA	3.0V	`'b11`	
D205	I_{PD_BOR}	Brown-out Reset (BOR)	—	16.6	20.4	20.8	µA	3.0V	`'b11`	
D206	I_{PD_HLVD}	High/Low-Voltage Detect (HLVD)	—	16.9	20.8	22.5	µA	3.0V	`'b11`	
D207	I_{PD_ADCA}	ADC - Active	—	483	789	790	µA	3.0V	`'bx1` or `'b10`	ADC is converting **(Note 4)**

...........continued

Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max. +85°C	Max. +125°C	Units	Conditions		
								V_{DD}	VREGPM	Note

Standard Operating Conditions (unless otherwise stated)

* These parameters are characterized but not tested.

† Data in "Typ." column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. The peripheral current is the sum of the base I_{DD} and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base I_{DD} or I_{PD}current from this limit. Max. values may be used when calculating total current consumption.
2. The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode with all I/O pins in High Impedance state and tied to V_{SS}.
3. All peripheral currents listed are on a per-peripheral basis if more than one instance of a peripheral is available.
4. ADC clock source is ADCRC.

45.3.4 I/O Ports

Table 45-4.

Standard Operating Conditions (unless otherwise stated)

Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions
Input Low-Voltage							
	V_{IL}	I/O PORT:					
D300		• with LVBUF (TTL-compatible)	—	—	0.75	V	
D302		• with Schmitt Trigger buffer	—	—	0.2 V_{DD}	V	2.0V ≤ V_{DD} ≤ 5.5V
			—	—	0.2 V_{DDIOx}	V	2.0V ≤ V_{DDIOx} ≤ 5.5V
D303		• with I^2C levels	—	—	0.3 V_{DD}	V	2.0V ≤ V_{DD} ≤ 5.5V
			—	—	0.3 V_{DDIOx}	V	2.0V ≤ V_{DDIOx} ≤ 5.5V
D304		• with SMBus 2.0	—	—	0.8	V	2.7V ≤ V_{DD} ≤ 5.5V
D305		• with SMBus 3.0	—	—	0.8	V	
D306		• with I3C Fast Schmitt Trigger buffer	—	—	0.3 V_{DDIOx}	V	1.62V ≤ V_{DDIOx} ≤ 3.63V
		• with I3C Low-voltage buffer	—	—	0.3 V_{DDIOx}	V	0.95V ≤ V_{DDIOx} ≤ 1.62V(3)
D307		$\overline{\text{MCLR}}$	—	—	0.2 V_{DD}	V	
Input High-Voltage							

...........continued							
Standard Operating Conditions (unless otherwise stated)							
Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions
	V_{IH}	I/O PORT:					
D320		• with LVBUF (TTL-compatible)	1.5	—	—	V	
D322		• with Schmitt Trigger buffer	0.8 V_{DD}	—	—	V	2.0V ≤ V_{DD} ≤ 5.5V
			0.8 V_{DDIOx}	—	—	V	2.0V ≤ V_{DDIOx} ≤ 5.5V
D323		• with I^2C levels	0.7 V_{DD}	—	—	V	
			0.7 V_{DDIOx}	—	—	V	
D324		• with SMBus 2.0	2.1	—	—	V	2.7V ≤ V_{DD} ≤ 5.5V; 2.7V ≤ V_{DDIOx} ≤ 5.5V
D325		• with SMBus 3.0	1.35	—	—	V	
D326		• with I3C Fast Schmitt Trigger buffer	0.7 V_{DDIOx}	—	—	V	1.62V ≤ V_{DDIOx} ≤ 3.63V
		• with I3C Low-Voltage Buffer	0.7 V_{DDIOx}		—	V	0.95V ≤ V_{DDIOx} ≤ 1.62V(3)
D327		$\overline{MCLR}$	0.7 V_{DD}	—	—	V	
Input Hysteresis							
	V_{HYS}	I/O PORT:					
D330		• with I3C Fast Schmitt Trigger buffer	—	0.1 V_{DDIOx}	—	V	1.62V ≤ V_{DDIOx} ≤ 3.63V
D331		• with I3C Low-voltage buffer	—	0.1 V_{DDIOx}	—	V	0.95V ≤ V_{DDIOx} ≤ 1.62V
Input Leakage Current(1)							
D340	I_{IL}	I/O pins on V_{DD} domain	—	±5	±125	nA	V_{SS} ≤ V_{PIN} ≤ V_{DD} (V_{DD} domain); Pin at high-impedance, 85°C
D340A*		I/O pins on MVIO domain	—	±5	±125	nA	V_{SS} ≤ V_{PIN} ≤ +6V (MVIO domain); Pin at high-impedance, 85°C
D341		I/O pins on V_{DD} domain	—	±5	±1000	nA	V_{SS} ≤ V_{PIN} ≤ V_{DD} (V_{DD} domain); Pin at high-impedance, 125°C
D341A*		I/O pins on MVIO domain	—	±5	±1000	nA	V_{SS} ≤ V_{PIN} ≤ +6V (MVIO domain); Pin at high-impedance, 125°C
D342		$\overline{MCLR}$(2)	—	±50	±200	nA	V_{SS} ≤ V_{PIN} ≤ V_{DD}, Pin at high-impedance, 85°C
Weak Pull-up Current							
D350	I_{PUR}		80	140	200	µA	V_{DD} = 3.0V, V_{PIN} = V_{SS}
Output Low-Voltage							

...........continued							
Standard Operating Conditions (unless otherwise stated)							
Param. No.	Sym.	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions
	V_{OL}	I/O PORT:					
D360		• with GPIO driver (all pins on V_{DD} and MVIO domains)	—	—	0.6	V	V_{PIN} = 3.0V; I_{OL} = 10 mA
D361		• with I3C driver (I3C SDA pin only)	—	—	0.18	V	0.95V < V_{DDIOx} < 1.4V; I_{OL} = 2 mA
			—	—	0.27	V	1.4V ≤ V_{DDIOx} ≤ 3.63V; I_{OL} = 3 mA
D362		• with I²C pull-down driver (I3C SDA pin only)	—	—	—	V	0.95V < V_{DDIOx} < 1.62V
Output High-Voltage							
	V_{OH}	I/O PORTS					
D370		• with GPIO driver (all pins on V_{DD} and MVIO domains)	V_{DD} - 0.7	—	—	VV	V_{PIN} = 3.0V; I_{OH} = 6 mA
			V_{DDIOx} - 0.7	—	—		
D371		• with I3C driver (I3C SDA pin only)	V_{DDIOx} - 0.18	—	—	V	0.95V < V_{DDIOx} < 1.4V; I_{OH} = -2 mA; Period of 50 µs
			V_{DDIOx} - 0.27	—	—	V	1.4V ≤ V_{DDIOx} ≤ 3.63V; I_{OH} = -3 mA; Period of 50 µs
Load Capacitance							
D380	C_{IO}	All I/O Pins (V_{DD} and MVIO domains)	—	5	50	pF	
Input Capacitance							
D390	C_I	All I/O Pins (V_{DD} and MVIO domains)	—	—	5	pF	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. Negative current is defined as current sourced by the pin.
2. The leakage current on the $\overline{MCLR}$ pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.
3. V_{DD} > 2.4V is required for I3C Low-Voltage buffer operation in the range of 1.4V ≤ V_{DDIOx} ≤ 1.62V

45.3.5 Memory Programming Specifications

Table 45-5.

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions
Data EEPROM Memory Specifications							
MEM20	E_D	DataEE Byte Endurance	100k	—	—	E/W	-40°C ≤ T_A ≤ +85°C
MEM21	T_{D_RET}	Characteristic Retention	—	40	—	Year	Provided no other specifications are violated
MEM22	N_{D_REF}	Total Erase/Write Cycles before Refresh	1M	4M	—	E/W	-40°C ≤ T_A ≤ +85°C
MEM23	V_{D_RW}	V_{DD} for Read or Erase/Write operation	V_{DDMIN}	—	V_{DDMAX}	V	
MEM24	T_{D_BEW}	Byte Erase and Write Cycle Time	—	—	11	ms	
Program Flash Memory Specifications							

...........continued

Param No.	Sym.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions
MEM30	E_P	Flash Memory Cell Endurance	10k	—	—	E/W	-40°C ≤ T_A ≤ +85°C **(Note 1)**
MEM32	T_{P_RET}	Characteristic Retention	—	40	—	Year	Provided no other specifications are violated
MEM33	V_{P_RD}	V_{DD} for Read operation	V_{DDMIN}	—	V_{DDMAX}	V	
MEM34	V_{P_REW}	V_{DD} for Row Erase or Write operation	V_{DDMIN}	—	V_{DDMAX}	V	
MEM35	T_{P_REW}	Self-Timed Page Write	—	—	10	ms	
MEM36	T_{SE}	Self-Timed Page Erase	—	—	11	ms	
MEM37	T_{P_WRD}	Self-Timed Word Write	—	—	75	µs	

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note:

1. Flash Memory Cell Endurance for the Flash memory is defined as: One Row Erase operation and one Self-Timed Write.

45.3.6 Thermal Characteristics

Table 45-6.

Standard Operating Conditions (unless otherwise stated)

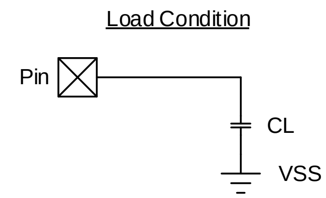
Param No.	Sym.	Characteristic	Typ.	Units	Conditions
TH01	θ_{JA}	Thermal Resistance Junction to Ambient	95.3	°C/W	14-pin SOIC package
			100	°C/W	14-pin TSSOP package
			62.2	°C/W	20-pin PDIP package
			77.7	°C/W	20-pin SOIC package
			87.3	°C/W	20-pin SSOP package
			79.7	°C/W	20-pin VQFN package
TH02	T_{JMAX}	Maximum Junction Temperature	150	°C	

Note:

1. See "Absolute Maximum Ratings" for total power dissipation.

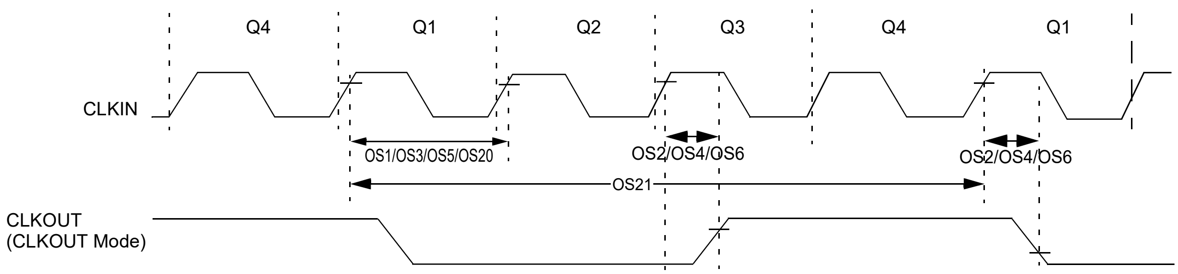
45.4 AC Characteristics

Figure 45-3. Load Conditions



45.4.1 External Clock/Oscillator Timing Requirements

Figure 45-4. Clock Timing



Note: See the table below.

Table 45-7.

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
ECL Oscillator							
OS1	F_{ECL}	Clock Frequency	—	—	1	MHz	
OS2	T_{ECL_DC}	Clock Duty Cycle	40	—	60	%	
ECM Oscillator							
OS3	F_{ECM}	Clock Frequency	—	—	16	MHz	
OS4	T_{ECM_DC}	Clock Duty Cycle	40	—	60	%	
ECH Oscillator							
OS5	F_{ECH}	Clock Frequency	—	—	64	MHz	$V_{DD} \geq 2.7V$
			—	—	32	MHz	$V_{DD} < 2.7V$
OS6	T_{ECH_DC}	Clock Duty Cycle	40	—	60	%	
HS Oscillator							
OS9	F_{HS}	Clock Frequency	4	—	8	MHz	FEXTOSC = `b000 **(Note 4)**
			4	—	16	MHz	FEXTOSC = `b001 **(Note 4)**
			4	—	24	MHz	FEXTOSC = `b010**(Note 4)**
			4	—	32	MHz	FEXTOSC = `b011**(Note 4)**
OS10	$C_{OSC1/OSC2}$	Parasitic Pin Capacitance	—	5	—	pF	

...........continued

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated)							
OS11	C_L	Crystal Load Capacitance	—	12	—	pF	
OS12	R_{ES}	Equivalent Series Resistance	—	—	200	Ω	FEXTOSC = `b000, 4 MHz crystal **(Note 4)**
			—	—	100	Ω	FEXTOSC = `b000, 8 MHz crystal **(Note 4)**
			—	—	60	Ω	FEXTOSC = `b001, 16 MHz crystal **(Note 4)**
			—	—	40	Ω	FEXTOSC = `b010, 24 MHz crystal **(Note 4)**
			—	—	40	Ω	FEXTOSC = `b011, 32 MHz crystal **(Note 4)**
Secondary Oscillator							
OS15	F_{SEC}	Clock Frequency	32.4	32.768	33.1	kHz	**(Note 4)**
System Oscillator							
OS20	F_{OSC}	System Clock Frequency	—	—	64	MHz	**(Note 2, Note 3)**
OS21	F_{CY}	Instruction Frequency	—	$F_{OSC}/4$	—	MHz	
OS22	T_{CY}	Instruction Period	62.5	$1/F_{CY}$	—	ns	

Notes:

1. Instruction cycle period (T_{CY}) equals four 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 OSC1 pin. When an external clock input is used, the “max” cycle time limit is “DC” (no clock) for all devices.
2. The system clock frequency (F_{OSC}) is selected by the “main clock switch controls” as described in the **“Power Saving Operation Modes”** section.
3. The system clock frequency (F_{OSC}) must meet the voltage requirements defined in the **“Standard Operating Conditions”** section.
4. The HS Oscillator modes require an appropriate crystal or resonator to be connected to the device. For clocking the device with the external square wave, one of the EC mode selections must be used.

45.4.2 Internal Oscillator Parameters[1]

Table 45-8.

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated)							
OS50	F_{HFOSC}	Precision Calibrated HFINTOSC Frequency	—	4 8 12 16 32 48 64	—	MHz	(**Note 2**)

...........continued

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
OS51	$F_{HFOSCLP}$	Low-Power Optimized HFINTOSC Frequency	0.91	1	1.09	MHz	Fundamental Freq.1 MHz; -40°C to 85°C
			1.76	2	2.24	MHz	Fundamental Freq.2 MHz; -40°C to 85°C
			—	—	—	MHz	Fundamental Freq.1 MHz; -40°C to 125°C
			—	—	—	MHz	Fundamental Freq.2 MHz; -40°C to125°C
OS52	F_{MFOSC}	Internal Calibrated MFINTOSC Frequency	—	500	—	kHz	
OS53*	F_{LFOSC}	Internal LFINTOSC Frequency	27.9	31	34.1	kHz	
OS54*	$T_{HFOSCST}$	HFINTOSC Wake-up from Sleep Start-up Time	— — — —	13 30 84 93	40 — — —	µs µs µs µs	VREGPM = 00 VREGPM = 01 VREGPM = 10 VREGPM = 11 System Clock at 4 MHz
OS55	$T_{LFOSCST}$	LFINTOSC Wake-up from Sleep Start-up Time	—	0.3	—	ms	
OS56	F_{SFOSC}	Internal Calibrated SFINTOSC Frequency	—	1	—	MHz	

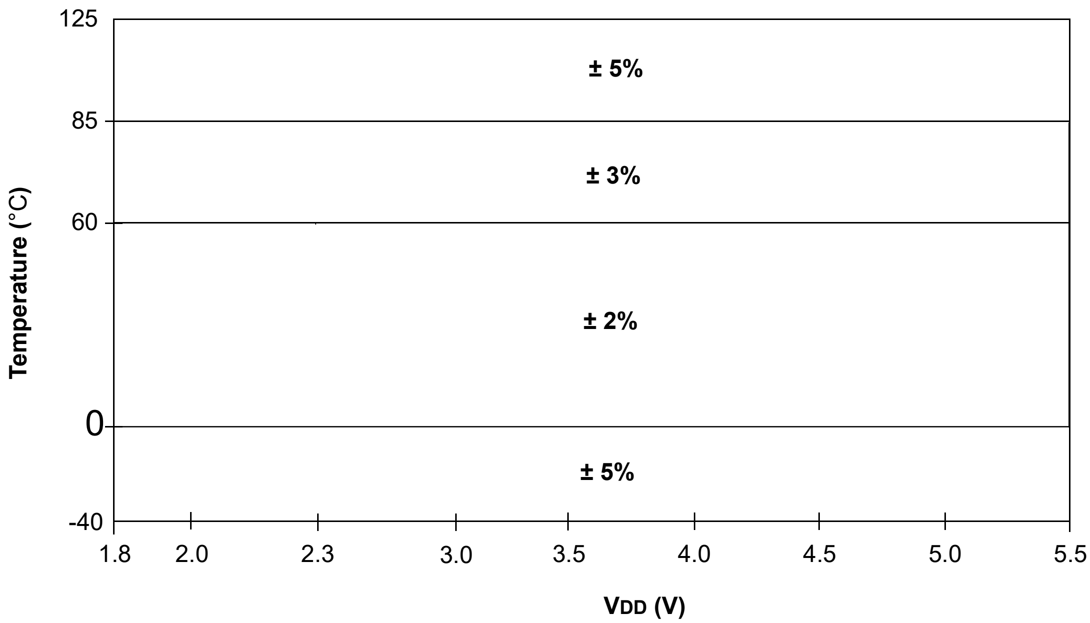
* These parameters are characterized but not tested.

† Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. To ensure these oscillator frequency tolerances, V_{DD} and V_{SS} must be capacitively decoupled as close to the device as possible. 0.1 µF and 0.01 µF values in parallel are recommended.
2. See the figure below.

Figure 45-5. Precision Calibrated HFINTOSC Frequency Accuracy Over Device V_{DD} and Temperature



45.4.3 PLL Specifications

Table 45-9.

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
PLL01	F_{PLLIN}	PLL Input Frequency Range	4	—	16	MHz	
PLL02	F_{PLLOUT}	PLL Output Frequency Range	16	—	64	MHz	(**Note 1**)
PLL03*	F_{PLLST}	PLL Lock Time	—	200	—	μs	
PLL04*	F_{PLLJIT}	PLL Output Frequency Stability	-0.25	—	0.25	%	

* These parameters are characterized but not tested.

† Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note:

1. The output frequency of the PLL must meet the F_{OSC} requirements listed in Parameter D002.

45.4.4 I/O and CLKOUT Timing Specifications

Figure 45-6. CLKOUT and I/O Timing

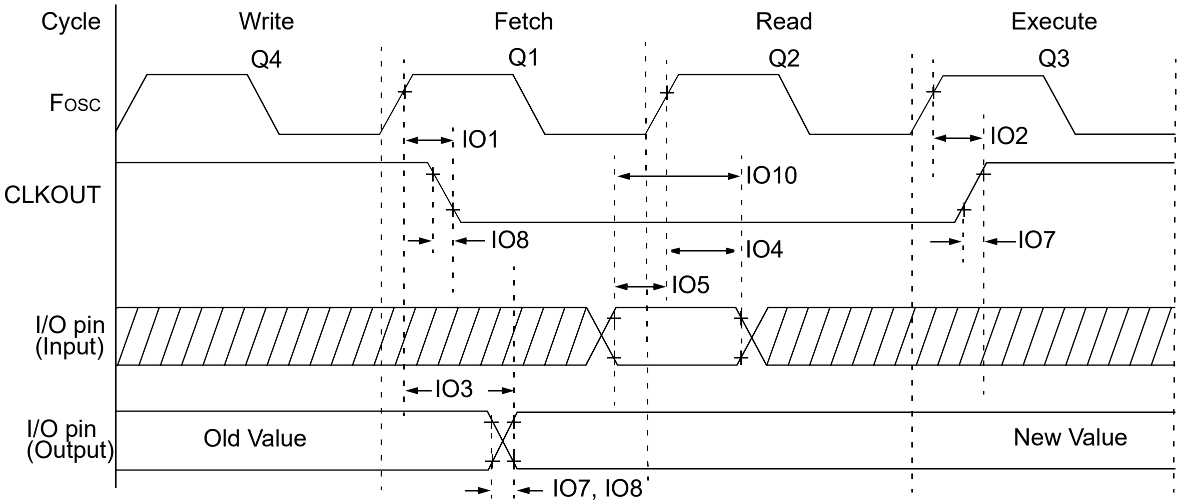
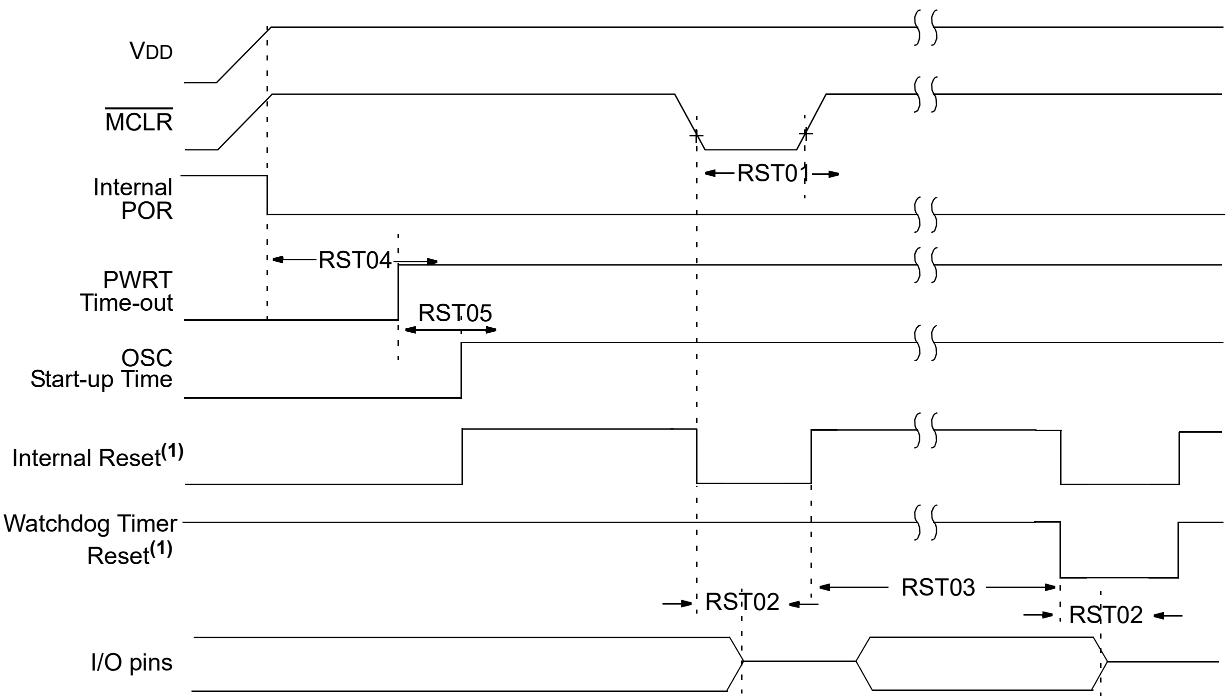


Table 45-10. I/O and CLKOUT Timing Specifications

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
IO1*	$T_{CLKOUTH}$	CLKOUT rising edge delay (rising edge F_{OSC} (Q1 cycle) to falling edge CLKOUT	—	—	70	ns	
IO2*	$T_{CLKOUTL}$	CLKOUT falling edge delay (rising edge F_{OSC} (Q3 cycle) to rising edge CLKOUT	—	—	72	ns	
IO3*	T_{IO_VALID}	Port output valid time (rising edge F_{OSC} (Q1 cycle) to port valid)	—	50	70	ns	
IO4*	T_{IO_SETUP}	Port input setup time (Setup time before rising edge F_{OSC} – Q2 cycle)	20	—	—	ns	
IO5*	T_{IO_HOLD}	Port input hold time (Hold time after rising edge F_{OSC} – Q2 cycle)	50	—	—	ns	
IO6*	T_{IOR_SLREN}	Port I/O rise time, slew rate enabled	—	25	—	ns	V_{DD} = 3.0V
IO7*	T_{IOR_SLRDIS}	Port I/O rise time, slew rate disabled	—	5	—	ns	V_{DD} = 3.0V
IO8*	T_{IOF_SLREN}	Port I/O fall time, slew rate enabled	—	25	—	ns	V_{DD} = 3.0V
IO9*	T_{IOF_SLRDIS}	Port I/O fall time, slew rate disabled	—	5	—	ns	V_{DD} = 3.0V
IO10*	T_{INT}	INT pin high or low time to trigger an interrupt	25	—	—	ns	
IO11*	T_{IOC}	Interrupt-on-Change minimum high or low time to trigger interrupt	25	—	—	ns	
* These parameters are characterized but not tested.							

45.4.5 Reset, WDT, Oscillator Start-Up Timer, Power-Up Timer, Brown-Out Reset and Low-Power Brown-Out Reset Specifications

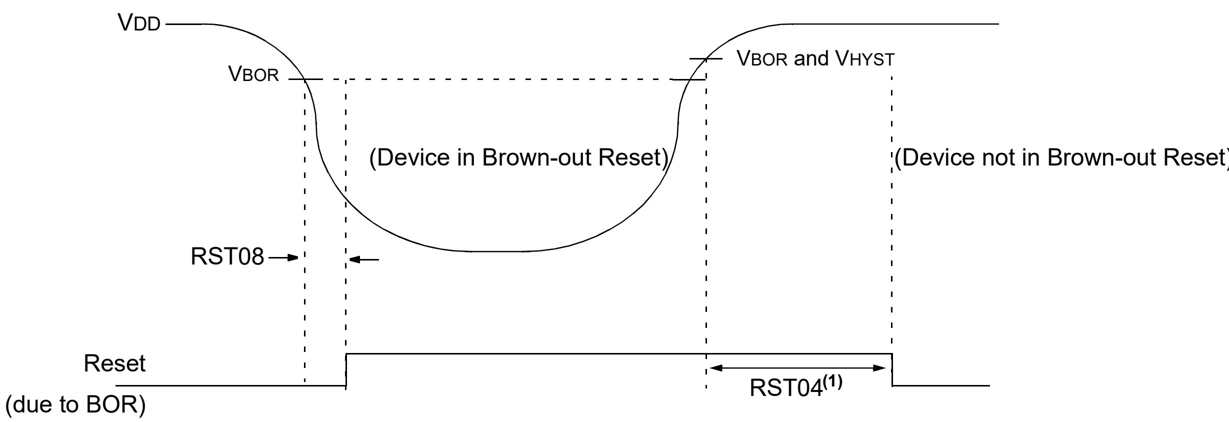
Figure 45-7. Reset, Watchdog Timer, Oscillator Start-Up Timer and Power-Up Timer Timing



Note:

1. Asserted low.

Figure 45-8. Brown-out Reset Timing and Characteristics



Note:

1. Only if the PWRTE Configuration bit is programmed to '1'; 2 ms delay if PWRTE = 0.

Table 45-11.

Standard Operating Conditions (unless otherwise stated)							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
RST01*	T_{MCLR}	MCLR Pulse Width Low to ensure Reset	—	—	—	µs	
RST02*	T_{IOZ}	I/O high-impedance from Reset detection	—	—	2	µs	

...........continued

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
RST03	T_{WDT}	Watchdog Timer Time-out Period	—	16	—	ms	WDTCPS = 00100
RST04*	T_{PWRT}	Power-up Timer Period	—	65	—	ms	
RST05	T_{OST}	Oscillator Start-up Timer Period(1,2)	—	1024	—	T_{OSC}	
RST06	V_{BOR}	Brown-out Reset Voltage	2.7	2.85	3.0	V	BORV = 00
			2.55	2.7	2.85	V	BORV = 01
			2.3	2.45	2.6	V	BORV = 10
			1.8	1.9	2.1	V	BORV = 11
RST07	V_{BORHYS}	Brown-out Reset Hysteresis	—	60	—	mV	BORV = 00
RST08	T_{BORDC}	Brown-out Reset Response Time	—	3	—	μs	
RST09	V_{LPBOR}	Low-Power Brown-out Reset Voltage	1.8	1.9	2.2	V	

Standard Operating Conditions (unless otherwise stated)

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. By design, the Oscillator Start-up Timer (OST) counts the first 1024 cycles, independent of frequency.
2. To ensure these voltage tolerances, V_{DD} and V_{SS} must be capacitively decoupled as close to the device as possible. 0.1 μF and 0.01 μF values in parallel are recommended.

45.4.6 High/Low-Voltage Detect Characteristics

Table 45-12.

Standard Operating Conditions (unless otherwise stated)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
HLVD01	V_{DET}	Voltage Detect	—	1.90	—	V	HLVDSEL = 0000
			—	2.10	—	V	HLVDSEL = 0001
			—	2.25	—	V	HLVDSEL = 0010
			—	2.50	—	V	HLVDSEL = 0011
			—	2.60	—	V	HLVDSEL = 0100
			—	2.75	—	V	HLVDSEL = 0101
			—	2.90	—	V	HLVDSEL = 0110
			—	3.15	—	V	HLVDSEL = 0111
			—	3.35	—	V	HLVDSEL = 1000
			—	3.60	—	V	HLVDSEL = 1001
			—	3.75	—	V	HLVDSEL = 1010
			—	4.00	—	V	HLVDSEL = 1011
			—	4.20	—	V	HLVDSEL = 1100
			—	4.35	—	V	HLVDSEL = 1101
			—	4.65	—	V	HLVDSEL = 1110

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note:

1. Device operation below V_{DD} = 1.8 V is not recommended.

45.4.7 Analog-to-Digital Converter (ADC) Accuracy Specifications[1,2]

Table 45-13.

Standard Operating Conditions (unless otherwise stated) V_{DD} = 3.0V, T_A = 25°C, T_{AD} = 500ns							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
AD01	N_R	Resolution	—	—	10	bit	
AD02	E_{IL}	Integral Non-Linearity Error	—	±0.1	—	LSb	ADC_{REF}+ = 3.0V, ADC_{REF}- = 0V
AD03	E_{DL}	Differential Non-Linearity Error	—	±0.1	—	LSb	ADC_{REF}+ = 3.0V, ADC_{REF}- = 0V
AD04	E_{OFF}	Offset Error	—	0.5	—	LSb	ADC_{REF}+ = 3.0V, ADC_{REF}- = 0V
AD05	E_{GN}	Gain Error	—	±0.2	—	LSb	ADC_{REF}+ = 3.0V, ADC_{REF}- = 0V
AD06	V_{ADREF}	ADC Reference Voltage (AD_{REF}+ - AD_{REF}-)	1.8	—	V_{DD}	V	
AD07	V_{AIN}	Full-Scale Range	AD_{REF}-	—	AD_{REF}+	V	
AD08	Z_{AIN}	Recommended Impedance of Analog Voltage Source	—	1	—	kΩ	
AD09	R_{VREF}	ADC Voltage Reference Ladder Impedance	—	50	—	kΩ	**(Note 3)**

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Notes:

1. Total Absolute Error is the sum of the offset, gain and integral nonlinearity (INL) errors.
2. The ADC conversion result never decreases with an increase in the input and has no missing codes.
3. This is the impedance seen by the V_{REF} pads when the external reference pads are selected.

45.4.8 Analog-to-Digital Converter (ADC) Conversion Timing Specifications

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
AD20	T_{AD}	ADC Clock Period	0.5	—	9	μs	Using F_{OSC} as the ADC clock source ADOCS = 0
			—	2	—	μs	Using ADCRC as the ADC clock source ADOCS = 1
AD21	T_{CNV}	Conversion Time	—	14 T_{AD}+2T_{CY}	—	—	Using F_{OSC} as the ADC clock source ADOCS = 0
			—	16 T_{AD}+2T_{CY}	—	—	Using ADCRC as the ADC clock source ADOCS = 1
AD22	T_{HCD}	Sample-and-Hold Capacitor Disconnect Time	—	2 T_{AD}+1T_{CY}	—	—	Using F_{OSC} as the ADC clock source ADOCS = 0
			—	3 T_{AD}+2T_{CY}	—	—	Using ADCRC as the ADC clock source ADOCS = 1

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Figure 45-9. ADC Conversion Timing (ADC Clock F_{OSC}-Based)

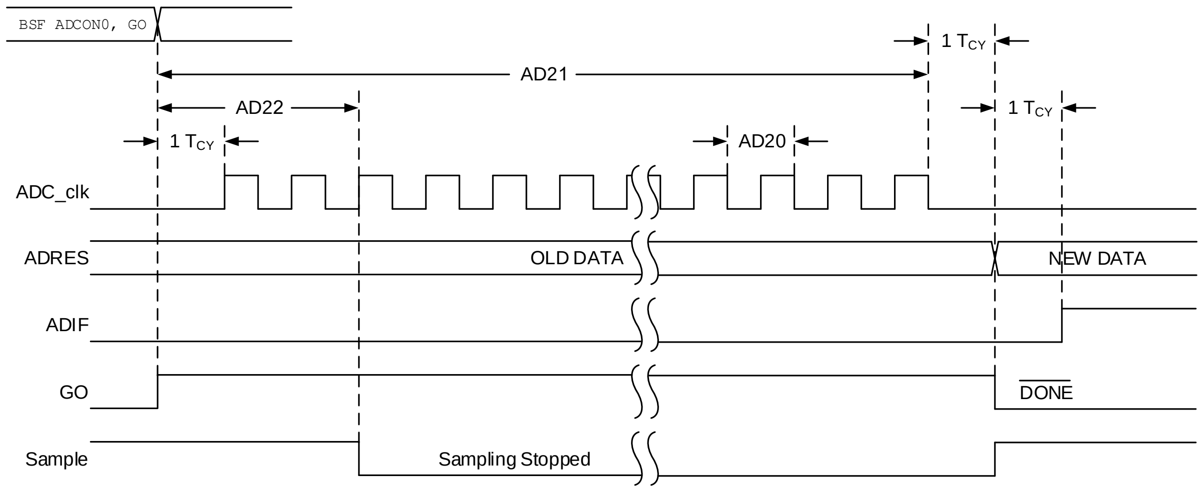
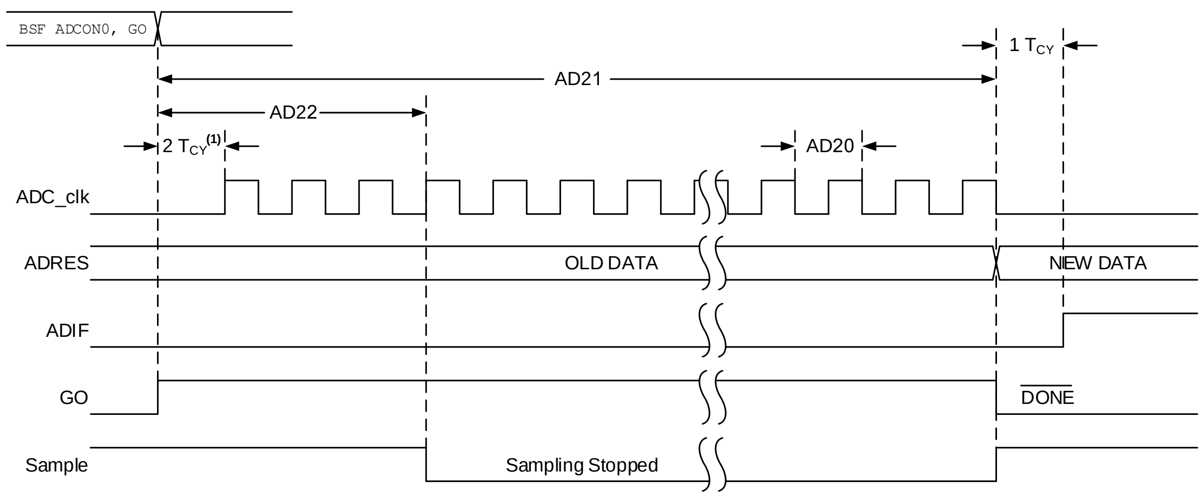


Figure 45-10. ADC Conversion Timing (ADC Clock from ADCRC)



Note 1: If the ADC clock source is selected as ADCRC, a time of 1 TCY is added before the ADC clock starts. This allows the `SLEEP` instruction to be executed, if any.

45.4.9 Fixed Voltage Reference (FVR) Specifications

Table 45-14.

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
FVR01	$V_{FVR}1$	1x Gain (1.024V)	-4	—	-4	%	$V_{DD} \geq 2.5V$, -40°C to 85°C
FVR02	$V_{FVR}2$	2x Gain (2.048V)	-4	—	+4	%	$V_{DD} \geq 2.5V$, -40°C to 85°C
FVR03	$V_{FVR}4$	4x Gain (4.096V)	-5	—	+5	%	$V_{DD} \geq 4.75V$, -40°C to 85°C
FVR04	T_{FVRST}	FVR Start-up Time	—	25	—	μs	

45.4.10 Timer0 and Timer1 External Clock Requirements

Table 45-15.

Standard Operating Conditions (unless otherwise stated)

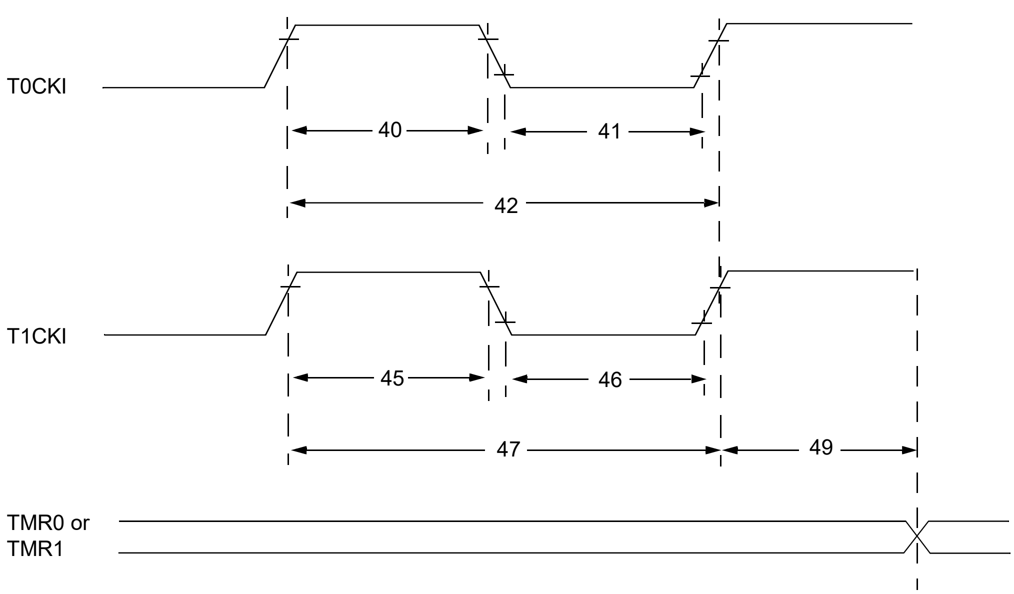
Operating Temperature: -40°C≤T_A≤+125°C

Param No.	Sym.	Characteristic		Min.	Typ. †	Max.	Units	Conditions
40*	T_T0H	T0CKI High Pulse Width	No Prescaler	0.5T_{CY}+20	—	—	ns	
			With Prescaler	10	—	—	ns	
41*	T_T0L	T0CKI Low Pulse Width	No Prescaler	0.5T_{CY}+20	—	—	ns	
			With Prescaler	10	—	—	ns	
42*	T_T0P	T0CKI Period		Greater of: 20 or (T_{CY}+40)/N	—	—	ns	N = Prescale value
45*	T_T1H	T1CKI High Time	Synchronous, No Prescaler	0.5T_{CY}+20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
46*	T_T1L	T1CKI Low Time	Synchronous, No Prescaler	0.5T_{CY}+20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
47*	T_T1P	T1CKI Input Period	Synchronous	Greater of: 30 or (T_{CY}+40)/N	—	—	ns	N = Prescale value
			Asynchronous	60	—	—	ns	
49*	TCKEZ$_{TMR}$1	Delay from External Clock Edge to Timer Increment		2 T_{OSC}	—	7 T_{OSC}	—	Timers in Sync mode

* These parameters are characterized but not tested.

† Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Figure 45-11. Timer0 and Timing1 External Clock Timings

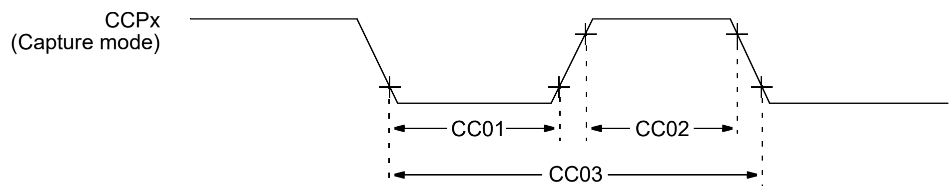


45.4.11 Capture/Compare/PWM Requirements (CCP)

Table 45-16.

Standard Operating Conditions (unless otherwise stated) Operating Temperature: -40°C ≤ T_A ≤ +125°C								
Param No.	**Sym.**	**Characteristic**		**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
CC01*	$T_{CC}L$	CCPx Input Low Time	No Prescaler	$0.5T_{CY}+20$	—	—	ns	
			With Prescaler	20	—	—	ns	
CC02*	$T_{CC}H$	CCPx Input High Time	No Prescaler	$0.5T_{CY}+20$	—	—	ns	
			With Prescaler	20	—	—	ns	
CC03*	$T_{CC}P$	CCPx Input Period		$(3T_{CY}+40)/N$	—	—	ns	N = Prescale value
* These parameters are characterized but not tested. † Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.								

Figure 45-12. Capture/Compare/PWM Timings (CCP)



Note: Refer to the Load Conditions figure for more details.

45.4.12 SPI Mode Requirements

Table 45-17. SPI Host Mode

Standard Operating Conditions (unless otherwise stated)							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
	T_{SCK}	SCK Cycle Time (2x Prescaled)	61	—	—	ns	Transmit Only mode
			—	16(1)	—	MHz	
			95	—	—	ns	Full Duplex mode
			—	10(1)	—	MHz	
SP70*	$T_{SS}L2_{SC}H$, $T_{SS}L2_{SC}L$	SDO to SCK↓ or SCK↑ input	T_{SCK}	—	—	ns	FST = 0
			0	—	—	ns	FST = 1
SP71*	$T_{SC}H$	SCK output high time	0.5 T_{SCK} - 12	—	0.5 T_{SCK} + 12	ns	
SP72*	$T_{SC}L$	SCK output low time	0.5 T_{SCK} - 12	—	0.5 T_{SCK} + 12	ns	
SP73*	$T_{DI}V2_{SC}H$, $T_{DI}V2_{SC}L$	Setup time of SDI data input to SCK edge	85	—	—	ns	
SP74*	$T_{SC}H2_{DI}L$, $T_{SC}L2_{DI}L$	Hold time of SDI data input to SCK edge	0	—	—	ns	
		Hold time of SDI data input to final SCK	0.5 T_{SCK}			ns	CKE = 0, SMP = 1
SP75*	$T_{DO}R$	SDO data output rise time	—	10	25	ns	C_L = 50 pF
SP76*	$T_{DO}F$	SDO data output fall time	—	10	25	ns	C_L = 50 pF
SP78*	$T_{SC}R$	SCK output rise time	—	10	25	ns	C_L = 50 pF

...........continued

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated)							
SP79*	$T_{SC}F$	SCK output fall time	—	10	25	ns	C_L = 50 pF
SP80*	$T_{SC}H2_{DO}V$, $T_{SC}L2_{DO}V$	SDO data output valid after SCK edge	-15	—	15	ns	C_L = 50 pF
SP81*	$T_{DO}V2_{SC}H$, $T_{DO}V2_{SC}L$	SDO data output valid to first SCK edge	T_{SCK} - 10	—	—	ns	C_L = 50 pF CKE = 1
SP82*	$T_{SS}L2_{DO}V$	SDO data output valid after $\overline{SS}$↓ edge	—	—	50	ns	C_L = 20 pF
SP83*	$T_{SC}H2_{SS}H$, $T_{SC}L2_{SS}H$	$\overline{SS}$ ↑ after last SCK edge	T_{SCK} - 10	—	—	ns	
SP84*	$T_{SS}H2_{SSL}$	$\overline{SS}$ ↑ to $\overline{SS}$↓ edge	T_{SCK} - 10	—	—	ns	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note:

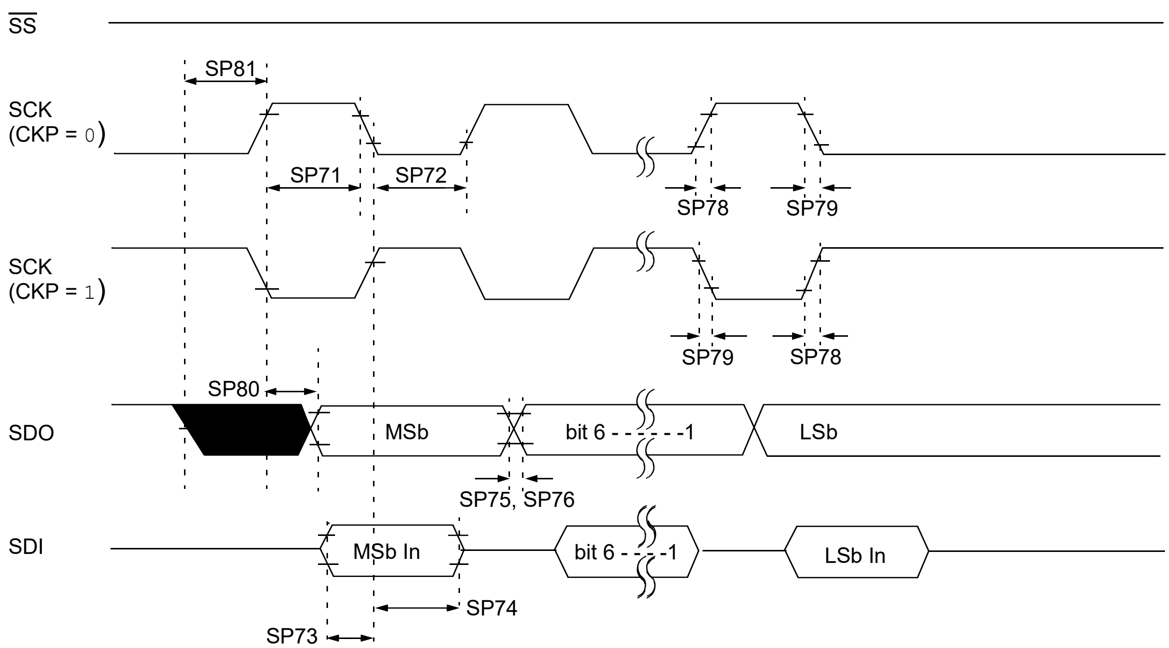
1. SMP bit in the SPIxCON1 register must be set and the slew rate control must be disabled on the clock and data pins (clear the corresponding bits in SLRCONx register) for SPI to operate over 4 MHz.

Table 45-18. SPI Client Mode

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated)							
	T_{SCK}	SCK Total Cycle Time	47	—	—	ns	Receive Only mode
			—	20(1)	—	MHz	
			95	—	—	ns	Full Duplex mode
			—	10(1)	—	MHz	
SP70*	$T_{SS}L2_{SC}H$, $T_{SS}L2_{SC}L$	$\overline{SS}$↓ to SCK↓ or SCK↑ input	0	—	—	ns	CKE = 0
			25	—	—	ns	CKE = 1
SP71*	$T_{SC}H$	SCK input high time	20	—	—	ns	
SP72*	$T_{SC}L$	SCK input low time	20	—	—	ns	
SP73*	$T_{DI}V2_{SC}H$, $T_{DI}V2_{SC}L$	Setup time of SDI data input to SCK edge	10	—	—	ns	
SP74*	$T_{SC}H2_{DI}L$, $T_{SC}L2_{DI}L$	Hold time of SDI data input to SCK edge	0	—	—	ns	
SP75*	$T_{DO}R$	SDO data output rise time	—	10	25	ns	C_L = 50 pF
SP76*	$T_{DO}F$	SDO data output fall time	—	10	25	ns	C_L = 50 pF
SP77*	$T_{SS}H2_{DO}Z$	$\overline{SS}$↑ to SDO output high-impedance	—	—	85	ns	
SP80*	$T_{SC}H2_{DO}V$, $T_{SC}L2_{DO}V$	SDO data output valid after SCK edge	—	—	85	ns	
SP82*	$T_{SS}L2_{DO}V$	SDO data output valid after $\overline{SS}$↓ edge	—	—	85	ns	
SP83*	$T_{SC}H2_{SS}H$, $T_{SC}L2_{SS}H$	$\overline{SS}$ ↑ after SCK edge	20	—	—	ns	
SP84*	$T_{SS}H2_{SSL}$	$\overline{SS}$ ↑ to $\overline{SS}$↓ edge	47	—	—	ns	

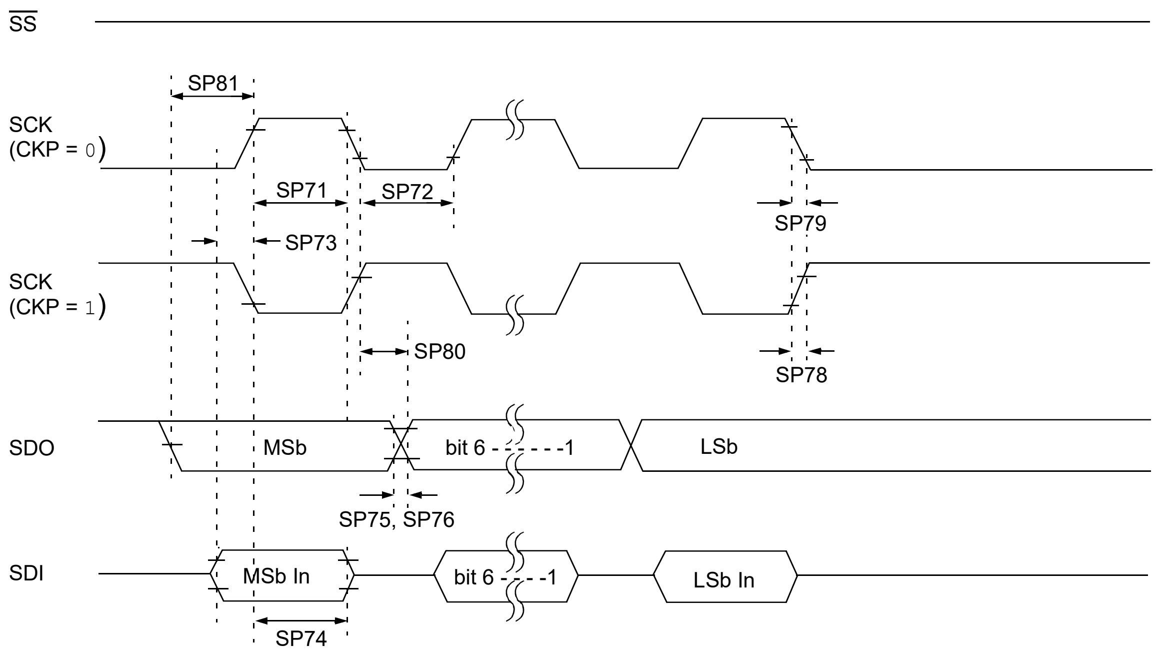
...........continued							
Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
* These parameters are characterized but not tested. † Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested. **Note:** 1. SMP bit in the SPIxCON1 register must be set and the slew rate control must be disabled on the clock and data pins (clear the corresponding bits in SLRCONx register) for SPI to operate over 4 MHz.							

Figure 45-13. SPI Host Mode Timing (CKE = 0, SMP = 0)



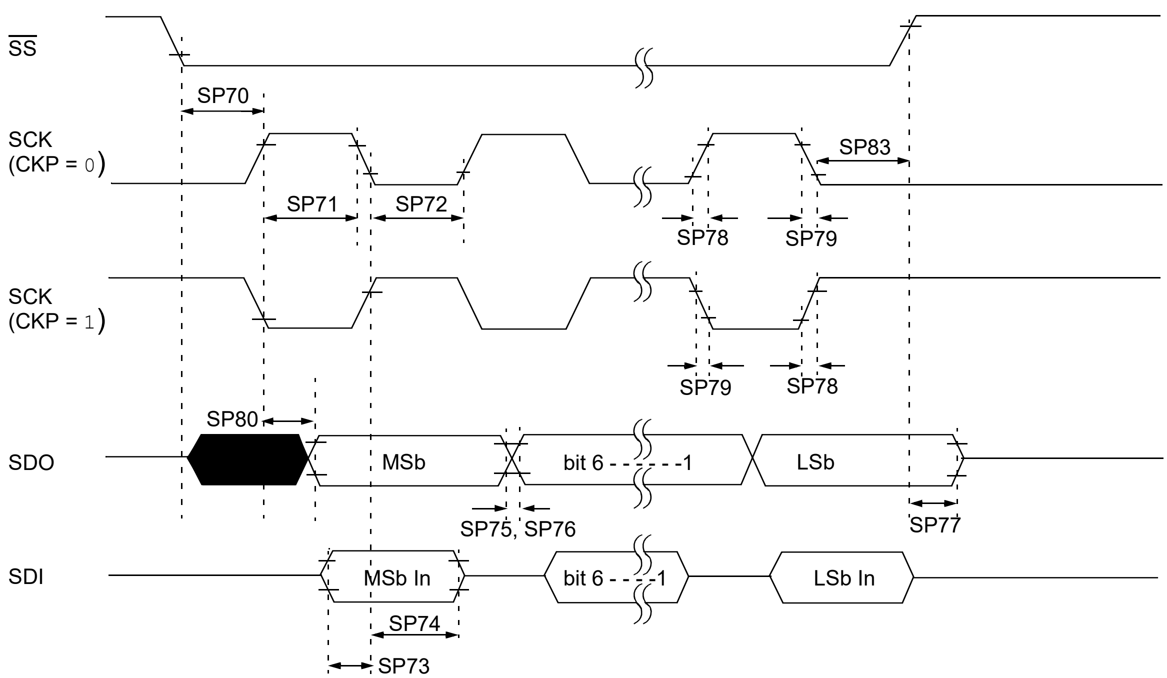
Note: Refer to the Load Conditions figure for more details.

Figure 45-14. SPI Host Mode Timing (CKE = 1, SMP = 1)



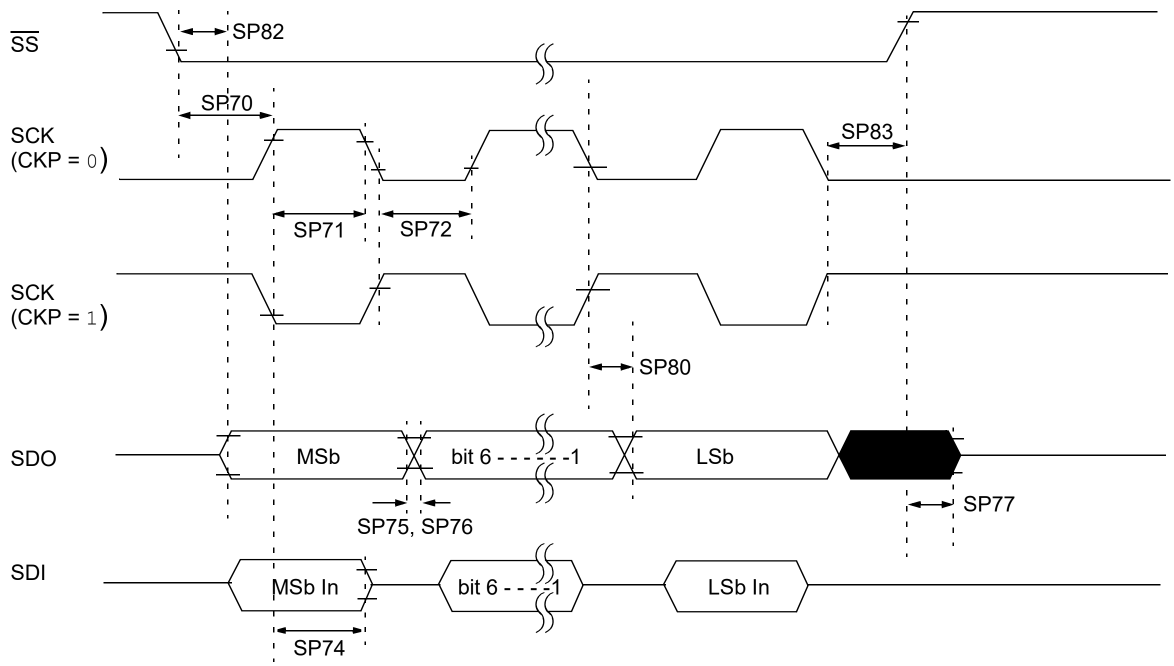
Note: Refer to the Load Conditions figure for more details.

Figure 45-15. SPI Client Mode Timing (CKE = 0)



Note: Refer to the Load Conditions figure for more details.

Figure 45-16. SPI Client Mode Timing (CKE = 1)



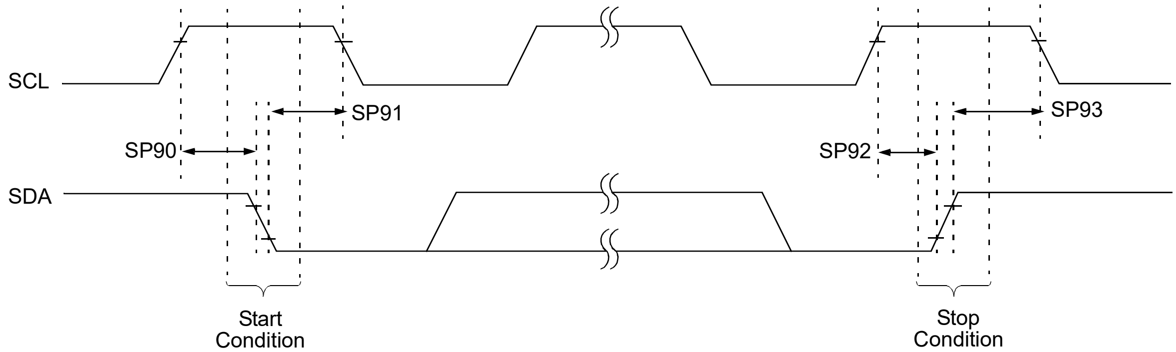
Note: Refer to the Load Conditions figure for more details.

45.4.13 I²C Bus Start/Stop Bits Requirements

Table 45-19.

Standard Operating Conditions (unless otherwise stated)								
Param. No.	Sym.	Characteristic		Min.	Typ. †	Max.	Units	Conditions
SP90*	$T_{SU:STA}$	Start condition Setup time	100 kHz mode	4700	—	—	ns	Only relevant for Repeated Start condition
			400 kHz mode	600	—	—		
			1 MHz mode	260	—	—		
SP91*	$T_{HD:STA}$	Start condition Hold time	100 kHz mode	4000	—	—	ns	After this period, the first clock pulse is generated
			400 kHz mode	600	—	—		
			1 MHz mode	260	—	—		
SP92*	$T_{SU:STO}$	Stop condition Setup time	100 kHz mode	4000	—	—	ns	
			400 kHz mode	600	—	—		
			1 MHz mode	260	—	—		
SP93*	$T_{HD:STO}$	Stop condition Hold time	100 kHz mode	4700	—	—	ns	
			400 kHz mode	1300	—	—		
			1 MHz mode	500	—	—		
* These parameters are characterized but not tested.								

Figure 45-17. I²C Bus Start/Stop Bits Timing



Note: Refer to the Load Conditions figure for more details.

45.4.14 I²C Bus Data Requirements

Table 45-20.

Standard Operating Conditions (unless otherwise stated)							
Param. No.	**Sym.**	**Characteristic**		**Min.**	**Max.**	**Units**	**Conditions**
SP100*	T_{HIGH}	Clock high time	100 kHz mode	4000	—	ns	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	600	—	ns	Device must operate at a minimum of 10 MHz
			1 MHz mode	260	—	ns	Device must operate at a minimum of 10 MHz
SP101*	T_{LOW}	Clock low time	100 kHz mode	4700	—	ns	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	1300	—	ns	Device must operate at a minimum of 10 MHz
			1 MHz mode	500	—	ns	Device must operate at a minimum of 10 MHz
SP102*	T_R	SDA and SCL rise time	100 kHz mode	—	1000	ns	
			400 kHz mode	20	300	ns	C_B is specified to be from 10-400 pF
			1 MHz mode	—	120		
SP103*	T_F	SDA and SCL fall time	100 kHz mode	—	250	ns	
			400 kHz mode	20 × (V_{DD}/ 5.5V)	250	ns	C_B is specified to be from 10-400 pF
			1 MHz mode	20 × (V_{DD}/ 5.5V)	120	ns	
SP106*	$T_{HD:DAT}$	Data input hold time	100 kHz mode	0	—	ns	
			400 kHz mode	0	—	ns	
			1 MHz mode	0	—	ns	

...........continued

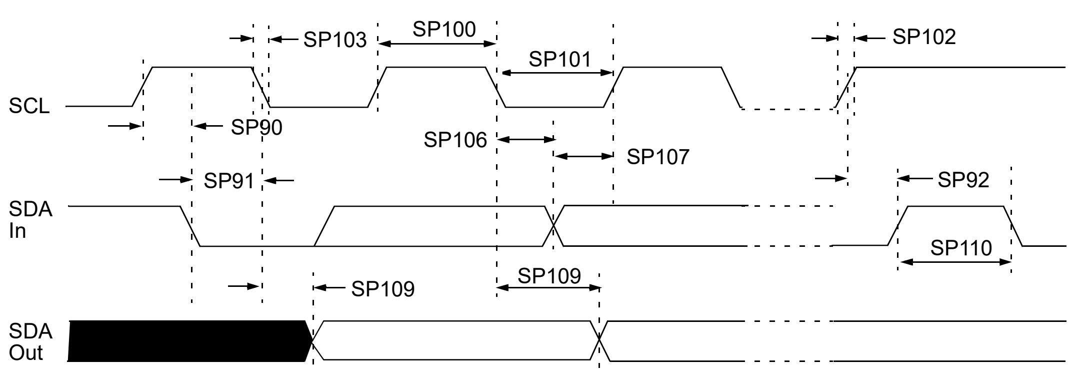
Standard Operating Conditions (unless otherwise stated)							
Param. No.	**Sym.**	**Characteristic**		**Min.**	**Max.**	**Units**	**Conditions**
SP107*	$T_{SU:DAT}$	Data input setup time	100 kHz mode	250	—	ns	**(Note 2)**
			400 kHz mode	100	—	ns	
			1 MHz mode	50	—	ns	
SP109*	T_{AA}	Output valid from clock	100 kHz mode	—	3450	ns	**(Note 1)**
			400 kHz mode	—	900	ns	
			1 MHz mode		450	ns	
SP110*	T_{BUF}	Bus free time	100 kHz mode	4700	—	ns	Time the bus must be free before a new transmission can start
			400 kHz mode	1300	—	ns	
			1 MHz mode	500	—	ns	
SP111	C_B	Bus capacitive loading	100 kHz mode	—	400	pF	
			400 kHz mode	—	400	pF	
			1 MHz mode	—	26	pF	**(Note 3)**

* These parameters are characterized but not tested.

Notes:

1. As a transmitter, the device must provide this internal minimum delay time to bridge the undefined region (min. 300 ns) of the falling edge of SCL to avoid unintended generation of Start or Stop conditions.
2. A Fast mode (400 kHz) I^2C bus device can be used in a Standard mode (100 kHz) I^2C bus system, but the requirement $T_{SU:DAT} \geq 250$ ns must then be met. This will automatically be the case if the device does not stretch the low period of the SCL signal. If such a device does stretch the low period of the SCL signal, it must output the next data bit to the SDA line TR max. + $T_{SU:DAT}$ = 1000 + 250 = 1250 ns (according to the Standard mode I^2C bus specification), before the SCL line is released.
3. Using internal I^2C pull-ups. For greater bus capacitance use external pull-ups.

Figure 45-18. I^2C Bus Data Timing



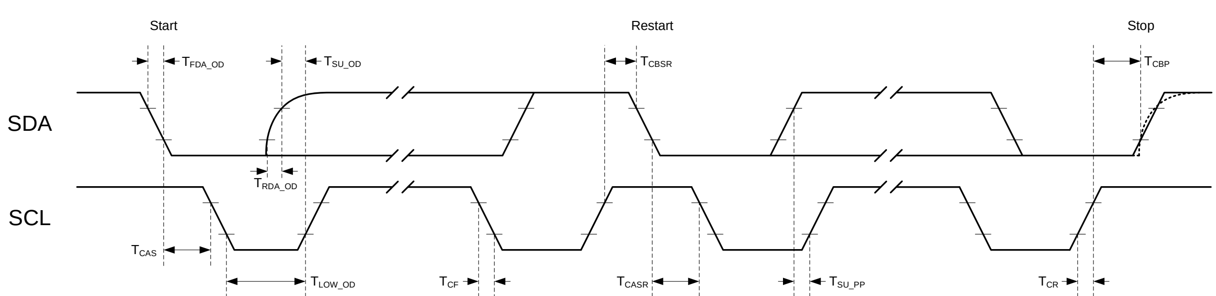
Note: Refer to the Load Conditions figure for more details.

45.4.15 I3C Open-Drain Timing Specifications

Table 45-21.

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated) **Operating Temperature: -40°C≤T_A≤+125°C**							
I3C01	T_{LOW_OD}	SCL Clock Low Period	200	—	—	ns	
I3C02	$T_{DIG\_OD\_L}$		$T_{LOW\_OD:min}$ + $T_{FDA\_OD:min}$	—	—	ns	
I3C03	T_{HIGH_INIT}	SCL Clock High Period (First Broadcast Address)	200	—	—	ns	
I3C04	T_{HIGH}	SCL Clock High Period (Mixed Bus)	—	—	41	ns	
I3C05	T_{DIG_H}		—	—	T_{HIGH} + T_{CF}	ns	
I3C06	T_{HIGH}	SCL Clock High Period (Pure Bus)	24	—	—	ns	
I3C07	T_{DIG_H}		32	—	—	ns	
I3C08	T_{RDA_OD}	SDA Signal Rise Time	—	—	300	ns	Mixed Bus 400 kHz mode compatible
I3C09	T_{FDA_OD}	SDA Signal Fall Time	—	—	12	ns	
I3C10	T_{SU_OD}	SDA Signal Data Setup Time	3	—	—	ns	
I3C11	T_{CAS}	Clock After Start Condition	38.4 ns	—	50 ms	—	
I3C12	T_{CBP}	Clock Before Stop Condition	$T_{CAS:min}$ / 2	—	—	ns	
I3C13	T_{BUF}	Bus Free Condition	$T_{CAS:min}$	—	—	ns	Pure Bus
			1300	—	—	ns	Mixed Bus 400 kHz mode
			500	—	—	ns	Mixed Bus 1 MHz mode
I3C14	T_{AVAL}	Bus Available Condition	1	—	—	μs	
I3C15	T_{IDLE}	Bus Idle Condition	200	—	—	μs	
I3C16	T_{LVBUF}	I3C Low-Voltage Buffer Startup Time	—	0.4	630	μs	

Figure 45-19. I3C Start/Restart/Stop Bit Timing



45.4.16 I3C Push-Pull SDR Timing Specifications

Table 45-22.

Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
Standard Operating Conditions (unless otherwise stated) **Operating Temperature: -40°C≤T_A≤+125°C**							
I3C20	F_{SCL}	SCL Clock Frequency	0.01	12.5	12.9	MHz	

...........continued

Standard Operating Conditions (unless otherwise stated) Operating Temperature: -40°C≤T_A≤+125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
I3C21	T_{LOW}	SCL Clock Low Period	24	—	—	ns	
I3C22	T_{DIG_L}		32	—	—	ns	
I3C23	T_{HIGH_MIXED}	SCL Clock High Period (Mixed Bus)	24	—	—	ns	
I3C24	$T_{DIG\_H\_MIXED}$		32	—	45	ns	
I3C25	T_{HIGH}	SCL Clock High Period (Pure Bus)	24	—	—	ns	
I3C26	T_{DIG_H}		32	—	—	ns	
I3C27	T_{SCO}	Clock in to Data Out	—	—	12	ns	Pad delay based on 90 Ω / 4 mA driver and 50 pF load
I3C28	T_{CR}	SCL Clock Rise Time	—	—	60	ns	
I3C29	T_{CF}	SCL Clock Fall Time	—	—	60	ns	
I3C30	T_{HD_PP}	SDA Signal Data Hold Time	0	—	—	—	Target device only
I3C31	T_{SU_PP}	SDA Signal Data Setup Time	3	—	—	ns	
I3C32	T_{CASR}	Clock After Restart Condition	$T_{CAS:min}$ / 2	—	—	ns	
I3C33	T_{CBSR}	Clock Before Restart Condition	$T_{CAS:min}$ / 2	—	—	ns	
I3C34	C_B	Capacitive Load per Bus Line (SDA/SCL)	—	—	50	pF	

Figure 45-20. I3C Controller Out Timing

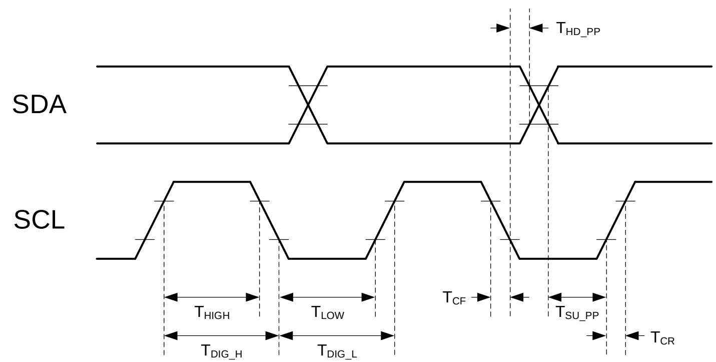
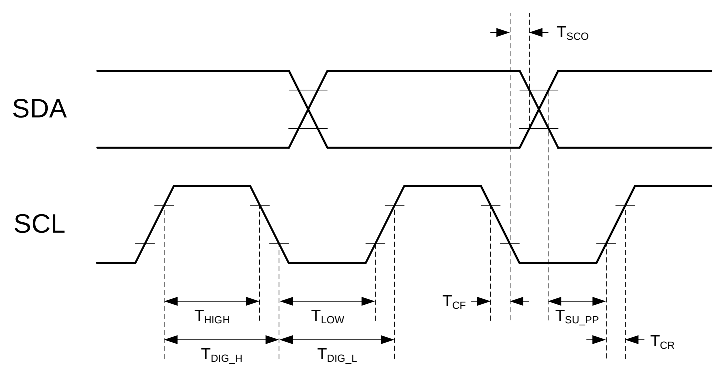


Figure 45-21. I3C Target Out Timing



45.4.17 Configurable Logic Cell (CLC) Characteristics

Table 45-23.

Standard Operating Conditions (unless otherwise stated) Operating Temperature: -40°C≤T_A≤+125°C								
Param No.	**Sym.**	**Characteristic**		**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
CLC01*	T_{CLCIN}	CLC input time		—	7	IO5	ns	**(Note 1)**
CLC02*	T_{CLC}	CLC module input to output propagation time		—	24	—	ns	V_{DD} = 1.8V
				—	12	—	ns	V_{DD} > 3.6V
CLC03*	T_{CLCOUT}	CLC output time	Rise Time	—	IO6	—	—	**(Note 1)**
			Fall Time	—	IO8	—	—	**(Note 1)**
CLC04*	F_{CLCMAX}	CLC maximum switching frequency		—	—	OS20	—	

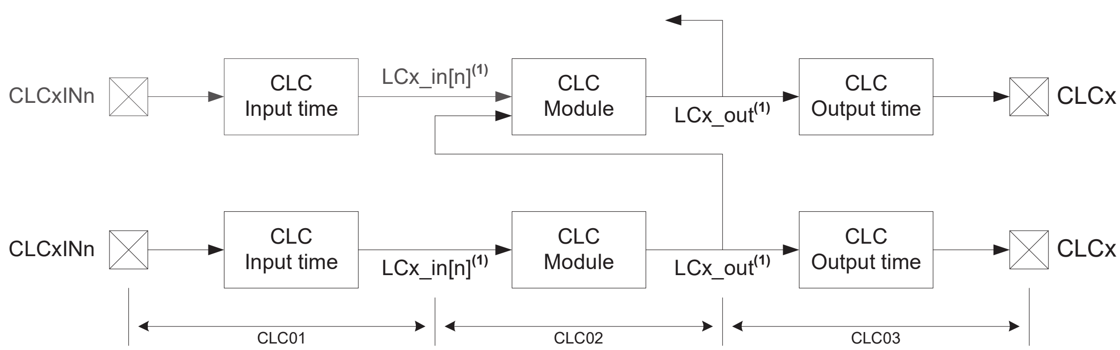
* These parameters are characterized but not tested.

† Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note:

1. See the **“I/O and CLKOUT Timing Specifications”** section for OS7, OS8 and OS9 rise and fall times.

Figure 45-22. CLC Propagation Timing



45.4.18 Temperature Indicator Requirements

Standard Operating Conditions (unless otherwise stated)								
Param No.	**Sym.**	**Characteristic**		**Min.**	**Typ. †**	**Max.**	**Units**	**Conditions**
TS01*	T_{ACQMIN}	Minimum ADC Acquisition Time Delay		—	25	—	μs	
TS02*	M_V	Voltage Sensitivity	High Range	—	-3.75	—	mV/°C	TSRNG = 1
			Low Range	—	-2.75	—	mV/°C	TSRNG = 0

* These parameters are characterized but not tested.

† Data in “Typ” column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

46. DC and AC Characteristics Graphs and Tables

Graphs and tables are not available at this time.

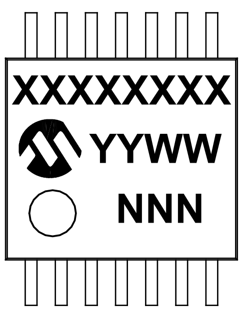
47. Packaging Information

Package Marking Information

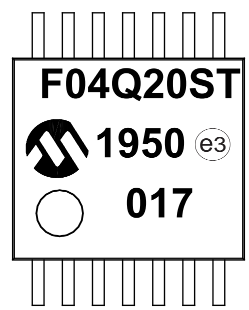
Legend:	XX...X	Customer-specific information or Microchip part number
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC® designator for Matte Tin (Sn)
Note:	In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.	

Rev. 30-009014B
09/21/2017

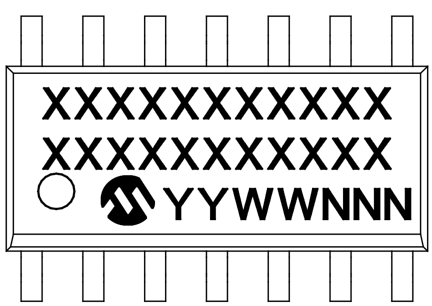
14-Lead TSSOP (4.4 mm)



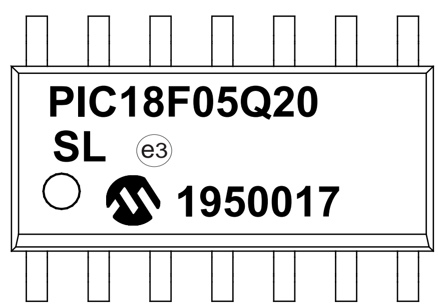
Example



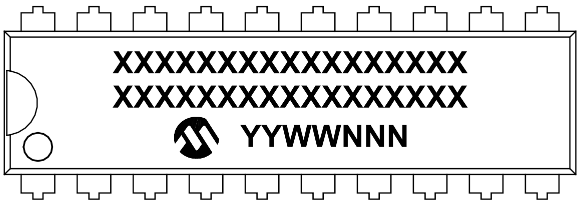
14-Lead SOIC (3.90 mm)



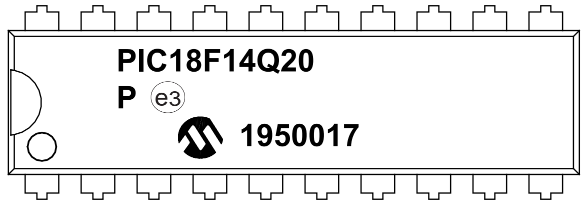
Example



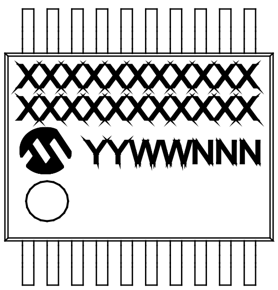
20-Lead PDIP (300 mil)



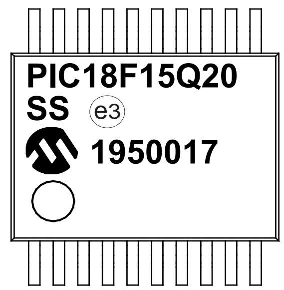
Example



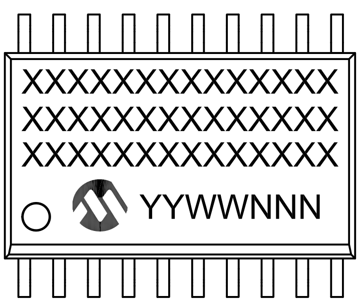
20-Lead SSOP (5.30 mm)



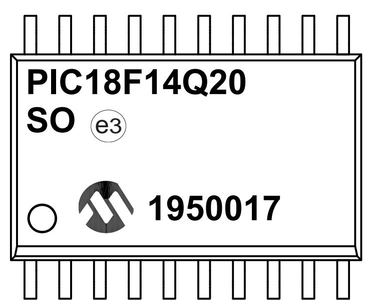
Example



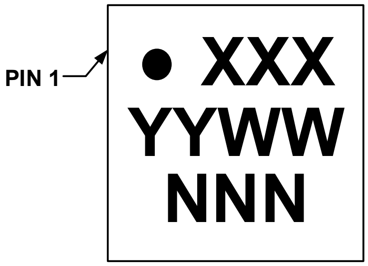
20-Lead SOIC (7.50 mm)



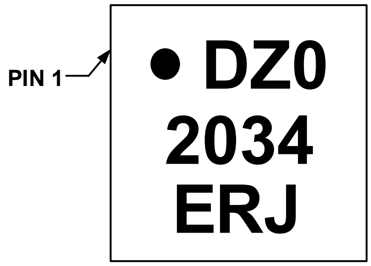
Example



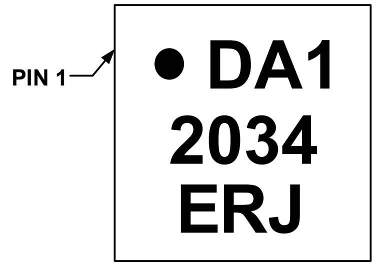
20-Lead VQFN (3x3x0.9 mm)



Example (PIC18F14Q20)



Example (PIC18F15Q20)

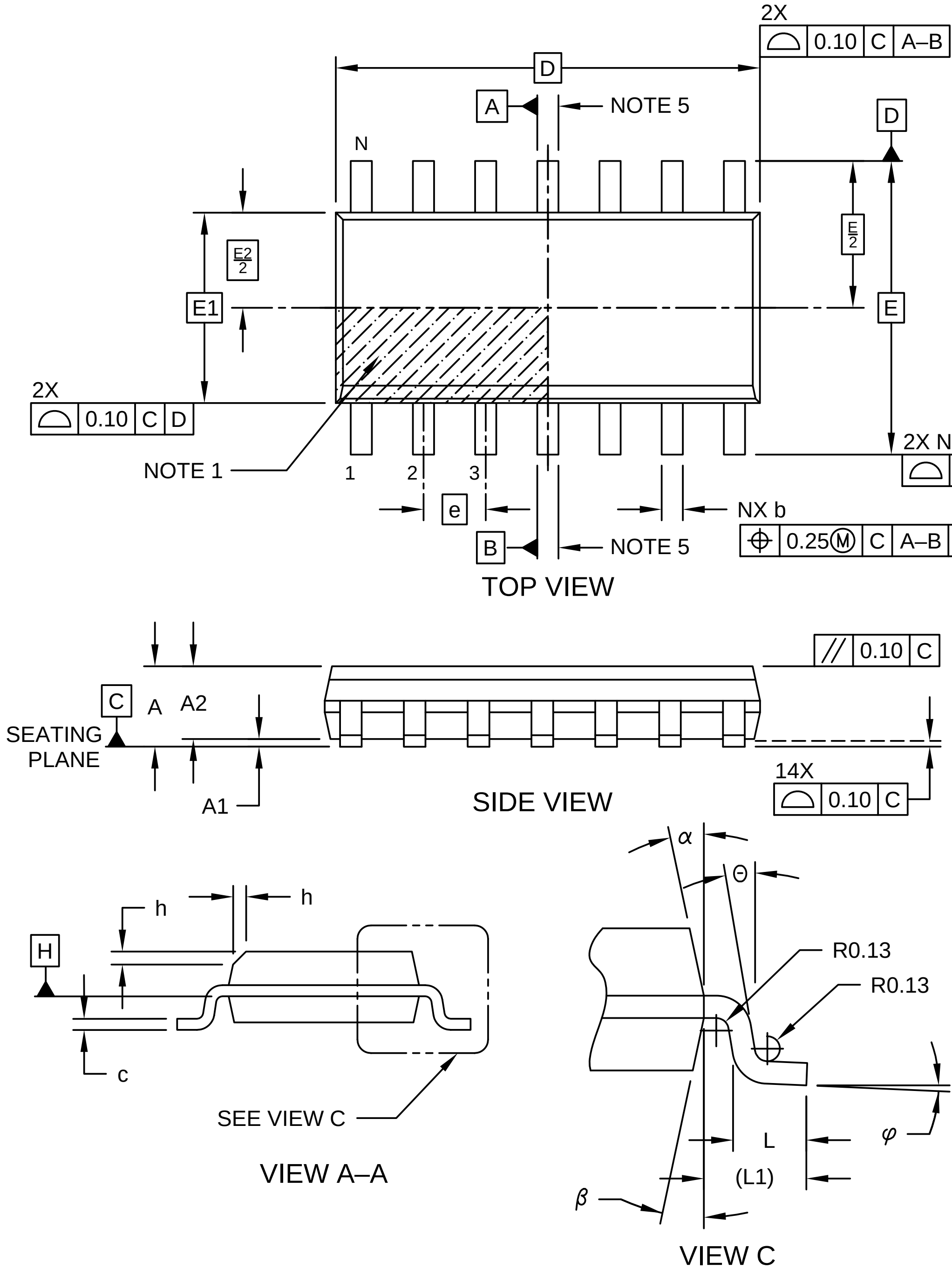


47.1 Package Details

The following sections give the technical details of the packages.

14-Lead Plastic Small Outline (SL) - Narrow, 3.90 mm Body [SOIC]

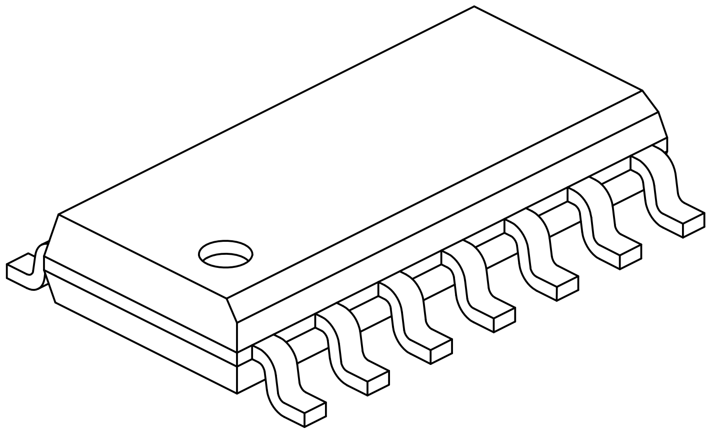
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Microchip Technology Drawing No. C04-065-SL Rev D Sheet 1 of 2

14-Lead Plastic Small Outline (SL) - Narrow, 3.90 mm Body [SOIC]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	14		
Pitch	e	1.27 BSC		
Overall Height	A	-	-	1.75
Molded Package Thickness	A2	1.25	-	-
Standoff §	A1	0.10	-	0.25
Overall Width	E	6.00 BSC		
Molded Package Width	E1	3.90 BSC		
Overall Length	D	8.65 BSC		
Chamfer (Optional)	h	0.25	-	0.50
Foot Length	L	0.40	-	1.27
Footprint	L1	1.04 REF		
Lead Angle	Θ	0°	-	-
Foot Angle	φ	0°	-	8°
Lead Thickness	c	0.10	-	0.25
Lead Width	b	0.31	-	0.51
Mold Draft Angle Top	α	5°	-	15°
Mold Draft Angle Bottom	β	5°	-	15°

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic
3. Dimension D does not include mold flash, protrusions or gate burrs, which shall not exceed 0.15 mm per end. Dimension E1 does not include interlead flash or protrusion, which shall not exceed 0.25 mm per side.
4. Dimensioning and tolerancing per ASME Y14.5M

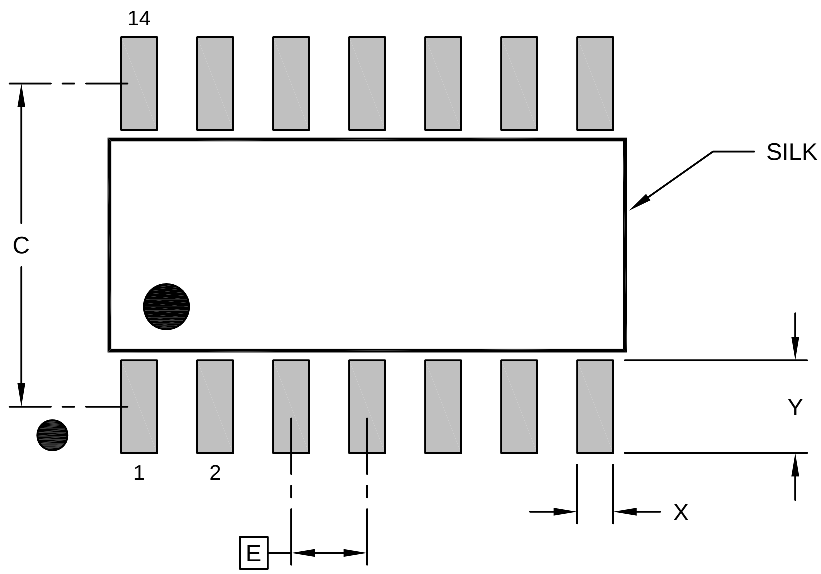
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

   REF: Reference Dimension, usually without tolerance, for information purposes only.
5. Datums A & B to be determined at Datum H.

Microchip Technology Drawing No. C04-065-SL Rev D Sheet 2 of 2

14-Lead Plastic Small Outline (SL) - Narrow, 3.90 mm Body [SOIC]

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		1.27 BSC	
Contact Pad Spacing	C		5.40	
Contact Pad Width (X14)	X			0.60
Contact Pad Length (X14)	Y			1.55

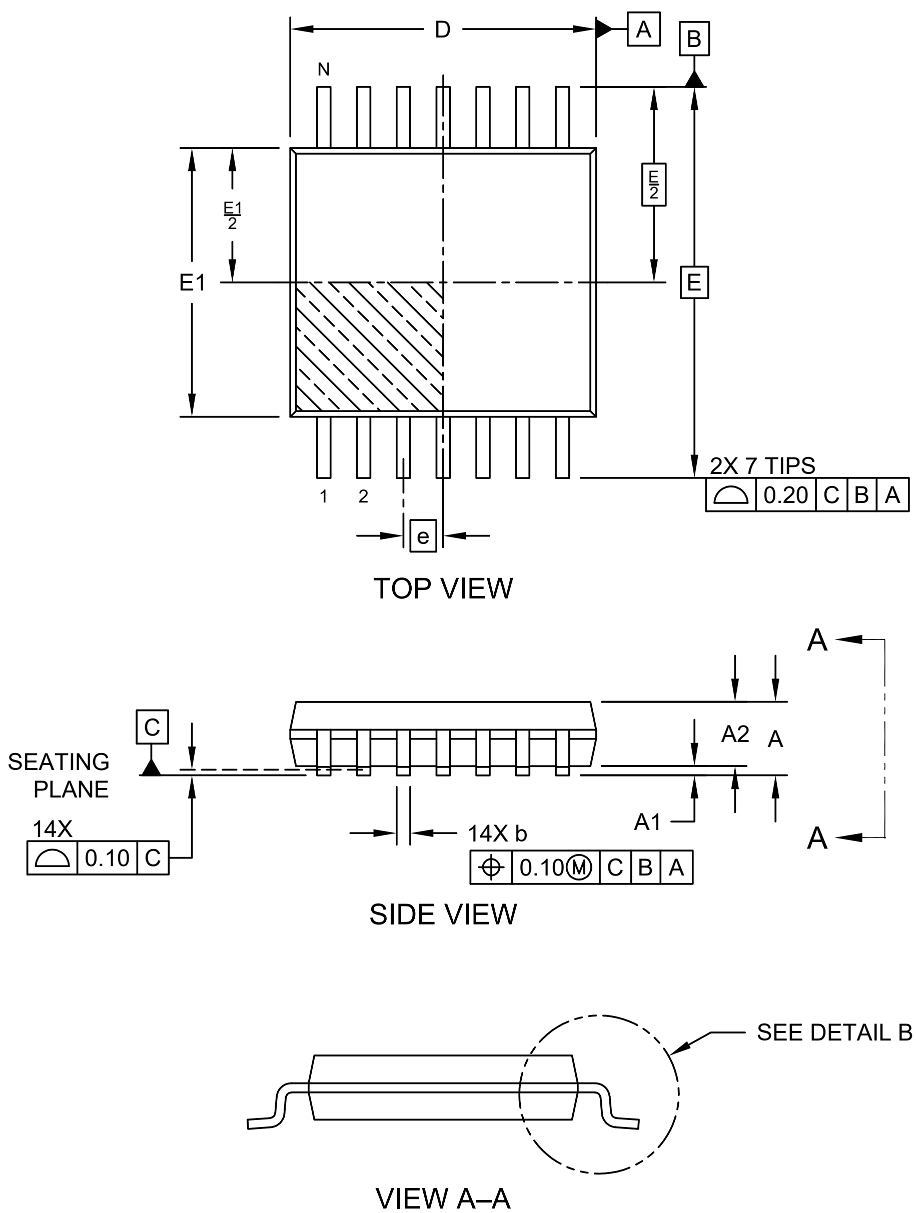
Notes:

1. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2065-SL Rev D

14-Lead Plastic Thin Shrink Small Outline Package [ST] - 4.4 mm Body [TSSOP]

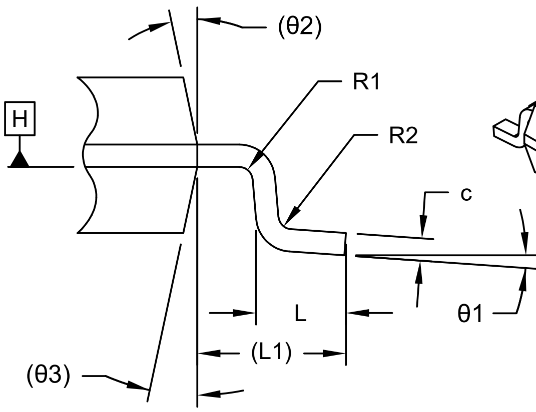
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



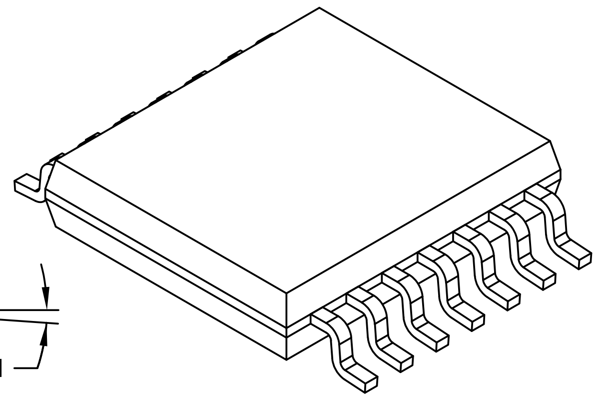
Microchip Technology Drawing C04-087-ST Rev F Sheet 1 of 2

14-Lead Plastic Thin Shrink Small Outline Package [ST] - 4.4 mm Body [TSSOP]

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



DETAIL B



		Units	MILLIMETERS		
		Dimension Limits	MIN	NOM	MAX
Number of Terminals	N		14		
Pitch	e		0.65 BSC		
Overall Height	A		–	–	1.20
Standoff	A1		0.05	–	0.15
Molded Package Thickness	A2		0.80	1.00	1.05
Overall Length	D		4.90	5.00	5.10
Overall Width	E		6.40 BSC		
Molded Package Width	E1		4.30	4.40	4.50
Terminal Width	b		0.19	–	0.30
Terminal Thickness	c		0.09	–	0.20
Terminal Length	L		0.45	0.60	0.75
Footprint	L1		1.00 REF		
Lead Bend Radius	R1		0.09	–	–
Lead Bend Radius	R2		0.09	–	–
Foot Angle	θ1		0°	–	8°
Mold Draft Angle	θ2		–	12° REF	–
Mold Draft Angle	θ3		–	12° REF	–

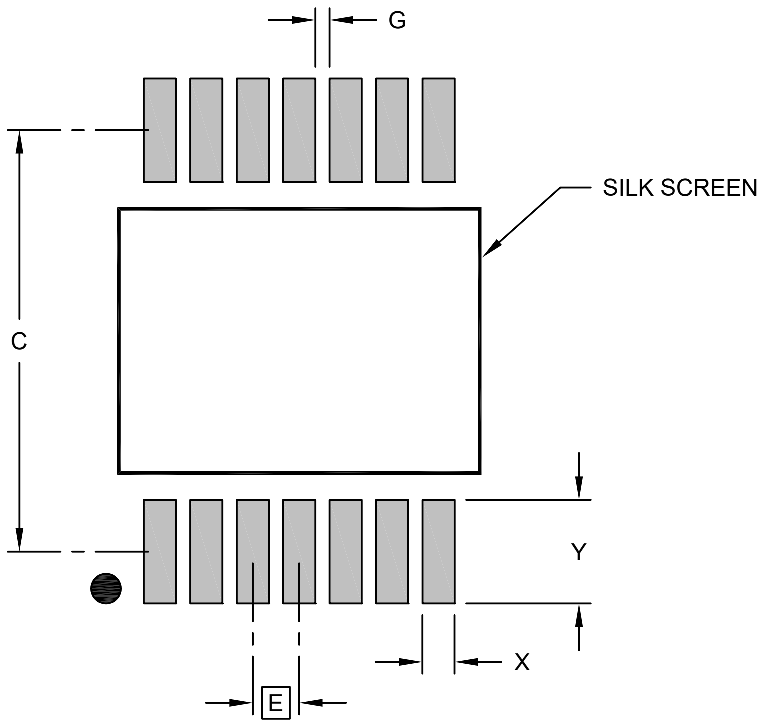
Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.
   REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-087-ST Rev F Sheet 2 of 2

14-Lead Plastic Thin Shrink Small Outline Package [ST] – 4.4 mm Body [TSSOP]

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.65 BSC		
Contact Pad Spacing	C		5.90	
Contact Pad Width (X14)	X			0.45
Contact Pad Length (X14)	Y			1.45
Contact Pad to Contact Pad (X12)	G	0.20		

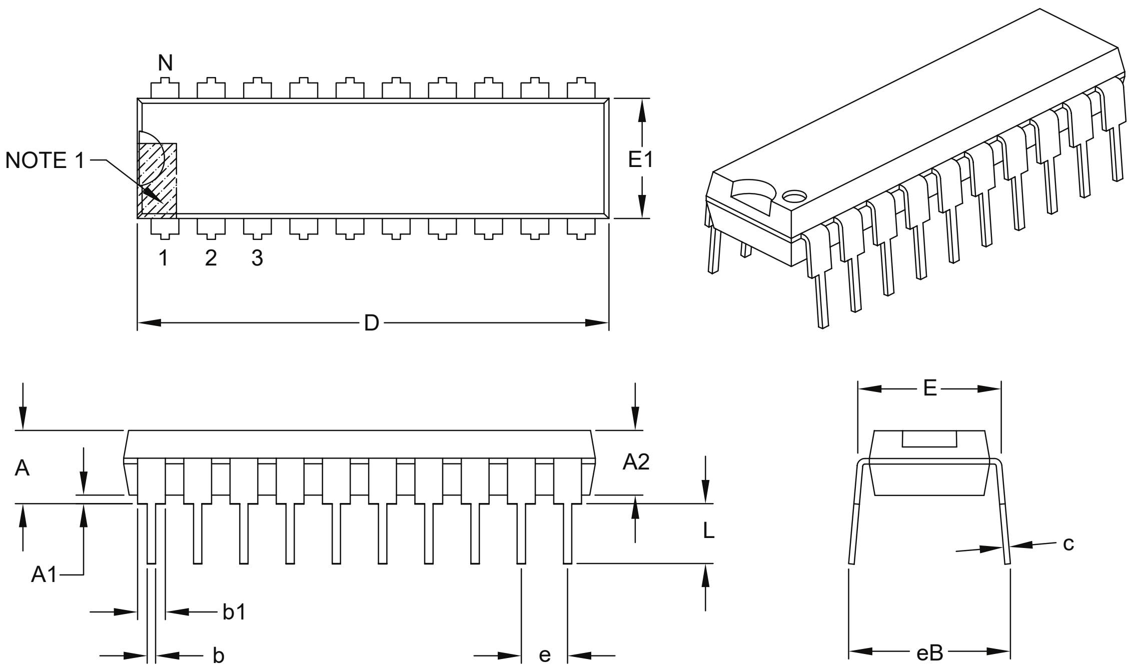
Notes:

1. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing C04-2087-ST Rev F

20-Lead Plastic Dual In-Line (P) – 300 mil Body [PDIP]

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



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		20	
Pitch	e		.100 BSC	
Top to Seating Plane	A	–	–	.210
Molded Package Thickness	A2	.115	.130	.195
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.300	.310	.325
Molded Package Width	E1	.240	.250	.280
Overall Length	D	.980	1.030	1.060
Tip to Seating Plane	L	.115	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.045	.060	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

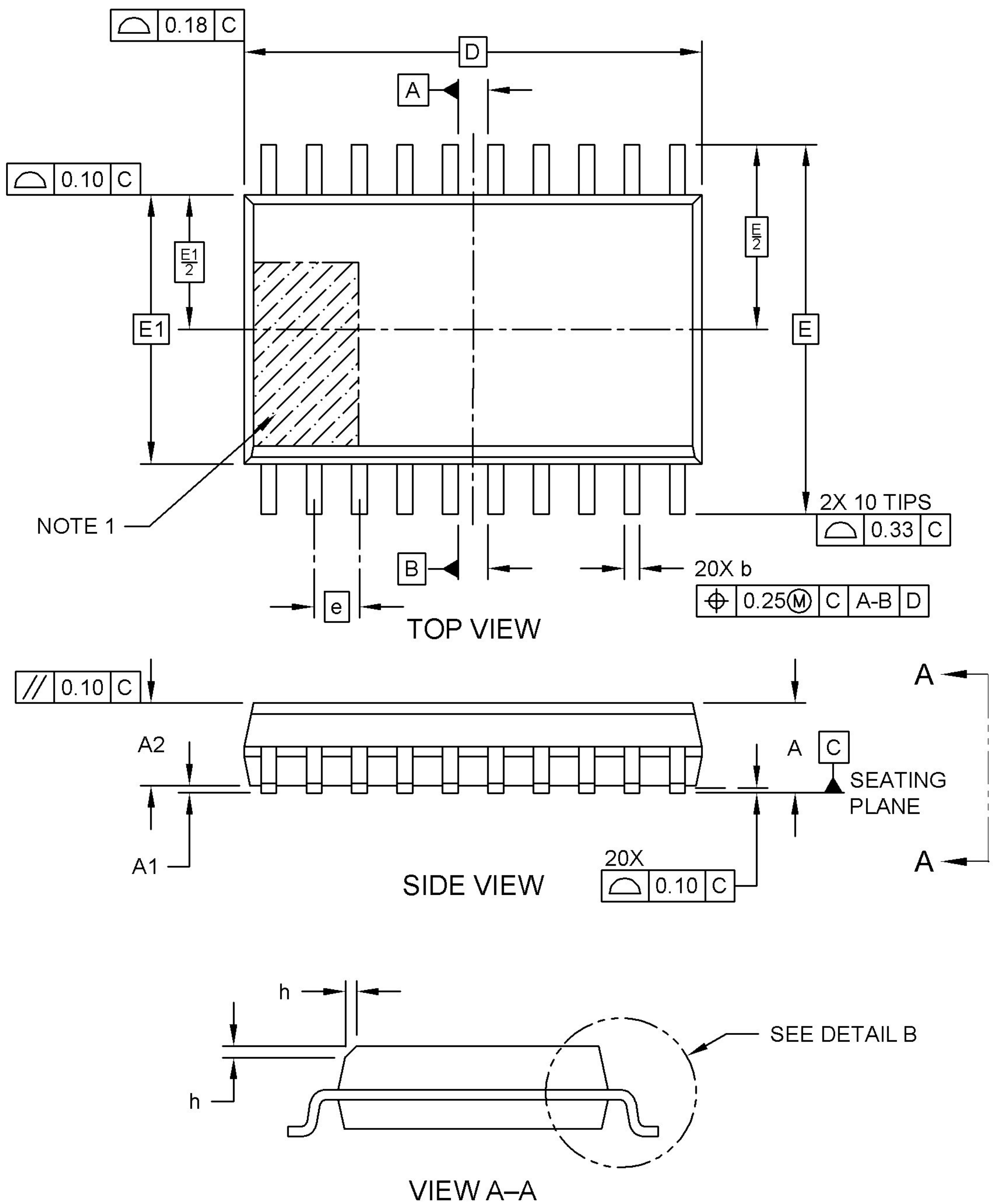
1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing C04-019B

20-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

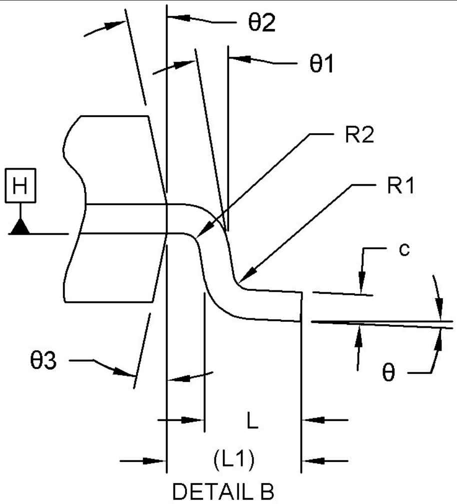
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging

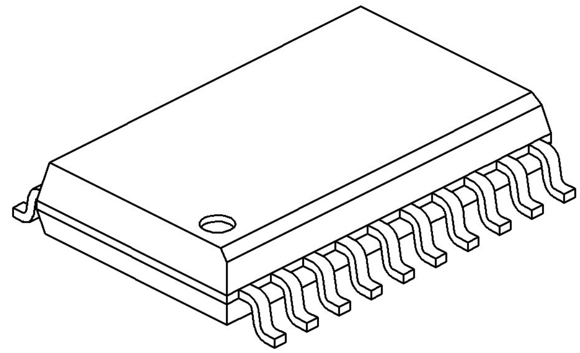


Microchip Technology Drawing C04-094-SO Rev G Sheet 1 of 2

20-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

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





		Units	MILLIMETERS		
		Dimension Limits	MIN	NOM	MAX
Number of Terminals	N		20		
Pitch	e		1.27 BSC		
Overall Height	A		-	-	2.65
Standoff §	A1		0.10	-	0.30
Molded Package Thickness	A2		2.05	-	-
Overall Length	D		12.78 BSC		
Overall Width	E		10.33 BSC		
Molded Package Width	E1		7.49 BSC		
Terminal Width	b		0.31	-	0.51
Terminal Thickness	c		0.25	-	0.75
Corner Chamfer	h		0.25	-	0.75
Terminal Length	L		0.40	0.65	1.27
Footprint	L1		1.40 REF		
Lead Bend Radius	R1		0.07	-	-
Lead Bend Radius	R2		0.07	-	-
Foot Angle	θ		0°	-	8°
Lead Angle	θ1		0°	-	-
Mold Draft Angle	θ2		5°	-	15°
Mold Draft Angle	θ3		5°	-	15°

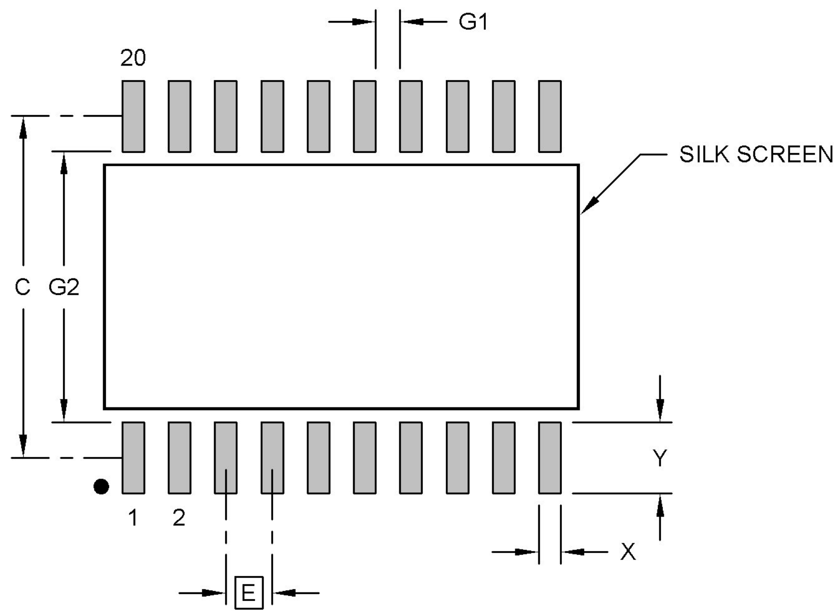
Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.
   REF: Reference Dimension, usually without tolerance, for information purposes only.
3. Dimension D does not include mold flash, protrusions or gate burrs, which shall not exceed 0.15 mm per end. Dimension E1 does not include interlead flash or protrusion, which shall not exceed 0.25 mm per side.
4. § Significant Characteristic

Microchip Technology Drawing C04-094-SO Rev G Sheet 2 of 2

20-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

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



RECOMMENDED LAND PATTERN

		Units	MILLIMETERS		
		Dimension Limits	MIN	NOM	MAX
Contact Pitch	E		1.27 BSC		
Contact Pad Spacing	C			9.40	
Contact Pad Width (X20)	X				0.60
Contact Pad Length (X20)	Y				1.95
Contact Pad to Contact Pad (X18)	G1		0.67		
Contact Pad to Contact Pad	G2		7.45		

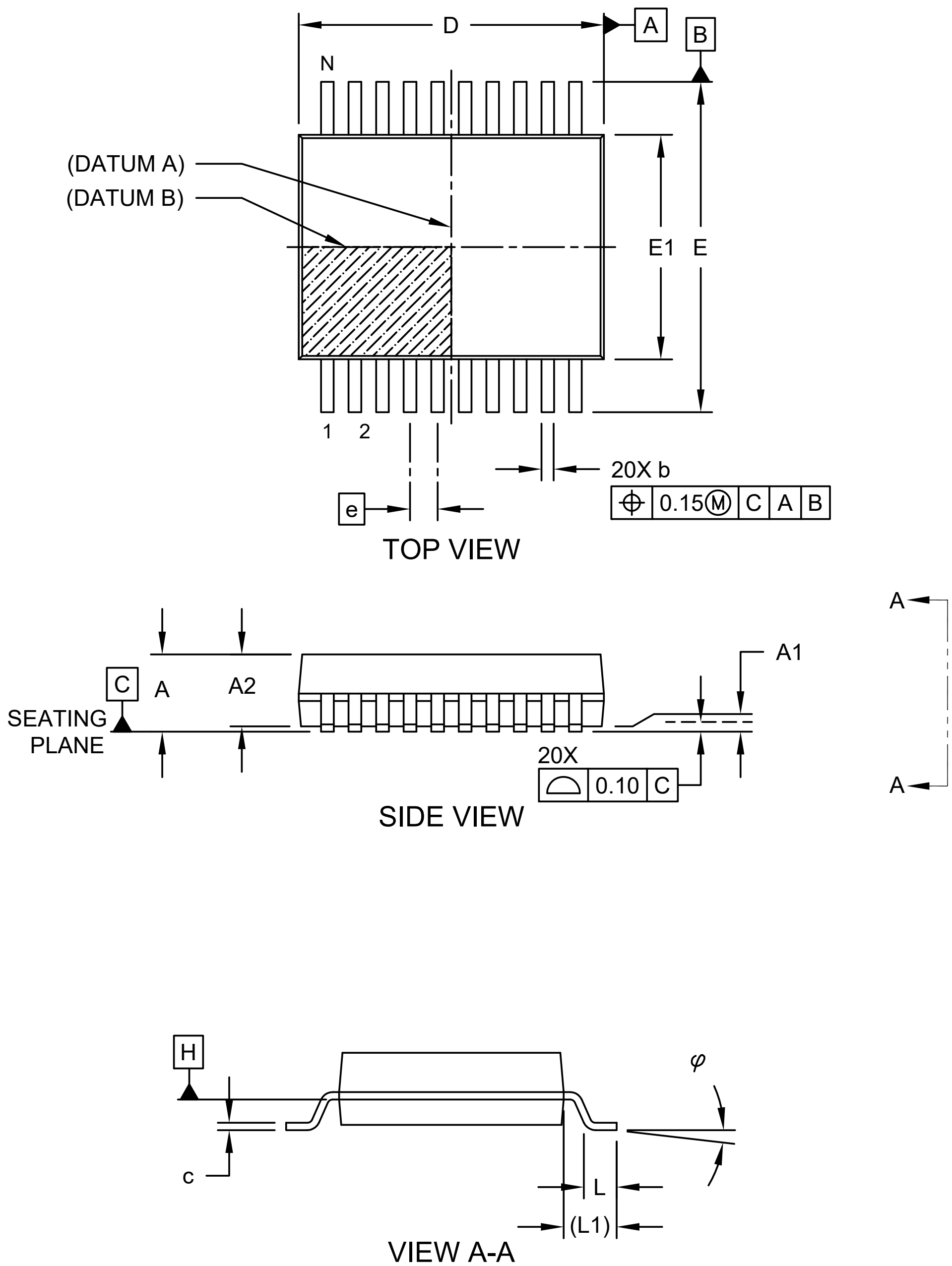
Notes:

1. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.
2. For best soldering results, thermal vias, if used, should be filled or tented to avoid solder loss during reflow process

Microchip Technology Drawing C04-2094-SO Rev G

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

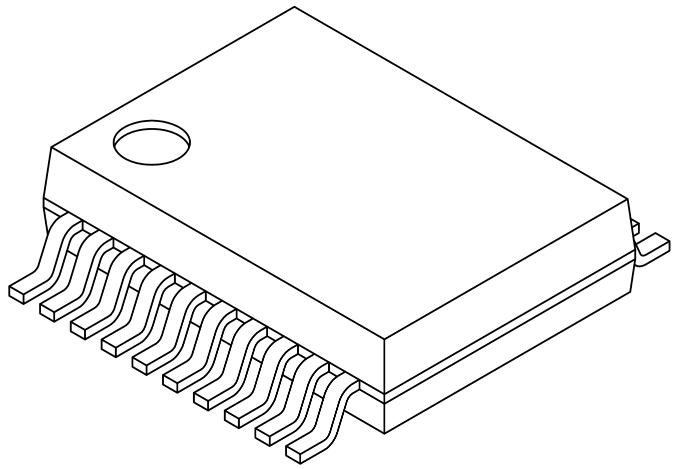
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Microchip Technology Drawing C04-072 Rev C Sheet 1 of 2

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	20		
Pitch	e	0.65 BSC		
Overall Height	A	-	-	2.00
Molded Package Thickness	A2	1.65	1.75	1.85
Standoff	A1	0.05	-	-
Overall Width	E	7.40	7.80	8.20
Molded Package Width	E1	5.00	5.30	5.60
Overall Length	D	6.90	7.20	7.50
Foot Length	L	0.55	0.75	0.95
Footprint	L1	1.25 REF		
Lead Thickness	c	0.09	-	0.25
Foot Angle	φ	0°	4°	8°
Lead Width	b	0.22	-	0.38

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20mm per side.
3. Dimensioning and tolerancing per ASME Y14.5M

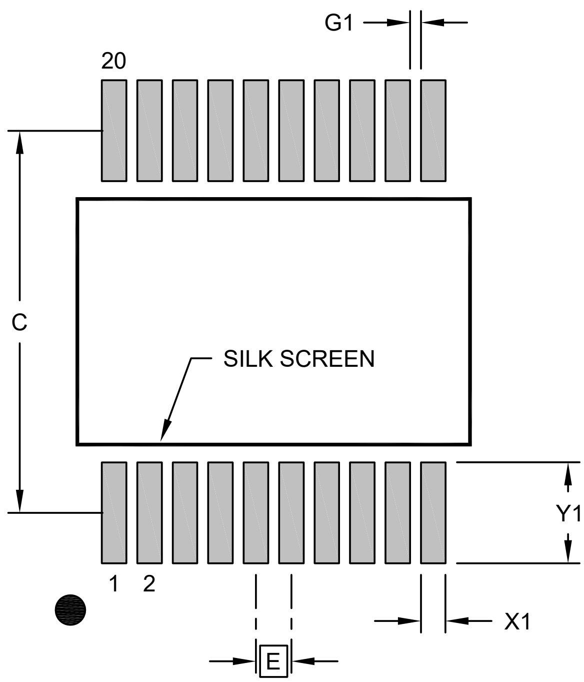
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

   REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-072 Rev C Sheet 2 of 2

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

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



RECOMMENDED LAND PATTERN

	Units	MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.65 BSC		
Contact Pad Spacing	C		7.00	
Contact Pad Width (X20)	X1			0.45
Contact Pad Length (X20)	Y1			1.85
Contact Pad to Center Pad (X18)	G1	0.20		

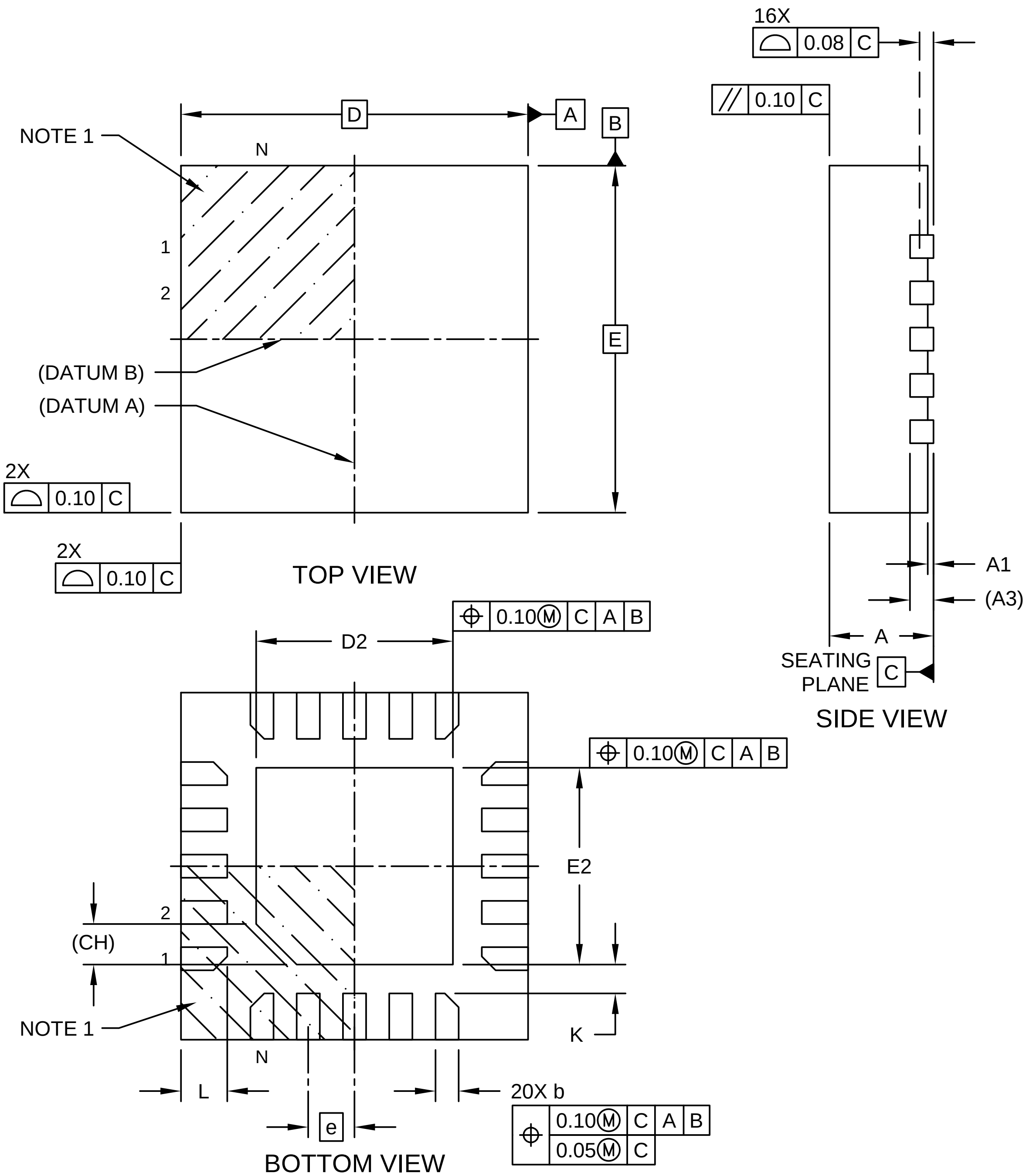
Notes:

1. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.
2. For best soldering results, thermal vias, if used, should be filled or tented to avoid solder loss during reflow process

Microchip Technology Drawing C04-2072 Rev C

20-Lead Very Thin Plastic Quad Flat, No Lead Package (REB) - 3x3 mm Body [VQFN] With 1.7 mm Exposed Pad; Atmel Legacy Global Package Code ZCL

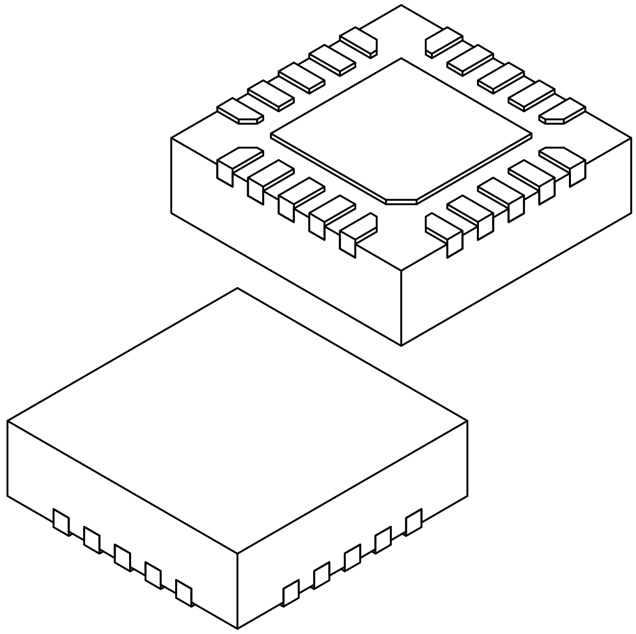
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Microchip Technology Drawing C04-21380 Rev A Sheet 1 of 2

20-Lead Very Thin Plastic Quad Flat, No Lead Package (REB) - 3x3 mm Body [VQFN] With 1.7 mm Exposed Pad; Atmel Legacy Global Package Code ZCL

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



	Units	MILLIMETERS		
	Dimension Limits	MIN	NOM	MAX
Number of Terminals	N		20	
Pitch	e		0.40 BSC	
Overall Height	A	0.80	0.85	0.90
Standoff	A1	0.00	0.035	0.05
Terminal Thickness	A3		0.203 REF	
Overall Length	D		3.00 BSC	
Exposed Pad Length	D2	1.60	1.70	1.80
Overall Width	E		3.00 BSC	
Exposed Pad Width	E2	1.60	1.70	1.80
Terminal Width	b	0.15	0.20	0.25
Terminal Length	L	0.35	0.40	0.45
Terminal-to-Exposed-Pad	K	0.20	-	-
Pin 1 Index Chamfer	CH		0.35 REF	

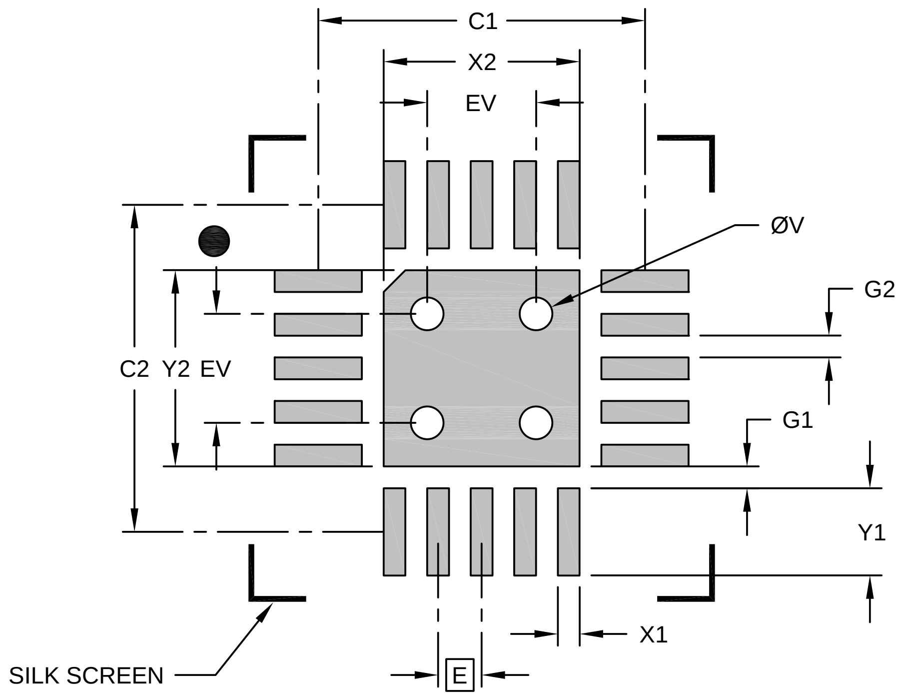
Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated
3. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.
   REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-21380 Rev A Sheet 2 of 2

20-Lead Very Thin Plastic Quad Flat, No Lead Package (REB) - 3x3 mm Body [VQFN] With 1.7 mm Exposed Pad; Atmel Legacy Global Package Code ZCL

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



RECOMMENDED LAND PATTERN

	Units	MILLIMETERS		
	Dimension Limits	MIN	NOM	MAX
Contact Pitch	E		0.40 BSC	
Optional Center Pad Width	X2			1.80
Optional Center Pad Length	Y2			1.80
Contact Pad Spacing	C1		3.00	
Contact Pad Spacing	C2		3.00	
Contact Pad Width (X20)	X1			0.20
Contact Pad Length (X20)	Y1			0.80
Contact Pad to Center Pad (X20)	G1	0.20		
Contact Pad to Contact Pad (X16)	G2	0.20		
Thermal Via Diameter	V		0.30	
Thermal Via Pitch	EV		1.00	

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

2. For best soldering results, thermal vias, if used, should be filled or tented to avoid solder loss during reflow process

Microchip Technology Drawing C04-23380 Rev A

48. Appendix A: Revision History

Doc. Rev.	Date	Comments
A	05/2024	Initial document release

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PART NO.	[X][(1)]	–X	/XX
Device	Tape and Reel	Temperature Range	Package

Device:	PIC18F04Q20, PIC18F14Q20, PIC18F05Q20, PIC18F15Q20, PIC18F06Q20, PIC18F16Q20	
Tape & Reel Option:	Blank	= Standard Packaging (Tube or Tray)
	T	= Tape & Reel
Temperature Range:	I	= -40°C to +85°C (Industrial)
	E	= -40°C to +125°C (Extended)
Package:	SL	= 14-lead SOIC
	ST	= 14-lead TSSOP
	P	= 20-lead PDIP
	SO	= 20-lead SOIC
	SS	= 20-lead SSOP
	REB	= 20-lead VQFN

Examples:

- PIC18F04Q20 T-E/ST: Tape and Reel, Extended temperature, 14-lead TSSOP
- PIC18F15Q20 T-I/REB: Tape and Reel, Industrial temperature, 20-lead VQFN
- PIC18F16Q20 T-I/SO: Tape and Reel, Industrial temperature, 20-lead SOIC

Notes:

1. Tape and Reel identifier only appears in the catalog part number description. This identifier is used for ordering purposes and is not printed on the device package. Check with your Microchip Sales Office for package availability with the Tape and Reel option.
2. Small form-factor packaging options may be available. Please check www.microchip.com/packaging for small-form factor package availability, or contact your local Sales Office.

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