MICROCHIP

Section 6. Interrupts

HIGHLIGHTS

This section of the manual contains the following topics:

6.1 Introduction

The dsPIC30F interrupt controller module reduces the numerous peripheral interrupt request signals to a single interrupt request signal to the dsPIC30F CPU and has the following features:

- Up to 8 processor exceptions and software traps
- 7 user selectable priority levels
- Interrupt Vector Table (IVT) with up to 62 vectors
- A unique vector for each interrupt or exception source
- Fixed priority within a specified user priority level
- Alternate Interrupt Vector Table (AIVT) for debug support
- Fixed interrupt entry and return latencies

6.1.1 Interrupt Vector Table

The Interrupt Vector Table (IVT) is shown in Figure 6-1. The IVT resides in program memory, starting at location `0x000004`. The IVT contains 62 vectors consisting of 8 non-maskable trap vectors plus up to 54 sources of interrupt. In general, each interrupt source has its own vector. Each interrupt vector contains a 24-bit wide address. The value programmed into each interrupt vector location is the starting address of the associated Interrupt Service Routine (ISR).

6.1.2 Alternate Vector Table

The Alternate Interrupt Vector Table (AIVT) is located after the IVT as shown in Figure 6-1. Access to the AIVT is provided by the ALTIVT control bit (INTCON2<15>). If the ALTIVT bit is set, all interrupt and exception processes will use the alternate vectors instead of the default vectors. The alternate vectors are organized in the same manner as the default vectors.

The AIVT supports emulation and debugging efforts by providing a means to switch between an application and a support environment without requiring the interrupt vectors to be reprogrammed. This feature also enables switching between applications for evaluation of different software algorithms at run-time. If the AIVT is not needed, the AIVT should be programmed with the same addresses used in the IVT.

6.1.3 Reset Sequence

A device Reset is not a true exception because the interrupt controller is not involved in the Reset process. The dsPIC30F device clears its registers in response to a Reset which forces the PC to zero. The processor then begins program execution at location `0x000000`. The user programs a `GOTO` instruction at the Reset address which redirects program execution to the appropriate start-up routine.

Note:	Any unimplemented or unused vector locations in the IVT and AIVT should be programmed with the address of a default interrupt handler routine that contains a `RESET` instruction.

Figure 6-1: Interrupt Vector Table

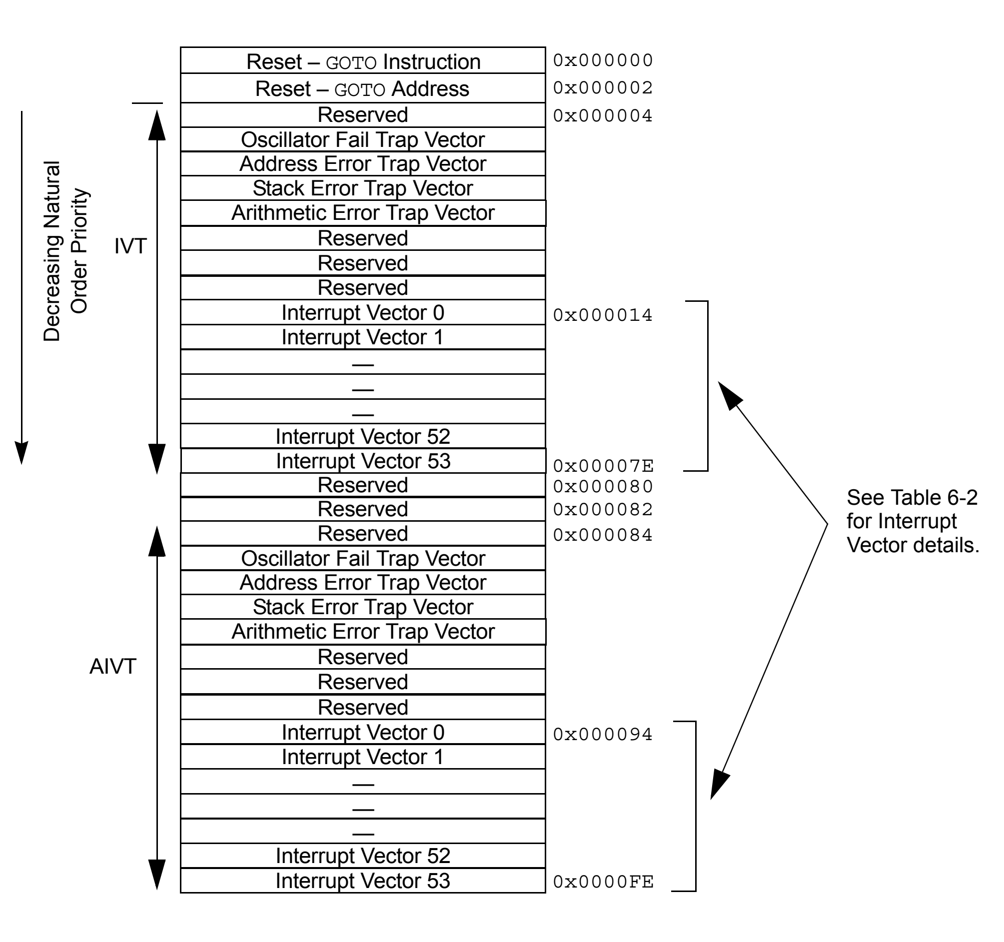


Table 6-1: Trap Vector Details

Vector Number	IVT Address	AIVT Address	Trap Source
0	0x000004	0x000084	Reserved
1	0x000006	0x000086	Oscillator Failure
2	0x000008	0x000088	Address Error
3	0x00000A	0x00008A	Stack Error
4	0x00000C	0x00008C	Arithmetic Error
5	0x00000E	0x00008E	Reserved
6	0x000010	0x000090	Reserved
7	0x000012	0x000092	Reserved

Table 6-2: Interrupt Vector Details

Vector Number	IVT Address	AIVT Address	Interrupt Source
8	0x000014	0x000094	INT0 – External Interrupt 0
9	0x000016	0x000096	IC1 – Input Compare 1
10	0x000018	0x000098	OC1 – Output Compare 1
11	0x00001A	0x00009A	T1 – Timer 1
12	0x00001C	0x00009C	IC2 – Input Capture 2
13	0x00001E	0x00009E	OC2 – Output Compare 2
14	0x000020	0x0000A0	T2 – Timer 2
15	0x000022	0x0000A2	T3 – Timer 3
16	0x000024	0x0000A4	SPI1
17	0x000026	0x0000A6	U1RX – UART1 Receiver
18	0x000028	0x0000A8	U1TX – UART1 Transmitter
19	0x00002A	0x0000AA	ADC – ADC Convert Done
20	0x00002C	0x0000AC	NVM – NVM Write Complete
21	0x00002E	0x0000AE	I^2C™ Slave Operation – Message Detect
22	0x000030	0x0000B0	I^2C Master Operation – Message Event Complete
23	0x000032	0x0000B2	Change Notice Interrupt
24	0x000034	0x0000B4	INT1 – External Interrupt 1
25	0x000036	0x0000B6	IC7 – Input Capture 7
26	0x000038	0x0000B8	IC8 – Input Capture 8
27	0x00003A	0x0000BA	OC3 – Output Compare 3
28	0x00003C	0x0000BC	OC4 – Output Compare 4
29	0x00003E	0x0000BE	T4 – Timer 4
30	0x000040	0x0000C0	T5 – Timer 5
31	0x000042	0x0000C2	INT2 – External Interrupt 2
32	0x000044	0x0000C4	U2RX – UART2 Receiver
33	0x000046	0x0000C6	U2TX – UART2 Transmitter
34	0x000048	0x0000C8	SPI2
35	0x00004A	0x0000CA	CAN1
36	0x00004C	0x0000CC	IC3 – Input Capture 3
37	0x00004E	0x0000CE	IC4 – Input Capture 4
38	0x000050	0x0000D0	IC5 – Input Capture 5
39	0x000052	0x0000D2	IC6 – Input Capture 6
40	0x000054	0x0000D4	OC5 – Output Compare 5
41	0x000056	0x0000D6	OC6 – Output Compare 6
42	0x000058	0x0000D8	OC7 – Output Compare 7
43	0x00005A	0x0000DA	OC8 – Output Compare 8
44	0x00005C	0x0000DC	INT3 – External Interrupt 3
45	0x00005E	0x0000DE	INT4 – External Interrupt 4
46	0x000060	0x0000E0	CAN2
47	0x000062	0x0000E2	PWM – PWM Period Match
48	0x000064	0x0000E4	QEI – Position Counter Compare
49	0x000066	0x0000E6	DCI – Codec Transfer Done
50	0x000068	0x0000E8	LVD – Low Voltage Detect
51	0x00006A	0x0000EA	FLTA – MCPWM Fault A
52	0x00006C	0x0000EC	FLTB – MCPWM Fault B
53-61	0x00006E-0x00007E	0x00006E-0x00007E	Reserved

6.1.4 CPU Priority Status

The CPU can operate at one the of sixteen priority levels, 0-15. An interrupt or trap source must have a priority level greater than the current CPU priority in order to initiate an exception process. Peripheral and external interrupt sources can be programmed for level 0-7, while CPU priority levels 8-15 are reserved for trap sources. A trap is a non-maskable interrupt source intended to detect hardware and software problems (see **Section 6.2 "Non-Maskable Traps"**). The priority level for each trap source is fixed and only one trap is assigned to a priority level. Note that an interrupt source programmed to priority level 0 is effectively disabled, since it can never be greater than the CPU priority.

The current CPU priority level is indicated by the following four status bits:

- IPL<2:0> status bits located in SR<7:5>
- IPL3 status bit located in CORCON<3>

The IPL<2:0> status bits are readable and writable, so the user may modify these bits to disable all sources of interrupts below a given priority level. If IPL<2:0> = `3`, for example, the CPU will not be interrupted by any source with a programmed priority level of 0, 1, 2 or 3.

Trap events have higher priority than any user interrupt source. When the IPL3 bit is set, a trap event is in progress. The IPL3 bit can be cleared, but not set by the user. In some applications, it may be desirable to clear the IPL3 bit when a trap has occurred and branch to an instruction other than the instruction after the one that originally caused the trap to occur.

All user interrupt sources can be disabled by setting IPL<2:0> = `111`.

Note:	The IPL<2:0> bits become read only bits when interrupt nesting is disabled. See **Section 6.2.4.2 "Interrupt Nesting"** for more information.

6.1.5 Interrupt Priority

Each peripheral interrupt source can be assigned to one of the seven priority levels. The user assignable interrupt priority control bits for each individual interrupt are located in the Least Significant 3 bits of each nibble within the IPCx register(s). Bit 3 of each nibble is not used and is read as a '`0`'. These bits define the priority level assigned to a particular interrupt. The usable priority levels start at '`1`' as the lowest priority and level 7 as the highest priority. If the IPC bits associated with an interrupt source are all cleared, then the interrupt source is effectively disabled.

Note:	If the application program reconfigures the interrupt priority levels on the fly, it must disable the interrupts while doing so. Failure to disable interrupts can produce unexpected results.

Since more than one interrupt request source may be assigned to a specific priority level, an option is provided to resolve priority conflicts within a given user-assigned level. Each source of interrupt has a natural order priority based on its location in the IVT. Table 6-2 shows the location of each interrupt source in the IVT. The lower numbered interrupt vectors have higher natural priority, while the higher numbered vectors have lower natural priority. The overall priority level for any pending source of interrupt is determined first by the user-assigned priority of that source in the IPCx register, then by the natural order priority within the IVT.

Natural order priority is used only to resolve conflicts between simultaneous pending interrupts with the same user-assigned priority level. Once the priority conflict is resolved and the exception process begins, the CPU can only be interrupted by a source with a higher user-assigned priority. Interrupts with the same user-assigned priority but a higher natural order priority, that become pending after the exception process begins, will remain pending until the current exception process completes.

The ability for the user to assign each interrupt source to one of seven priority levels means that the user can give an interrupt with a low natural order priority a very high overall priority level. For example: the PLVD (Programmable Low Voltage Detect) can be given a priority of 7 and the INT0 (External Interrupt 0) may be assigned to priority level 1, thus giving it a very low effective priority.

Note:	The peripherals and sources of interrupt available in the IVT will vary depending on the specific dsPIC30F device. The sources of interrupt shown in this document represent a comprehensive listing of all interrupt sources found on dsPIC30F devices. Refer to the specific device data sheet for further details.

6.2 Non-Maskable Traps

Traps can be considered as non-maskable, nestable interrupts which adhere to a fixed priority structure. Traps are intended to provide the user a means to correct erroneous operation during debug and when operating within the application. If the user does not intend to take corrective action in the event of a trap error condition, these vectors must be loaded with the address of a software routine that will reset the device. Otherwise, the trap vector is programmed with the address of a service routine that will correct the trap condition.

The dsPIC30F has the four implemented sources of non-maskable traps listed below:

- Oscillator Failure Trap
- Stack Error Trap
- Address Error Trap
- Arithmetic Error Trap

Note that many of these trap conditions can only be detected when they happen. Consequently, the instruction that caused the trap is allowed to complete before exception processing begins. Therefore, the user may have to correct the action of the instruction that caused the trap.

Each trap source has a fixed priority as defined by its position in the IVT. An oscillator failure trap has the highest priority, while an arithmetic error trap has the lowest priority (see Figure 6-1). In addition, trap sources are classified into two distinct categories: 'Hard' traps and 'Soft' traps.

6.2.1 Soft Traps

The arithmetic error trap (priority level 11) and stack error trap (priority level 12) are categorized as 'soft' trap sources. Soft traps can be treated like non-maskable sources of interrupt that adhere to the priority assigned by their position in the IVT. Soft traps are processed like interrupts and require 2 cycles to be sampled and Acknowledged prior to exception processing. Therefore, additional instructions may be executed before a soft trap is Acknowledged.

6.2.1.1 Stack Error Trap (Soft Trap, Level 12)

The stack is initialized to `0x0800` during Reset. A stack error trap will be generated should the stack pointer address ever be less than `0x0800`.

There is a Stack Limit register (SPLIM) associated with the stack pointer that is uninitialized at Reset. The stack overflow check is not enabled until a word write to SPLIM occurs.

All Effective Addresses (EA) generated using W15 as a source or destination pointer are compared against the value in SPLIM. Should the EA be greater than the contents of the SPLIM register, then a stack error trap is generated. In addition, a stack error trap will be generated should the EA calculation wrap over the end of data space (`0xFFFF`).

A stack error can be detected in software by polling the STKERR status bit (INTCON1<2>). To avoid re-entering the Trap Service Routine, the STKERR status flag must be cleared in software prior to returning from the trap with a `RETFIE` instruction.

6.2.1.2 Arithmetic Error Trap (Soft Trap, Level 11)

Any of the following events will cause an arithmetic error trap to be generated:

- Accumulator A Overflow
- Accumulator B Overflow
- Catastrophic Accumulator Overflow
- Divide by Zero
- Shift Accumulator (`SFTAC`) operation exceeding +/-16 bits

There are three enable bits in the INTCON1 register that enable the three types of accumulator overflow traps. The OVATE control bit (INTCON1<10>) is used to enable traps for an Accumulator A overflow event. The OVBTE control bit (INTCON1<9>) is used to enable traps for an Accumulator B overflow event. The COVTE control bit (INTCON1<8>) is used to enable traps for a catastrophic overflow of either accumulator.

An Accumulator A or Accumulator B overflow event is defined as a carry-out from bit 31. Note that no accumulator overflow can occur if the 31-bit Saturation mode is enabled for the accumulator. A catastrophic accumulator overflow is defined as a carry-out from bit 39 of either accumulator. No catastrophic overflow can occur if accumulator saturation (31-bit or 39-bit) is enabled.

Divide-by-zero traps cannot be disabled. The divide-by-zero check is performed during the first iteration of the REPEAT loop that executes the divide instruction.

Accumulator shift traps cannot be disabled. The `SFTAC` instruction can be used to shift the accumulator by a literal value or a value in one of the W registers. If the shift value exceeds +/-16 bits, an arithmetic trap will be generated. The `SFTAC` instruction will execute, but the results of the shift will not be written to the target accumulator.

An arithmetic error trap can be detected in software by polling the MATHERR status bit (INTCON1<4>). To avoid re-entering the Trap Service Routine, the MATHERR status flag must be cleared in software prior to returning from the trap with a `RETFIE` instruction. Before the MATHERR status bit can be cleared, all conditions that caused the trap to occur must also be cleared. If the trap was due to an accumulator overflow, the OA and OB status bits (SR<15:14>) must be cleared. The OA and OB status bits are read only, so the user software must perform a dummy operation on the overflowed accumulator (such as adding ‘`0`’) that will cause the hardware to clear the OA or OB status bit.

6.2.2 Hard Traps

Hard traps include exceptions of priority level 13 through level 15, inclusive. The address error (level 13) and oscillator error (level 14) traps fall into this category.

Like soft traps, hard traps can also be viewed as non-maskable sources of interrupt. The difference between hard traps and soft traps is that hard traps force the CPU to stop code execution after the instruction causing the trap has completed. Normal program execution flow will not resume until after the trap has been Acknowledged and processed.

6.2.2.1 Trap Priority and Hard Trap Conflicts

If a higher priority trap occurs while any lower priority trap is in progress, processing of the lower priority trap will be suspended and the higher priority trap will be Acknowledged and processed. The lower priority trap will remain pending until processing of the higher priority trap completes.

Each hard trap that occurs must be Acknowledged before code execution of any type may continue. If a lower priority hard trap occurs while a higher priority trap is pending, Acknowledged, or is being processed, a hard trap conflict will occur. The conflict occurs because the lower priority trap cannot be Acknowledged until processing for the higher priority trap completes.

The device is automatically reset in a hard trap conflict condition. The TRAPR status bit (RCON<15>) is set when the Reset occurs, so that the condition may be detected in software.

6.2.2.2 Oscillator Failure Trap (Hard Trap, Level 14)

An oscillator failure trap event will be generated for any of the following reasons:

- The Fail-Safe Clock Monitor (FSCM) is enabled and has detected a loss of the system clock source.
- A loss of PLL lock has been detected during normal operation using the PLL.
- The FSCM is enabled and the PLL fails to achieve lock at a Power-On Reset (POR).

An oscillator failure trap event can be detected in software by polling the OSCFAIL status bit (INTCON1<1>), or the CF status bit (OSCCON<3>). To avoid re-entering the Trap Service Routine, the OSCFAIL status flag must be cleared in software prior to returning from the trap with a `RETFIE` instruction.

For more information about the FSCM, refer to **Section 7. “Oscillator”** and **Section 24. “Device Configuration”**.

6.2.2.3 Address Error Trap (Hard Trap, Level 13)

The following paragraphs describe operating scenarios that would cause an address error trap to be generated:

1. A misaligned data word fetch is attempted. This condition occurs when an instruction performs a word access with the LSb of the effective address set to ‘`1`’. The dsPIC30F CPU requires all word accesses to be aligned to an even address boundary.
2. A bit manipulation instruction using the Indirect Addressing mode with the LSb of the effective address set to ‘`1`’.
3. A data fetch from unimplemented data address space is attempted.
4. Execution of a “`BRA #literal`” instruction or a “`GOTO #literal`” instruction, where `literal` is an unimplemented program memory address.
5. Executing instructions after modifying the PC to point to unimplemented program memory addresses. The PC may be modified by loading a value into the stack and executing a `RETURN` instruction.

Data space writes will be inhibited whenever an address error trap occurs, so that data is not destroyed.

An address error can be detected in software by polling the ADDRERR status bit (INTCON1<3>). To avoid re-entering the Trap Service Routine, the ADDRERR status flag must be cleared in software prior to returning from the trap with a `RETFIE` instruction.

Note:	In the `MAC` class of instructions, the data space is split into X and Y spaces. In these instructions, unimplemented X space includes all of Y space, and unimplemented Y space includes all of X space.

6.2.3 Disable Interrupts Instruction

The `DISI` (disable interrupts) instruction has the ability to disable interrupts for up to 16384 instruction cycles. This instruction is useful when time critical code segments must be executed.

The `DISI` instruction only disables interrupts with priority levels 1-6. Priority level 7 interrupts and all trap events still have the ability to interrupt the CPU when the `DISI` instruction is active.

The `DISI` instruction works in conjunction with the DISICNT register. When the DISICNT register is non-zero, priority level 1-6 interrupts are disabled. The DISICNT register is decremented on each subsequent instruction cycle. When the DISICNT register counts down to ‘`0`’, priority level 1-6 interrupts will be re-enabled. The value specified in the `DISI` instruction includes all cycles due to PSV accesses, instruction stalls, etc.

The DISICNT register is readable and writable. The user can terminate the effect of a previous `DISI` instruction early by clearing the DISICNT register. The amount of time that interrupts are disabled can also be increased by writing to or adding to DISICNT.

Note that if the DISICNT register is zero, interrupts cannot be disabled by writing a non-zero value to the register. Interrupts must first be disabled by using the `DISI` instruction. Once the `DISI` instruction has executed and DISICNT holds a non-zero value, the interrupt disable time can be extended by modifying the contents of DISICNT.

> **Note:** Software modification of the DISICNT register is not recommended.

The DISI status bit (INTCON2<14>) is set whenever interrupts are disabled as a result of the `DISI` instruction.

> **Note:** The `DISI` instruction can be used to quickly disable all user interrupt sources if no source is assigned to CPU priority level 7.

6.2.4 Interrupt Operation

All interrupt event flags are sampled during each instruction cycle. A pending Interrupt Request (IRQ) is indicated by the flag bit being equal to a '`1`' in an IFSx register. The IRQ will cause an interrupt to occur if the corresponding bit in the Interrupt Enable (IECx) registers is set. For the rest of the instruction cycle in which the IRQ is sampled, the priorities of all pending interrupt requests are evaluated.

No instruction will be aborted when the CPU responds to the IRQ. The instruction that was in progress when the IRQ is sampled will be completed before the ISR is executed.

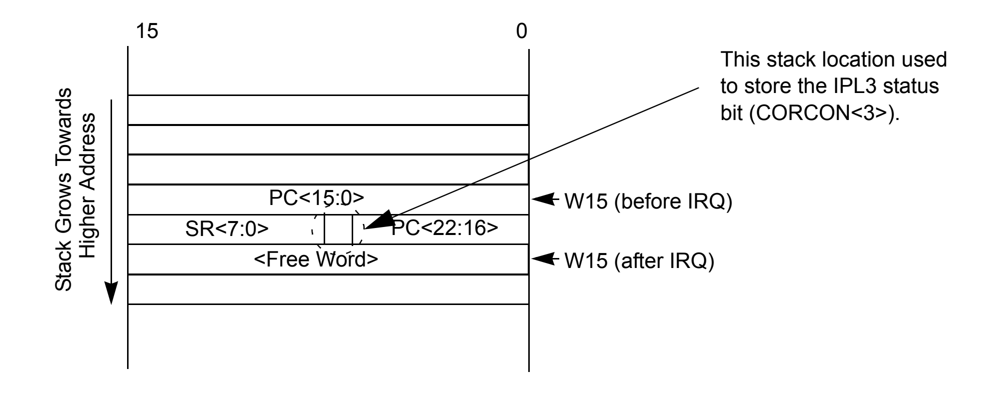
If there is a pending IRQ with a user-assigned priority level greater than the current processor priority level, indicated by the IPL<2:0> status bits (SR<7:5>), an interrupt will be presented to the processor. The processor then saves the following information on the software stack:

- the current PC value
- the low byte of the Processor Status register (SRL)
- the IPL3 status bit (CORCON<3>)

These three values that are saved on the stack allow the return PC address value, MCU status bits, and the current processor priority level to be automatically saved.

After the above information is saved on the stack, the CPU writes the priority level of the pending interrupt into the IPL<2:0> bit locations. This action will disable all interrupts of less than, or equal priority, until the Interrupt Service Routine (ISR) is terminated using the `RETFIE` instruction.

Figure 6-2: Stack Operation for Interrupt Event



6.2.4.1 Return from Interrupt

The `RETFIE` (Return from Interrupt) instruction will unstack the PC return address, IPL3 status bit and SRL register to return the processor to the state and priority level prior to the interrupt sequence.

6.2.4.2 Interrupt Nesting

Interrupts, by default, are nestable. Any ISR that is in progress may be interrupted by another source of interrupt with a higher user-assigned priority level. Interrupt nesting may be optionally disabled by setting the NSTDIS control bit (INTCON1<15>). When the NSTDIS control bit is set, all interrupts in progress will force the CPU priority to level 7 by setting IPL<2:0> = `111`. This action will effectively mask all other sources of interrupt until a `RETFIE` instruction is executed. When interrupt nesting is disabled, the user-assigned interrupt priority levels will have no effect, except to resolve conflicts between simultaneous pending interrupts.

The IPL<2:0> bits become read only when interrupt nesting is disabled. This prevents the user software from setting IPL<2:0> to a lower value, which would effectively re-enable interrupt nesting.

6.2.5 Wake-up from Sleep and Idle

Any source of interrupt that is individually enabled, using its corresponding control bit in the IECx registers, can wake-up the processor from Sleep or Idle mode. When the interrupt status flag for a source is set and the interrupt source is enabled via the corresponding bit in the IEC Control registers, a wake-up signal is sent to the dsPIC30F CPU. When the device wakes from Sleep or Idle mode, one of the following actions may occur:

1. If the interrupt priority level for that source is greater than the current CPU priority level, then the processor will process the interrupt and branch to the ISR for the interrupt source.
2. If the user-assigned interrupt priority level for the source is less than or equal the current CPU priority level, then the processor will simply continue execution, starting with the instruction immediately following the `PWRSAV` instruction that previously put the CPU in Sleep or Idle mode.

> **Note:** User interrupt sources that are assigned to CPU priority level 0 cannot wake the CPU from Sleep or Idle mode, because the interrupt source is effectively disabled. To use an interrupt as a wake-up source, the CPU priority level for the interrupt must be assigned to CPU priority level 1 or greater.

6.2.6 A/D Converter External Conversion Request

The INT0 external interrupt request pin is shared with the A/D converter as an external conversion request signal. The INT0 interrupt source has programmable edge polarity, which is also available to the A/D converter external conversion request feature.

6.2.7 External Interrupt Support

The dsPIC30F supports up to 5 external interrupt pin sources (INT0-INT4). Each external interrupt pin has edge detection circuitry to detect the interrupt event. The INTCON2 register has five control bits (INT0EP-INT4EP) that select the polarity of the edge detection circuitry. Each external interrupt pin may be programmed to interrupt the CPU on a rising edge or falling edge event. See **Register 6-4** for further details.

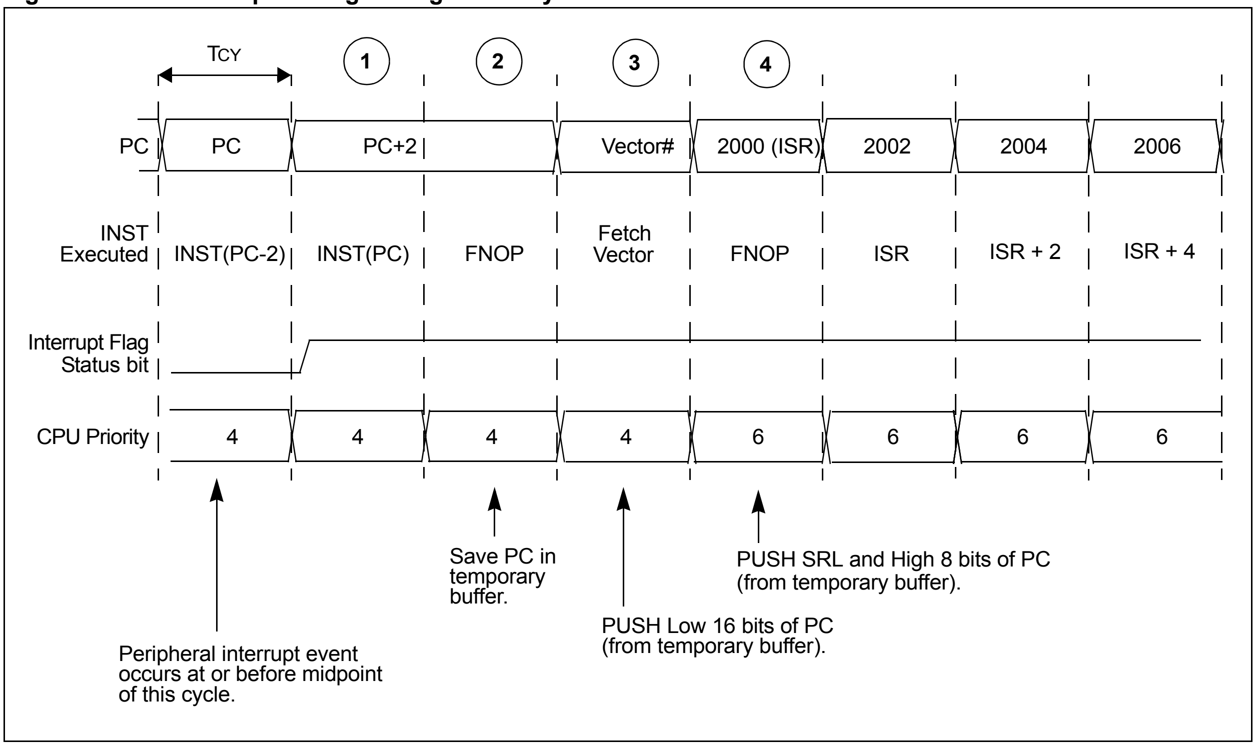
6.3 Interrupt Processing Timing

6.3.1 Interrupt Latency for One-Cycle Instructions

Figure 6-3 shows the sequence of events when a peripheral interrupt is asserted during a one-cycle instruction. The interrupt process takes four instruction cycles. Each cycle is numbered in the Figure for reference.

The interrupt flag status bit is set during the instruction cycle after the peripheral interrupt occurs. The current instruction completes during this instruction cycle. In the second instruction cycle after the interrupt event, the contents of the PC and SRL registers are saved into a temporary buffer register. The second cycle of the interrupt process is executed as a `NOP` to maintain consistency with the sequence taken during a two-cycle instruction (see **Section 6.3.2 "Interrupt Latency for Two-Cycle Instructions"**). In the third cycle, the PC is loaded with the vector table address for the interrupt source and the starting address of the ISR is fetched. In the fourth cycle, the PC is loaded with the ISR address. The fourth cycle is executed as a `NOP` while the first instruction in the ISR is fetched.

Figure 6-3: Interrupt Timing During a One-Cycle Instruction



6.3.2 Interrupt Latency for Two-Cycle Instructions

The interrupt latency during a two-cycle instruction is the same as during a one-cycle instruction. The first and second cycle of the interrupt process allow the two-cycle instruction to complete execution. The timing diagram in Figure 6-5 shows the case when the peripheral interrupt event occurs in the instruction cycle prior to execution of the two-cycle instruction.

Figure 6-5 shows the timing when a peripheral interrupt is coincident with the first cycle of a two-cycle instruction. In this case, the interrupt process completes as for a one-cycle instruction (see **Section 6.3.1 "Interrupt Latency for One-Cycle Instructions"**).

Figure 6-4: Interrupt Timing During a Two-Cycle Instruction

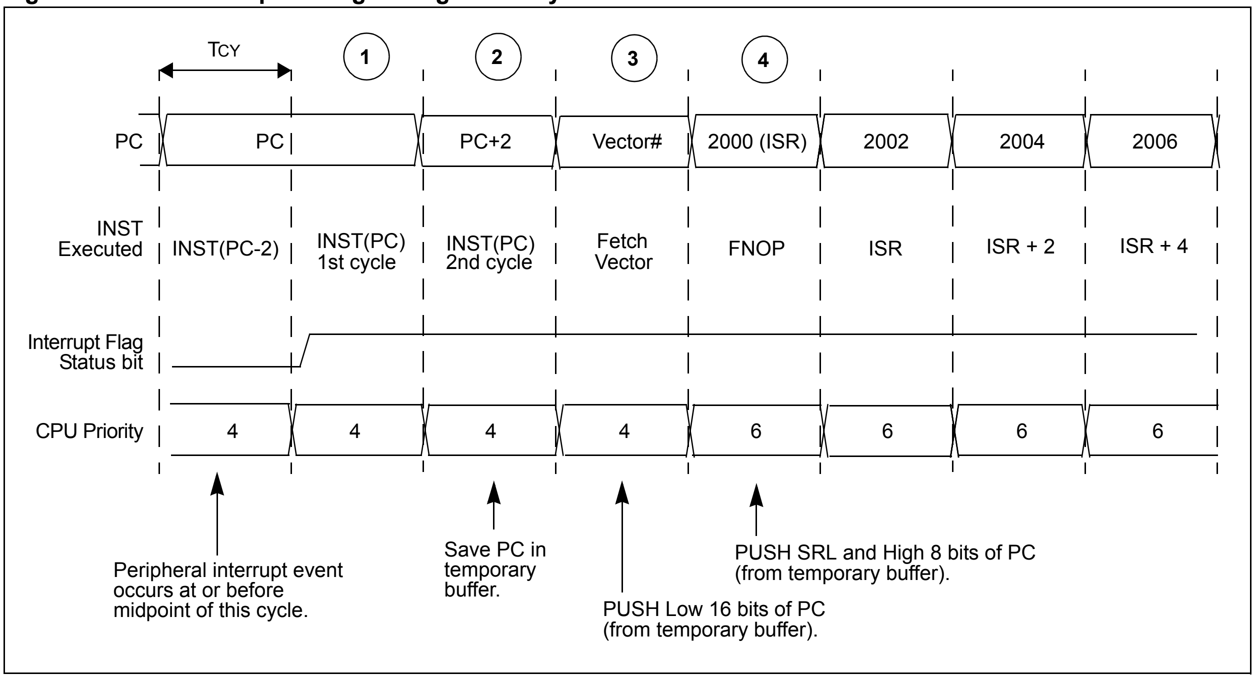
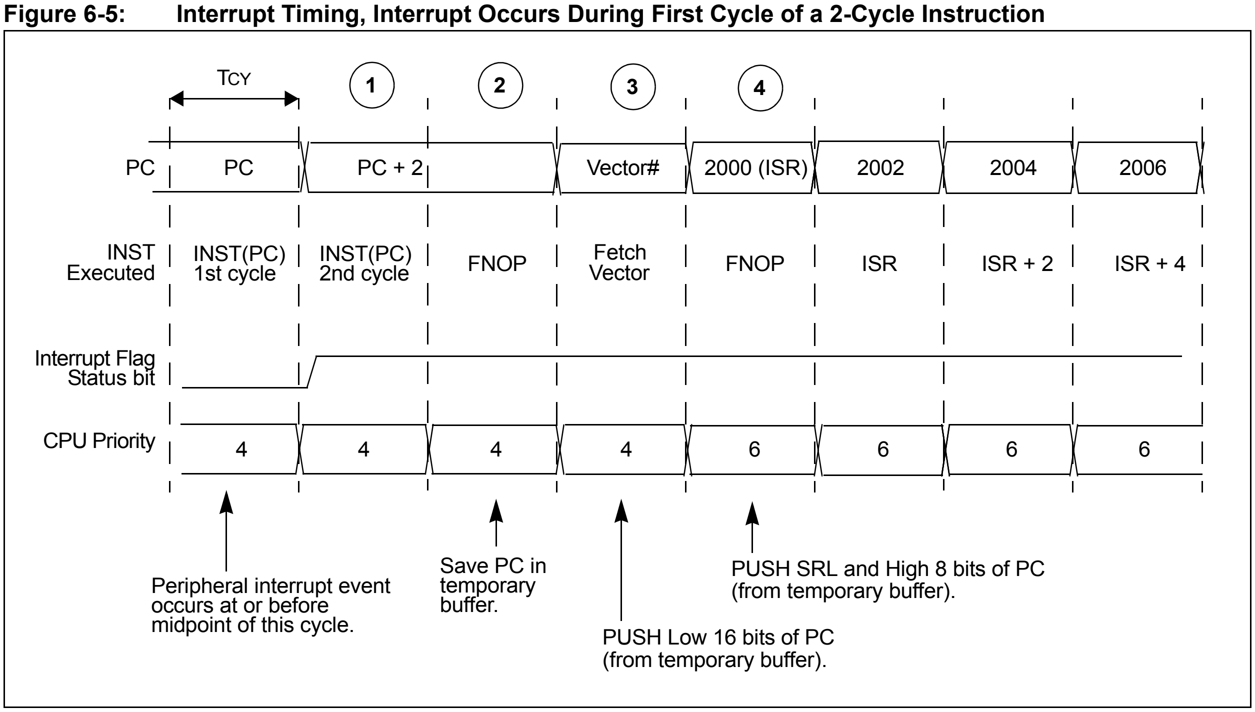


Figure 6-5: Interrupt Timing, Interrupt Occurs During First Cycle of a 2-Cycle Instruction

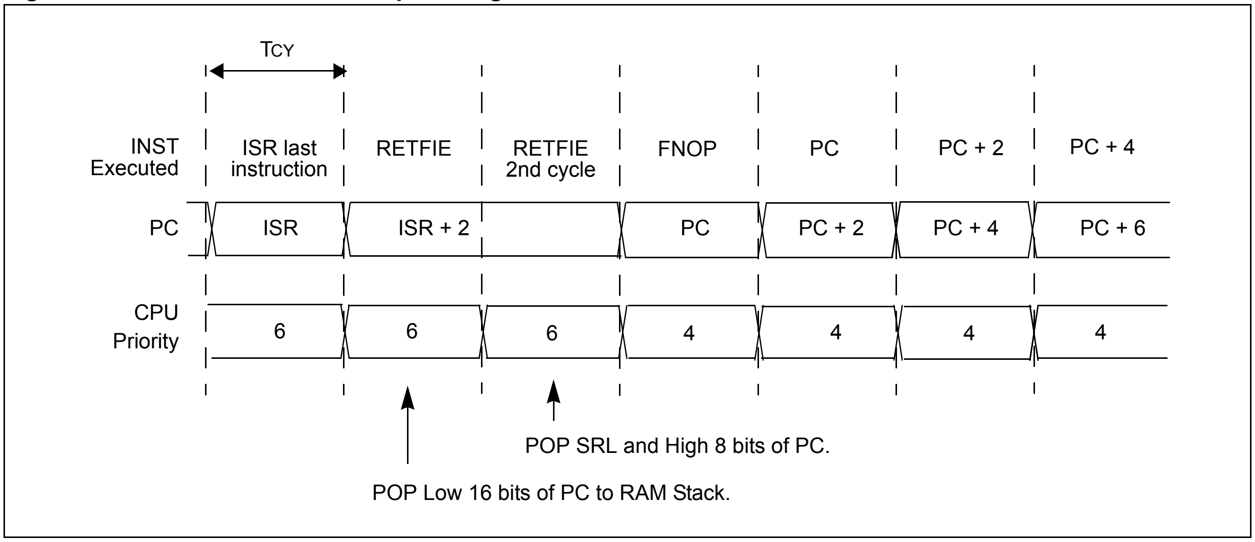


6.3.3 Returning from Interrupt

The “Return from Interrupt” instruction, `RETFIE`, exits an interrupt or trap routine.

During the first cycle of a `RETFIE` instruction, the upper bits of the PC and the SRL register are popped from the stack. The lower 16 bits of the stacked PC value are popped from the stack during the second cycle. The third instruction cycle is used to fetch the instruction addressed by the updated program counter. This cycle executes as a `NOP`.

Figure 6-6: Return from Interrupt Timing



6.3.4 Special Conditions for Interrupt Latency

The dsPIC30F allows the current instruction to complete when a peripheral interrupt source becomes pending. The interrupt latency is the same for both one and two-cycle instructions. However, there are certain conditions that can increase interrupt latency by one cycle, depending on when the interrupt occurs. The user should avoid these conditions if a fixed latency is critical to the application. These conditions are as follows:

- A `MOV.D` instruction is executed that uses PSV to access a value in program memory space.
- An instruction stall cycle is appended to any two-cycle instruction.
- An instruction stall cycle is appended to any one-cycle instruction that performs a PSV access.
- A bit test and skip instruction (`BTSC`, `BTSS`) uses PSV to access a value in the program memory space.

6.4 Interrupt Control and Status Registers

The following registers are associated with the interrupt controller:

- **INTCON1, INTCON2 Registers**
  Global interrupt control functions are derived from these two registers. INTCON1 contains the Interrupt Nesting Disable (NSTDIS) bit, as well as the control and status flags for the processor trap sources. The INTCON2 register controls the external interrupt request signal behavior and the use of the alternate vector table.
- **IFSx: Interrupt Flag Status Registers**
  All interrupt request flags are maintained in the IFSx registers, where 'x' denotes the register number. Each source of interrupt has a Status bit, which is set by the respective peripherals or external signal and is cleared via software.
- **IECx: Interrupt Enable Control Registers**
  All Interrupt Enable Control bits are maintained in the IECx registers, where 'x' denotes the register number. These control bits are used to individually enable interrupts from the peripherals or external signals.
- **IPCx: Interrupt Priority Control Registers**
  Each user interrupt source can be assigned to one of eight priority levels. The IPC registers are used to set the interrupt priority level for each source of interrupt.
- **SR: CPU Status Register**
  The SR is not specifically part of the interrupt controller hardware, but it contains the IPL<2:0> Status bits (SR<7:5>) that indicate the current CPU priority level. The user may change the current CPU priority level by writing to the IPL bits.
- **CORCON: Core Control Register**
  The CORCON is not specifically part of the interrupt controller hardware, but it contains the IPL3 Status bit which indicates the current CPU priority level. IPL3 is a Read Only bit so that trap events cannot be masked by the user software.

Each register is described in detail on the following pages.

> **Note:** The total number and type of interrupt sources will depend on the device variant. Refer to the specific device data sheet for further details.

6.4.1 Assignment of Interrupts to Control Registers

The interrupt sources are assigned to the IFSx, IECx and IPCx registers in the same sequence that they are listed in Table 6-2. For example, the INT0 (External Interrupt 0) is shown as having vector number and a natural order priority of '0'. Thus, the INT0IF Status bit is found in IFS0<0>. The INT0 interrupt uses bit 0 of the IEC0 register as its Enable bit and the IPC0<2:0> bits assign the interrupt priority level for the INT0 interrupt.

Register 6-1: SR: Status Register (In CPU)

Upper Byte:

R-0	R-0	R/C-0	R/C-0	R-0	R/C-0	R-0	R-0
OA	OB	SA	SB	OAB	SAB	DA	DC
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0
IPL<2:0>			RA	N	OV	Z	C
bit 7							bit 0

bit 7-5 **IPL<2:0>:** CPU Interrupt Priority Level Status bits
`111` = CPU interrupt priority level is 7 (15). User interrupts disabled.
`110` = CPU interrupt priority level is 6 (14)
`101` = CPU interrupt priority level is 5 (13)
`100` = CPU interrupt priority level is 4 (12)
`011` = CPU interrupt priority level is 3 (11)
`010` = CPU interrupt priority level is 2 (10)
`001` = CPU interrupt priority level is 1 (9)
`000` = CPU interrupt priority level is 0 (8)

Note 1: The IPL<2:0> bits are concatenated with the IPL<3> bit (CORCON<3>) to form the CPU interrupt priority level. The value in parentheses indicates the IPL if IPL<3> = `1`.

2: The IPL<2:0> status bits are read only when NSTDIS = `1` (INTCON1<15>).

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

Register 6-2: CORCON: Core Control Register

Upper Byte:

U-0	U-0	U-0	R/W-0	R/W-0	R-0	R-0	R-0
—	—	—	US	EDT	DL<1:0>		
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-1	R/W-0	R/C-0	R/W-0	R/W-0	R/W-0
SATA	SATB	SATDW	ACCSAT	**IPL3**	PSV	RND	IF
bit 7							bit 0

bit 3 **IPL3:** CPU Interrupt Priority Level Status bit 3
`1` = CPU interrupt priority level is greater than 7
`0` = CPU interrupt priority level is 7 or less

Note 1: The IPL3 bit is concatenated with the IPL<2:0> bits (SR<7:5>) to form the CPU interrupt priority level.

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

Register 6-3: INTCON1: Interrupt Control Register 1

Upper Byte:

R/W-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0
NSTDIS	—	—	—	—	OVATE	OVBTE	COVTE
bit 15							bit 8

Lower Byte:

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0
—	—	—	MATHERR	ADDRERR	STKERR	OSCFAIL	—
bit 7							bit 0

bit 15 **NSTDIS:** Interrupt Nesting Disable bit
1 = Interrupt nesting is disabled
0 = Interrupt nesting is enabled

bit 14-11 **Unimplemented:** Read as '0'

bit 10 **OVATE:** Accumulator A Overflow Trap Enable bit
1 = Trap overflow of Accumulator A
0 = Trap disabled

bit 9 **OVBTE:** Accumulator B Overflow Trap Enable bit
1 = Trap overflow of Accumulator B
0 = Trap disabled

bit 8 **COVTE:** Catastrophic Overflow Trap Enable bit
1 = Trap on catastrophic overflow of Accumulator A or B enabled
0 = Trap disabled

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

bit 4 **MATHERR:** Arithmetic Error Status bit
1 = Overflow trap has occurred
0 = Overflow trap has not occurred

bit 3 **ADDRERR:** Address Error Trap Status bit
1 = Address error trap has occurred
0 = Address error trap has not occurred

bit 2 **STKERR:** Stack Error Trap Status bit
1 = Stack error trap has occurred
0 = Stack error trap has not occurred

bit 1 **OSCFAIL:** Oscillator Failure Trap Status bit
1 = Oscillator failure trap has occurred
0 = Oscillator failure trap has not occurred

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

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

Register 6-4: INTCON2: Interrupt Control Register 2

Upper Byte:

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

Lower Byte:

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	INT4EP	INT3EP	INT2EP	INT1EP	INT0EP
bit 7							bit 0

bit 15 **ALTIVT:** Enable Alternate Interrupt Vector Table bit
1 = Use alternate vector table
0 = Use standard (default) vector table

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

bit 13-5 **Unimplemented:** Read as '0'

bit 4 **INT4EP:** External Interrupt 4 Edge Detect Polarity Select bit
1 = Interrupt on negative edge
0 = Interrupt on positive edge

bit 3 **INT3EP:** External Interrupt 3 Edge Detect Polarity Select bit
1 = Interrupt on negative edge
0 = Interrupt on positive edge

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

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

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

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

Register 6-5: IFS0: Interrupt Flag Status Register 0

Upper Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CNIF	MI2CIF	SI2CIF	NVMIF	ADIF	U1TXIF	U1RXIF	SPI1IF
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
T3IF	T2IF	OC2IF	IC2IF	T1IF	OC1IF	IC1IF	INT0IF
bit 7							bit 0

bit 15 **CNIF:** Input Change Notification Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 14 **MI2CIF:** I^2C Bus Collision Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 13 **SI2CIF:** I^2C Transfer Complete Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12 **NVMIF:** Non-Volatile Memory Write Complete Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **ADIF:** A/D Conversion Complete Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10 **U1TXIF:** UART1 Transmitter Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 9 **U1RXIF:** UART1 Receiver Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 8 **SPI1IF:** SPI1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 7 **T3IF:** Timer3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **T2IF:** Timer2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **OC2IF:** Output Compare Channel 2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 4 **IC2IF:** Input Capture Channel 2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **T1IF:** Timer1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **OC1IF:** Output Compare Channel 1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

Register 6-5: IFS0: Interrupt Flag Status Register 0 (Continued)

bit 1	**IC1IF:** Input Capture Channel 1 Interrupt Flag Status bit `1` = Interrupt request has occurred `0` = Interrupt request has not occurred
bit 0	**INT0IF:** External Interrupt 0 Flag Status bit `1` = Interrupt request has occurred `0` = Interrupt request has not occurred

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

Register 6-6: IFS1: Interrupt Flag Status Register 1

Upper Byte:							
R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
IC6IF	IC5IF	IC4IF	IC3IF	C1IF	SPI2IF	U2TXIF	U2RXIF
bit 15							bit 8

Lower Byte:							
R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INT2IF	T5IF	T4IF	OC4IF	OC3IF	IC8IF	IC7IF	INT1IF
bit 7							bit 0

bit 15 **IC6IF:** Input Capture Channel 6 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 14 **IC5IF:** Input Capture Channel 5 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 13 **IC4IF:** Input Capture Channel 4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12 **IC3IF:** Input Capture Channel 3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **C1IF:** CAN1 (Combined) Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10 **SPI2IF:** SPI2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 9 **U2TXIF:** UART2 Transmitter Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 8 **U2RXIF:** UART2 Receiver Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 7 **INT2IF:** External Interrupt 2 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **T5IF:** Timer5 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **T4IF:** Timer4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 4 **OC4IF:** Output Compare Channel 4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **OC3IF:** Output Compare Channel 3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **IC8IF:** Input Capture Channel 8 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

Register 6-6: IFS1: Interrupt Flag Status Register 1 (Continued)

bit 1	**IC7IF:** Input Capture Channel 7 Interrupt Flag Status bit 1 = Interrupt request has occurred 0 = Interrupt request has not occurred
bit 0	**INT1IF:** External Interrupt 1 Flag Status bit 1 = Interrupt request has occurred 0 = Interrupt request has not occurred

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

Register 6-7: IFS2: Interrupt Flag Status Register 2

Upper Byte:

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	FLTBIF	FLTAIF	LVDIF	DCIIF	QEIIF
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PWMIF	C2IF	INT4IF	INT3IF	OC8IF	OC7IF	OC6IF	OC5IF
bit 7							bit 0

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

bit 12 **FLTBIF:** Fault B Input Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **FLTAIF:** Fault A Input Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10 **LVDIF:** Programmable Low Voltage Detect Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 9 **DCIIF:** Data Converter Interface Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 8 **QEIIF:** Quadrature Encoder Interface Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 7 **PWMIF:** Motor Control Pulse Width Modulation Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **C2IF:** CAN2 (Combined) Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **INT4IF:** External Interrupt 4 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 4 **INT3IF:** External Interrupt 3 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **OC8IF:** Output Compare Channel 8 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **OC7IF:** Output Compare Channel 7 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

Register 6-7: IFS2: Interrupt Flag Status Register 2 (Continued)

bit 1 **OC6IF:** Output Compare Channel 6 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 0 **OC5IF:** Output Compare Channel 5 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

Register 6-8: IEC0: Interrupt Enable Control Register 0

Upper Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CNIE	MI2CIE	SI2CIE	NVMIE	ADIE	U1TXIE	U1RXIE	SPI1IE
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
T3IE	T2IE	OC2IE	IC2IE	T1IE	OC1IE	IC1IE	INT0IE
bit 7							bit 0

bit 15 **CNIE:** Input Change Notification Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 14 **MI2CIE:** I^{2}C Bus Collision Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 13 **SI2CIE:** I^{2}C Transfer Complete Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 12 **NVMIE:** Non-Volatile Memory Write Complete Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 11 **ADIE:** A/D Conversion Complete Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 10 **U1TXIE:** UART1 Transmitter Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 9 **U1RXIE:** UART1 Receiver Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 8 **SPI1IE:** SPI1 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 7 **T3IE:** Timer3 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 6 **T2IE:** Timer2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 5 **OC2IE:** Output Compare Channel 2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 4 **IC2IE:** Input Capture Channel 2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 3 **T1IE:** Timer1 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 2 **OC1IE:** Output Compare Channel 1 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

Register 6-8: IEC0: Interrupt Enable Control Register 0 (Continued)

bit 1	**IC1IE:** Input Capture Channel 1 Interrupt Enable bit 1 = Interrupt request enabled 0 = Interrupt request not enabled
bit 0	**INT0IE:** External Interrupt 0 Enable bit 1 = Interrupt request enabled 0 = Interrupt request not enabled

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

Register 6-9: IEC1: Interrupt Enable Control Register 1

Upper Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
IC6IE	IC5IE	IC4IE	IC3IE	C1IE	SPI2IE	U2TXIE	U2RXIE
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INT2IE	T5IE	T4IE	OC4IE	OC3IE	IC8IE	IC7IE	INT1IE
bit 7							bit 0

bit 15 **IC6IE:** Input Capture Channel 6 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 14 **IC5IE:** Input Capture Channel 5 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 13 **IC4IE:** Input Capture Channel 4 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 12 **IC3IE:** Input Capture Channel 3 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 11 **C1IE:** CAN1 (Combined) Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 10 **SPI2IE:** SPI2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 9 **U2TXIE:** UART2 Transmitter Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 8 **U2RXIE:** UART2 Receiver Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 7 **INT2IE:** External Interrupt 2 Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 6 **T5IE:** Timer5 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 5 **T4IE:** Timer4 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 4 **OC4IE:** Output Compare Channel 4 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 3 **OC3IE:** Output Compare Channel 3 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 2 **IC8IE:** Input Capture Channel 8 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

Register 6-9: IEC1: Interrupt Enable Control Register 1 (Continued)

bit 1 **IC7IE:** Input Capture Channel 7 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 0 **INT1IE:** External Interrupt 1 Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

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

Register 6-10: IEC2: Interrupt Enable Control Register 2

Upper Byte:

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	FLTBIE	FLTAIE	LVDIE	DCIIE	QEIIE
bit 15							bit 8

Lower Byte:

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PWMIE	C2IE	INT4IE	INT3IE	OC8IE	OC7IE	OC6IE	OC5IE
bit 7							bit 0

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

bit 12 **FLTBIE:** Fault B Input Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 11 **FLTAIE:** Fault A Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 10 **LVDIE:** Programmable Low Voltage Detect Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 9 **DCIIE:** Data Converter Interface Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 8 **QEIIE:** Quadrature Encoder Interface Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 7 **PWMIE:** Motor Control Pulse Width Modulation Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 6 **C2IE:** CAN2 (Combined) Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 5 **INT4IE:** External Interrupt 4 Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 4 **INT3IE:** External Interrupt 3 Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 3 **OC8IE:** Output Compare Channel 8 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 2 **OC7IE:** Output Compare Channel 7 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

Register 6-10: IEC2: Interrupt Enable Control Register 2 (Continued)

bit 1 **OC6IE:** Output Compare Channel 6 Interrupt Enable bit
`1` = Interrupt request enabled
`0` = Interrupt request not enabled

bit 0 **OC5IE:** Output Compare Channel 5 Interrupt Enable bit
`1` = Interrupt request enabled
`0` = Interrupt request not enabled

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

Register 6-11: IPC0: Interrupt Priority Control Register 0

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T1IP<2:0>			—	OC1IP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	IC1IP<2:0>			—	INT0IP<2:0>		
bit 7							bit 0

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

bit 14-12 **T1IP<2:0>:** Timer1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **OC1IP<2:0>:** Output Compare Channel 1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **IC1IP<2:0>:** Input Capture Channel 1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **INT0IP<2:0>:** External Interrupt 0 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-12: IPC1: Interrupt Priority Control Register 1

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T3IP<2:0>			—	T2IP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	OC2IP<2:0>			—	IC2IP<2:0>		
bit 7							bit 0

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

bit 14-12 **T3IP<2:0>:** Timer3 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **T2IP<2:0>:** Timer2 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **OC2IP<2:0>:** Output Compare Channel 2 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **IC2IP<2:0>:** Input Capture Channel 2 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-13: IPC2: Interrupt Priority Control Register 2

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	ADIP<2:0>			—	U1TXIP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	U1RXIP<2:0>			—	SPI1IP<2:0>		
bit 7							bit 0

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

bit 14-12 **ADIP<2:0>:** A/D Conversion Complete Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **U1TXIP<0>:** UART1 Transmitter Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **U1RXIP<2:0>:** UART1 Receiver Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **SPI1IP<2:0>:** SPI1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-14: IPC3: Interrupt Priority Control Register 3

Upper Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	CNIP<2:0>			—	MI2CIP<2:0>		
bit 15							bit 8

Lower Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	SI2CIP<2:0>			—	NVMIP<2:0>		
bit 7							bit 0

bit 15 **Unimplemented:** Read as ‘0’

bit 14-12 **CNIP<2:0>:** Input Change Notification Interrupt Priority bits
`111` = Interrupt is priority 7 (highest priority interrupt)
•
•
•
`001` = Interrupt is priority 1
`000` = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **MI2CIP<2:0>:** I^2C Bus Collision Interrupt Priority bits
`111` = Interrupt is priority 7 (highest priority interrupt)
•
•
•
`001` = Interrupt is priority 1
`000` = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **SI2CIP<2:0>:** I^2C Transfer Complete Interrupt Priority bits
`111` = Interrupt is priority 7 (highest priority interrupt)
•
•
•
`001` = Interrupt is priority 1
`000` = Interrupt source is disabled

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **NVMIP<2:0>:** Non-Volatile Memory Write Interrupt Priority bits
`111` = Interrupt is priority 7 (highest priority interrupt)
•
•
•
`001` = Interrupt is priority 1
`000` = Interrupt source is disabled

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

Register 6-15: IPC4: Interrupt Priority Control Register 4

Upper Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	OC3IP<2:0>			—	IC8IP<2:0>		
bit 15							bit 8

Lower Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	IC7IP<2:0>			—	INT1IP<2:0>		
bit 7							bit 0

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

bit 14-12 **OC3IP<2:0>:** Output Compare Channel 3 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **IC8IP<2:0>:** Input Capture Channel 8 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **IC7IP<2:0>:** Input Capture Channel 7 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **INT1IP<2:0>:** External Interrupt 1 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-16: IPC5: Interrupt Priority Control Register 5

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	INT2IP<2:0>			—	T5IP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T4IP<2:0>			—	OC4IP<2:0>		
bit 7							bit 0

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

bit 14-12 **INT2IP<2:0>:** External Interrupt 2 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **T5IP<2:0>:** Timer5 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **T4IP<2:0>:** Timer4 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **OC4IP<2:0>:** Output Compare Channel 4 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-17: IPC6: Interrupt Priority Control Register 6

Upper Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	C1IP<2:0>			—	SPI2IP<2:0>		
bit 15							bit 8

Lower Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	U2TXIP<2:0>			—	U2RXIP<2:0>		
bit 7							bit 0

bit 15 **Unimplemented:** Read as ‘0’

bit 14-12 **C1IP<2:0>:** CAN1 (Combined) Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **SPI2IP<2:0>:** SPI2 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **U2TXIP<2:0>:** UART2 Transmitter Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **U2RXIP<2:0>:** UART2 Receiver Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-18: IPC7: Interrupt Priority Control Register 7

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	IC6IP<2:0>			—	IC5IP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	IC4IP<2:0>			—	IC3IP<2:0>		
bit 7							bit 0

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

bit 14-12 **IC6IP<2:0>:** Input Capture Channel 6 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **IC5IP<2:0>:** Input Capture Channel 5 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **IC4IP<2:0>:** Input Capture Channel 4 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **IC3IP<2:0>:** Input Capture Channel 3 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-19: IPC8: Interrupt Priority Control Register 8

Upper Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	OC8IP<2:0>			—	OC7IP<2:0>		
bit 15							bit 8

Lower Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	OC6IP<2:0>			—	OC5IP<2:0>		
bit 7							bit 0

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

bit 14-12 **OC8IP<2:0>:** Output Compare Channel 8 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **OC7IP<2:0>:** Output Compare Channel 7 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **OC6IP<2:0>:** Output Compare Channel 6 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **OC5IP<2:0>:** Output Compare Channel 5 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-20: IPC9: Interrupt Priority Control Register 9

Upper Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	PWMIP<2:0>			—	C2IP<2:0>		
bit 15							bit 8

Lower Byte:							
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	INT4IP<2:0>			—	INT3IP<2:0>		
bit 7							bit 0

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

bit 14-12 **PWMIP<2:0>:** Motor Control Pulse Width Modulation Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **C2IP<2:0>:** CAN2 (Combined) Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **INT4IP<2:0>:** External Interrupt 4 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **INT3IP<2:0>:** External Interrupt 3 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-21: IPC10: Interrupt Priority Control Register 10

Upper Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	FLTAIP<2:0>			—	LVDIP<2:0>		
bit 15							bit 8

Lower Byte:

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	DCIIP<2:0>			—	QEIIP<2:0>		
bit 7							bit 0

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

bit 14-12 **FLTAIP<2:0>:** Fault A Input Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **LVDIP<2:0>:** Programmable Low Voltage Detect Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **DCIIP<2:0>:** Data Converter Interface Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **QEIIP<2:0>:** Quadrature Encoder Interface Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

Register 6-22: IPC11: Interrupt Priority Control Register 11

Upper Byte:							
U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 15							bit 8

Lower Byte:							
U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	FLTBIP<2:0>		
bit 7							bit 0

bit 15-3 **Unimplemented:** Read as '0'

bit 2-0 **FLTBIP<2:0>:** Fault B Input Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

6.5 Interrupt Setup Procedures

6.5.1 Initialization

To configure a source of interrupt, follow the steps given below:

1. Set the NSTDIS Control bit (INTCON1<15>) if nested interrupts are not desired.
2. Select the user-assigned priority level for the interrupt source by writing the control bits in the appropriate IPCx Control register. The priority level will depend on the specific application and type of interrupt source. If multiple priority levels are not desired, the IPCx register control bits for all enabled interrupt sources may be programmed to the same non-zero value.

> **Note:** At a device Reset, the IPC registers are initialized, such that all user interrupt sources are assigned to priority level 4.

3. Clear the interrupt flag status bit associated with the peripheral in the associated IFSx Status register.
4. Enable the interrupt source by setting the interrupt enable control bit associated with the source in the appropriate IECx Control register.

6.5.2 Interrupt Service Routine

The method that is used to declare an ISR and initialize the IVT with the correct vector address will depend on the programming language (i.e., C or assembler) and the language development tool suite that is used to develop the application. In general, the user must clear the interrupt flag in the appropriate IFSx register for the source of interrupt that the ISR handles. Otherwise, the ISR will be re-entered immediately after exiting the routine. If the ISR is coded in assembly language, it must be terminated using a `RETFIE` instruction to unstack the saved PC value, SRL value and old CPU priority level.

6.5.3 Trap Service Routine

A Trap Service Routine (TSR) is coded like an ISR, except that the appropriate trap status flag in the INTCON1 register must be cleared to avoid re-entry into the TSR.

6.5.4 Interrupt Disable

All user interrupts can be disabled using the following procedure:

1. Push the current SR value onto the software stack using the `PUSH` instruction.
2. Force the CPU to priority level 7 by inclusive ORing the value `0xE0` with SRL.

To enable user interrupts, the `POP` instruction may be used to restore the previous SR value.

Note that only user interrupts with a priority level of 7 or less can be disabled. Trap sources (level 8-level 15) cannot be disabled.

The `DISI` instruction provides a convenient way to disable interrupts of priority levels 1-6, for a fixed period of time. Level 7 interrupt sources are not disabled by the `DISI` instruction.

6.6 Register Map

Table 6-3: Special Function Registers Associated with Interrupt Controller

SFR Name	ADR	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset State
INTCON1	0080	NSTDIS	—	—	—	—	OVATE	OVBTE	COVTE	—	—	—	MATHERR	ADDRERR	STKERR	OSCFAIL	—	0000 0000 0000 0000
INTCON2	0082	ALTIVT	DISI	—	—	—	—	—	—	—	—	—	INT4EP	INT3EP	INT2EP	INT1EP	INT0EP	0000 0000 0000 0000
IFT0IF	0084	CNIF	MI2CIF	SI2CIF	NVMIF	ADIF	U1TXIF	U1RXIF	SPI1IF	T3IF	T2IF	OC2IF	IC2IF	T1IF	OC1IF	IC1IF	INT0	0000 0000 0000 0000
IFS1	0086	IC6IF	IC5IF	IC4IF	IC3IF	C1IF	SPI2IF	U2TXIF	U2RXIF	INT2IF	T5IF	T4IF	OC4IF	OC3IF	IC8IF	IC7IF	INT1IF	0000 0000 0000 0000
IFS2	0088	—	—	—	FLTBIF	FLTAIF	LVDIF	DCIIF	QEIIF	PWMIF	C2IF	INT4IF	INT3IF	OC8IF	OC7IF	OC6IF	OC5IF	0000 0000 0000 0000
IEC0	008C	CNIE	MI2CIE	SI2CIE	NVMIE	ADIE	U1TXIE	U1RXIE	SPI1IE	T3IE	T2IE	OC2IE	IC2IE	T1IE	OC1IE	IC1IE	INT0IE	0000 0000 0000 0000
IEC1	008E	IC6IE	IC5IE	IC4IE	IC3IE	C1IE	SPI2IE	U2TXIE	U2RXIE	INT2IE	T5IE	T4IE	OC4IE	OC3IE	IC8IE	IC7IE	INT1IE	0000 0000 0000 0000
IEC2	0090	—	—	—	FLTBIE	FLTAIE	LVDIE	DCIIE	QEIIE	PWMIE	C2IE	INT4IE	INT3IE	OC8IE	OC7IE	OC6IE	OC5IE	0000 0000 0000 0000
IPC0	0094	—	T1IP<2:0>			—	OC1IP<2:0>			—	IC1IP<2:0>			—	INT0IP<2:0>			0100 0100 0100 0100
IPC1	0096	—	T31P<2:0>			—	T2IP<2:0>			—	OC2IP<2:0>			—	IC2IP<2:0>			0100 0100 0100 0100
IPC2	0098	—	ADIP<2:0>			—	U1TXIP<2:0>			—	U1RXIP<2:0>			—	SPI1IP<2:0>			0100 0100 0100 0100
IPC3	009A	—	CNIP<2:0>			—	MI2CIP<2:0>			—	SI2CIP<2:0>			—	NVMIP<2:0>			0100 0100 0100 0100
IPC4	009C	—	OC3IP<2:0>			—	IC8IP<2:0>			—	IC7IP<2:0>			—	INT1IP<2:0>			0100 0100 0100 0100
IPC5	009E	—	INT2IP<2:0>			—	T5IP<2:0>			—	T4IP<2:0>			—	OC4IP<2:0>			0100 0100 0100 0100
IPC6	00A0	—	C1IP<2:0>			—	SPI2IP<2:0>			—	U2TXIP<2:0>			—	U2RXIP<2:0>			0100 0100 0100 0100
IPC7	00A2	—	IC6IP<2:0>			—	IC5IP<2:0>			—	IC4IP<2:0>			—	IC3IP<2:0>			0100 0100 0100 0100
IPC8	00A4	—	OC8IP<2:0>			—	OC7IP<2:0>			—	OC6IP<2:0>			—	OC5IP<2:0>			0100 0100 0100 0100
IPC9	00A6	—	PWMIP<2:0>			—	C2IP<2:0>			—	INT41IP<2:0>			—	INT3IP<2:0>			0100 0100 0100 0100
IPC10	00A8	—	FLTAIP<2:0>			—	LVDIP<2:0>			—	DCIIP<2:0>			—	QEIIP<2:0>			0100 0100 0100 0100
IPC11	00AA	—	—	—	—	—	—	—	—	—	—	—	—	—	FLTBIP<2:0>			0000 0000 0000 0100

Note: All interrupt sources and their associated control bits may not be available on a particular device. Refer to the device data sheet for details.

6.7 Design Tips

Question 1: ***What happens when two sources of interrupt become pending at the same time and have the same user-assigned priority level?***

Answer: The interrupt source with the highest natural order priority will take precedence. The natural order priority is determined by the Interrupt Vector Table (IVT) address for that source. Interrupt sources with a smaller IVT address have a higher natural order priority.

Question 2: ***Can the `DISI` instruction be used to disable all sources of interrupt and traps?***

Answer: The `DISI` instruction does not disable traps or priority level 7 interrupt sources. However, the `DISI` instruction can be used as a convenient way to disable all interrupt sources if no priority level 7 interrupt sources are enabled in the user's application.

6.8 Related Application Notes

This section lists application notes that are related to this section of the manual. These application notes may not be written specifically for the dsPIC30F Product Family, but the concepts are pertinent and could be used with modification and possible limitations. The current application notes related to the Interrupts module are:

Title	**Application Note #**
No related application notes at this time.	

> **Note:** Please visit the Microchip web site (www.microchip.com) for additional Application Notes and code examples for the dsPIC30F Family of devices.

6.9 Revision History

Revision A

This is the initial released revision of this document.

Revision B

This revision incorporates additional technical content for the dsPIC30F Interrupts module.

Revision C

This revision incorporates all known errata at the time of this document update.

Revision D

This revision includes minor changes to the document text and the addition of a note in **6.1.5 "Interrupt Priority"**.