





```
#include < xc. h >
                                    // processor SFR definitions
#include < sys/attribs. h>
                                    // __ISR macro
// DEVCFGO
#pragma config DEBUG
                         = 0b10
                                    // no debugging
#pragma config JTAGEN
                         = 0
                                    // no jtag
                                    // use PGED1 and PGEC1
#pragma config ICESEL
                         = 0b11
#pragma config PWP
                         = 0x1FF
                                    // no write protect
                                    // no boot write protect
#pragma config BWP
                         = 1
                         = 1
#pragma config CP
                                    // no code protect
// DEVCFG1
#pragma config FNOSC
                         = 0b011
                                    // use primary oscillator with pll
#pragma config FSOSCEN
                         = 0
                                    // turn off secondary oscillator
                         = 0b0
#pragma config IESO
                                    // no switching clocks
#pragma config POSCMOD
                         = 0b10
                                    // high speed crystal mode
#pragma config OSCIOFNC
                         = 1
                                    // free up secondary osc pins
#pragma config FPBDIV
                         = 0
                                        // divide CPU freq by 1 for
peripheral bus clock
#pragma config FCKSM
                         = 0b10
                                    // do not enable clock switch
#pragma config WDTPS
                         = 0x14
                                    // slowest wdt
#pragma config WINDIS
                         = 1
                                    // no wdt window
                         = ()
                                    // wdt off by default
#pragma config FWDTEN
#pragma config FWDTWINSZ = 0b11
                                    // wdt window at 25%
// DEVCFG2 - get the CPU clock to 48MHz
#pragma config FPLLIDIV
                                      // divide input clock to be in
range 4-5MHz
#pragma config FPLLMUL
                         = 0b111
                                    // multiply clock after FPLLIDIV
#pragma config FPLLODIV = 1
                                     // divide clock after FPLLMUL to
get 48MHz
#pragma config UPLLIDIV
                         = 1
                                       // divider for the 8MHz input
clock, then multiply by 12 to get 48MHz for USB
#pragma config UPLLEN
                         = 0
                                    // USB clock on
// DEVCFG3
#pragma config USERID
                          = 0
                                        // some 16bit userid, doesn't
matter what
#pragma config PMDL1WAY = 0
                                    // allow multiple reconfigurations
#pragma config IOL1WAY
                                    // allow multiple reconfigurations
                         = 0
#pragma config FUSBIDIO
                         = 1
                                       // USB pins controlled by USB
module
                                       // USB BUSON controlled by USB
#pragma config FVBUSONIO = 1
module
```

```
int main() {
    builtin disable interrupts();
    // set the CPO CONFIG register to indicate that kseg0 is cacheable
(0x3)
    __builtin_mtc0(_CPO_CONFIG, _CPO_CONFIG_SELECT, 0xa4210583);
    // O data RAM access wait states
    BMXCONbits.BMXWSDRM = OxO;
    // enable multi vector interrupts
    INTCONbits.MVEC
                         = 0x1;
    // disable JTAG to get pins back
    DDPCONbits. JTAGEN
                         = 0;
    // do your TRIS and LAT commands here
    TRISAbits. TRISA4
                         = 0;
    TRISBbits.TRISB4
                         = 1;
    LATAbits.LATA4
                         = 1;
    __builtin_enable_interrupts();
    while (1) {
       CPO SET COUNT(0);
       while (_CPO_GET_COUNT()<12000) {;}
       LATAbits.LATA4 = !LATAbits.LATA4;
       while (PORTBbits. RB4 == 1) {;}
}
```