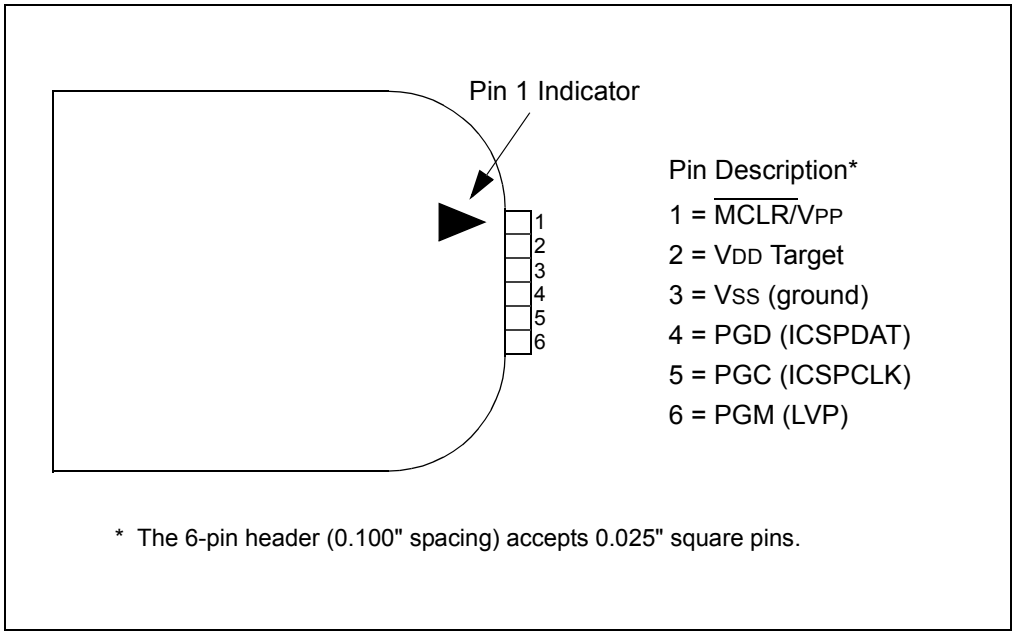
1.2.4 Programming Connector

The programming connector is a 6-pin header (0.100" spacing) that connects to the target device. See the pinout specification in Figure 1-2.

FIGURE 1-2: PICkit™ 3 PROGRAMMER CONNECTOR PINOUT



Note: Programming Serial EEPROMS devices requires a different programming connector pinout. Pinouts for those types of devices are available in the ReadMe file for the PICkit 3 included with the MPLAB X IDE software (*MPLAB X IDE Start Page, click on Release Notes and Support Documentation*).

1.2.5 Indicator LEDs

The indicator LEDs indicate the status of operations on the PICkit 3.

1. **Power** (green) – power is supplied to the PICkit 3 via the USB port
2. **Active** (blue) – connected to the PC USB port and the communication link is active
3. **Status** (one of three colors)

   Success (green) – ready to start, or successful completion

   Busy (orange) – busy with a function in progress, e.g., programming

   Error (red) – an error has occurred

Note: Blinking LEDs indicate additional information. For details, see Table 5-2.

1.2.6 Push Button

The push button is used for Programmer-To-Go operations. See **Chapter 5. "PICkit 3 Programmer-To-Go"**.