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What is "Embedded - Microcontrollers"?

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

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

Details

E·XFI

Product Status	Obsolete
Core Processor	AVR
Core Size	8-Bit
Speed	16MHz
Connectivity	SPI, UART/USART, USI
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	69
Program Memory Size	32KB (16K x 16)
Program Memory Type	FLASH
EEPROM Size	1K x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atmega3250-16ai

Email: info@E-XFL.COM

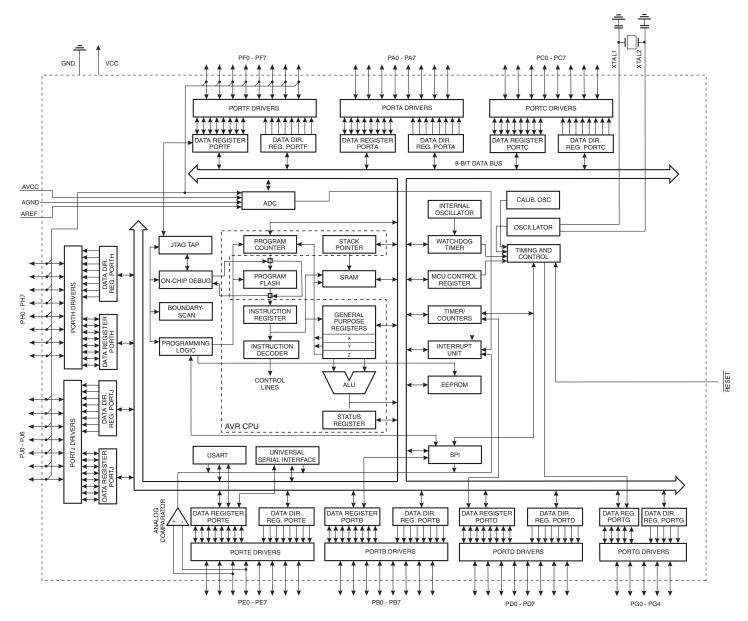
Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong

2. Overview

The Atmel ATmega325/3250/645/6450 is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the Atmel ATmega325/3250/645/6450 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

2.1 Block Diagram

Figure 2-1. Block Diagram



The Atmel[®]AVR[®] core combines a rich instruction set with 32 general purpose working registers. All the 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle. The



resulting architecture is more code efficient while achieving throughputs up to ten times faster than conventional CISC microcontrollers.

The Atmel ATmega325/3250/645/6450 provides the following features: 32/64K bytes of In-System Programmable Flash with Read-While-Write capabilities, 1/2K bytes EEPROM, 2/4K byte SRAM, 54/69 general purpose I/O lines, 32 general purpose working registers, a JTAG interface for Boundary-scan, On-chip Debugging support and programming, three flexible Timer/Counters with compare modes, internal and external interrupts, a serial programmable USART, Universal Serial Interface with Start Condition Detector, an 8-channel, 10-bit ADC, a programmable Watchdog Timer with internal Oscillator, an SPI serial port, and five software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, SPI port, and interrupt system to continue functioning. The Power-down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next interrupt or hardware reset. In Power-save mode, the asynchronous timer will continue to run, allowing the user to maintain a timer base while the rest of the device is sleeping. The ADC Noise Reduction mode stops the CPU and all I/O modules except asynchronous timer and ADC to minimize switching noise during ADC conversions. In Standby mode, the crystal/resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-up combined with lowpower consumption.

Atmel offers the QTouch[®] library for embedding capacitive touch buttons, sliders and wheelsfunctionality into AVR microcontrollers. The patented charge-transfer signal acquisition offersrobust sensing and includes fully debounced reporting of touch keys and includes Adjacent KeySuppression[®] (AKS[™]) technology for unambiguous detection of key events. The easy-to-use QTouch Suite toolchain allows you to explore, develop and debug your own touch applications.

The device is manufactured using Atmel's high density non-volatile memory technology. The On-chip In-System re-Programmable (ISP) Flash allows the program memory to be reprogrammed In-System through an SPI serial interface, by a conventional non-volatile memory programmer, or by an On-chip Boot program running on the AVR core. The Boot program can use any interface to download the application program in the Application Flash memory. Software in the Boot Flash section will continue to run while the Application Flash section is updated, providing true Read-While-Write operation. By combining an 8-bit RISC CPU with In-System Self-Programmable Flash on a monolithic chip, the Atmel Atmel ATmega325/3250/645/6450 is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The Atmel ATmega325/3250/645/6450 is supported with a full suite of program and system development tools including: C Compilers, Macro Assemblers, Program Debugger/Simulators, In-Circuit Emulators, and Evaluation kits.



2.3.6 Port D (PD7..PD0)

Port D is an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port D output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port D pins that are externally pulled low will source current if the pull-up resistors are activated. The Port D pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port D also serves the functions of various special features of the Atmel ATmega325/3250/645/6450 as listed on page 71.

2.3.7 Port E (PE7..PE0)

Port E is an 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port E output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port E pins that are externally pulled low will source current if the pull-up resistors are activated. The Port E pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port E also serves the functions of various special features of the Atmel ATmega325/3250/645/6450 as listed on page 72.

2.3.8 Port F (PF7..PF0)

Port F serves as the analog inputs to the A/D Converter.

Port F also serves as an 8-bit bi-directional I/O port, if the A/D Converter is not used. Port pins can provide internal pull-up resistors (selected for each bit). The Port F output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port F pins that are externally pulled low will source current if the pull-up resistors are activated. The Port F pins are tri-stated when a reset condition becomes active, even if the clock is not running. If the JTAG interface is enabled, the pull-up resistors on pins PF7(TDI), PF5(TMS), and PF4(TCK) will be activated even if a reset occurs.

Port F also serves the functions of the JTAG interface.

2.3.9 Port G (PG5..PG0)

Port G is a 6-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port G output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port G pins that are externally pulled low will source current if the pull-up resistors are activated. The Port G pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port G also serves the functions of various special features of the Atmel ATmega325/3250/645/6450 as listed on page 72.

2.3.10 Port H (PH7..PH0)

Port H is a 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port H output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port H pins that are externally pulled low will source current if the pull-up resistors are activated. The Port H pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port H also serves the functions of various special features of the ATmega3250/6450 as listed on page 72.



2.3.11 Port J (PJ6..PJ0)

Port J is a 7-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port J output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port J pins that are externally pulled low will source current if the pull-up resistors are activated. The Port J pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port J also serves the functions of various special features of the ATmega3250/6450 as listed on page 72.

2.3.12	RESET	
		Reset input. A low level on this pin for longer than the minimum pulse length will generate a reset, even if the clock is not running. The minimum pulse length is given in Table 28-4 on page 301. Shorter pulses are not guaranteed to generate a reset.
2.3.13	XTAL1	
		Input to the inverting Oscillator amplifier and input to the internal clock operating circuit.
2.3.14	XTAL2	
		Output from the inverting Oscillator amplifier.
2.3.15	AVCC	
		AVCC is the supply voltage pin for Port F and the A/D Converter. It should be externally connected to V_{CC} , even if the ADC is not used. If the ADC is used, it should be connected to V_{CC} through a low-pass filter.
2.3.16	AREF	

This is the analog reference pin for the A/D Converter.



3. Resources

A comprehensive set of development tools, application notes and datasheets are available for download on http://www.atmel.com/avr.

4. Data Retention

Reliability Qualification results show that the projected data retention failure rate is much less than 1 PPM over 20 years at 85°C or 100 years at 25°C.

5. About Code Examples

This documentation contains simple code examples that briefly show how to use various parts of the device. These code examples assume that the part specific header file is included before compilation. Be aware that not all C compiler vendors include bit definitions in the header files and interrupt handling in C is compiler dependent. Please confirm with the C compiler documentation for more details.

For I/O Registers located in extended I/O map, "IN", "OUT", "SBIS", "SBIC", "CBI", and "SBI" instructions must be replaced with instructions that allow access to extended I/O. Typically "LDS" and "STS" combined with "SBRS", "SBRC", "SBR", and "CBR".

6. Capacitive touch sensing

The Atmel[®]QTouch[®] Library provides a simple to use solution to realize touch sensitive interfaces on most Atmel AVR[®] microcontrollers. The QTouch Library includes support for the QTouch and QMatrix[®] acquisition methods.

Touch sensing can be added to any application by linking the appropriate Atmel QTouch Library for the AVR Microcontroller. This is done by using a simple set of APIs to define the touch channels and sensors, and then calling the touch sensing API's to retrieve the channel information and determine the touch sensor states.

The QTouch Library is FREE and downloadable from the Atmel website at the following location: www.atmel.com/qtouchlibrary. For implementation details and other information, refer to the Atmel QTouch Library User Guide - also available for download from the Atmel website.



7. Register Summary

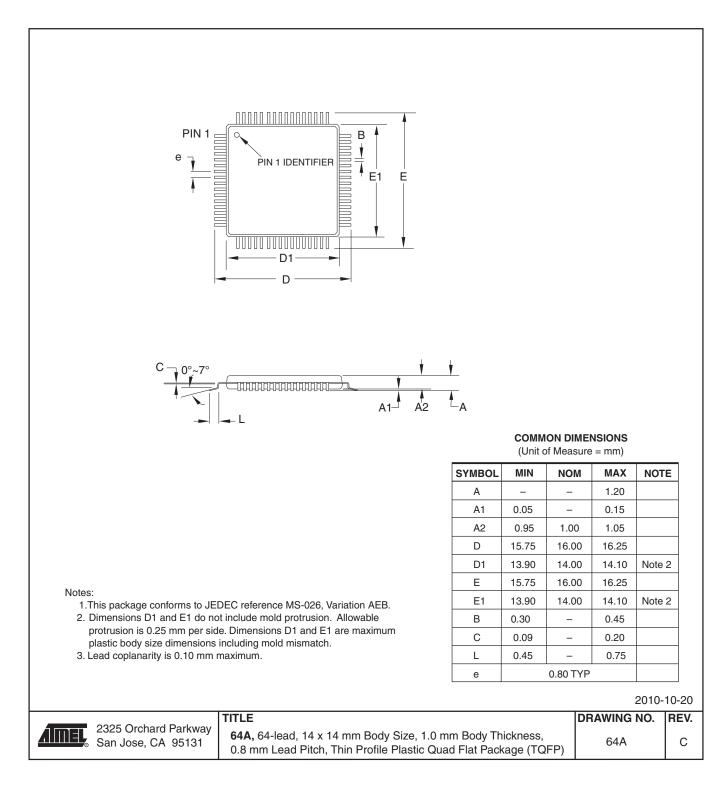
Note: Registers with bold type only available in ATmega3250/6450.

Address	Nome	D# 7	Dit C	Dit E	Dit 4	D# 0	DH 0	D:+ 1	D# 0	Dama
Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0xFF)	Reserved	-	-	-	-	-	-	-	-	
(0xFE)	Reserved	-	-	-	-	-	-	-	-	
(0xFD)	Reserved	-	-	-	-	-	-	-	-	
(0xFC)	Reserved	-	-	-	-	-	-	-	-	
(0xFB)	Reserved	-	-	-	-	-	-	-	-	
(0xFA)	Reserved	-	-	-	-	-	-	-	-	
(0xF9)	Reserved	-	-	-	-	-	-	-	-	
(0xF8)	Reserved	-	-	-	-	-	-	-	-	
(0xF7)	Reserved	-	-	-	-	-	-	-	-	
(0xF6)	Reserved	-	-	-	-	-	-	-	-	
(0xF5)	Reserved	-	-	-	-	-	-	-	-	
(0xF4)	Reserved	-	-	-	-	-	-	-	-	
(0xF3)	Reserved	-	-	-	-	-	-	-	-	
(0xF2)	Reserved	-	-	-	-	-	-	-	-	
, ,	Reserved	-	-	-	-	-	-	-	-	
(0xF1)	Reserved	-	-	-	-	-	-	-	-	
(0xF0)										
(0xEF)	Reserved	-	-	-	-	-	-	-	-	
(0xEE)	Reserved	-	-	-	-	-	-	-	-	
(0xED)	Reserved	-	-	-	-	-	-	-	-	
(0xEC)	Reserved	-	-	-	-	-	-	-	-	
(0xEB)	Reserved	-	-	-	-	-	-	-	-	
(0xEA)	Reserved	-	-	-	-	-	-	-	-	
(0xE9)	Reserved	-	-	-	-	-	-	-	-	
(0xE8)	Reserved	-	-	-	-	-	-	-	-	
(0xE7)	Reserved	-	-	-	-	-	-	-	-	
(0xE6)	Reserved	-	-	-	-	-	-	-	-	
. ,	Reserved	-	-	-	-	-	-	-	-	
(0xE5)	Reserved	-	-	_	-	_	-	-	-	
(0xE4)										
(0xE3)	Reserved	-	-	-	-	-	-	-	-	
(0xE2)	Reserved	-	-	-	-	-	-	-	-	
(0xE1)	Reserved	-	-	-	-	-	-	-	-	
(0xE0)	Reserved	-	-	-	-	-	-	-	-	
(0xDF)	Reserved	-	-	-	-	-	-	-	-	
(0xDE)	Reserved	-	-	-	-	-	-	-	-	
(0xDD)	PORTJ	-	PORTJ6	PORTJ5	PORTJ4	PORTJ3	PORTJ2	PORTJ1	PORTJ0	84
(0xDC)	DDRJ	-	DDJ6	DDJ5	DDJ4	DDJ3	DDJ2	DDJ1	DDJ0	84
(0xDB)	PINJ	-	PINJ6	PINJ5	PINJ4	PINJ3	PINJ2	PINJ1	PINJ0	84
(0xDA)	PORTH	PORTH7	PORTH6	PORTH5	PORTH4	PORTH3	PORTH2	PORTH1	PORTH0	84
(0xD9)	DDRH	DDH7	DDH6	DDH5	DDH4	DDH3	DDH2	DDH1	DDH0	84
, ,	PINH	PINH7	PINH6	PINH5	PINH4	PINH3	PINH2	PINH1	PINHO	84
(0xD8)	Reserved	-	-	-	-	-	-	-	-	04
(0xD7)										
(0xD6)	Reserved	-	-	-	-	-	-	-	-	
(0xD5)	Reserved	-	-	-	-	-	-	-	-	
(0xD4)	Reserved	-	-	-	-	-	-	-	-	
(0xD3)	Reserved	-	-	-	-	-	-	-	-	
(0xD2)	Reserved	-	-	-	-	-	-	-	-	
(0xD1)	Reserved	-	-	-	-	-	-	-	-	
(0xD0)	Reserved	-	-	-	-	-	-	-	-	
(0xCF)	Reserved	-	-	-	-	-	-	-	-	
(0xCE)	Reserved	-	-	-	-	-	-	-	-	
(0xCD)	Reserved	-	-	-	-	-	-	-	-	
(0xCC)	Reserved	-	-	-	-	-	-	-	-	
	Reserved	-	-	-	-	-	-	-	-	
(0xCB)										
(0xCA)	Reserved	-	-	-	-	-	-	-	-	
(0xC9)	Reserved	-	-	-	-	-	-	-	-	
	Reserved	-	-	-	-	-	-	-	-	
(0xC8)					-	-	-	-	-	
(0xC8) (0xC7)	Reserved	-	-	-						
	Reserved UDR0	-	-	-		ata Register				179
(0xC7)		-	-	-			USART0 Baud F	ate Register High		179 184



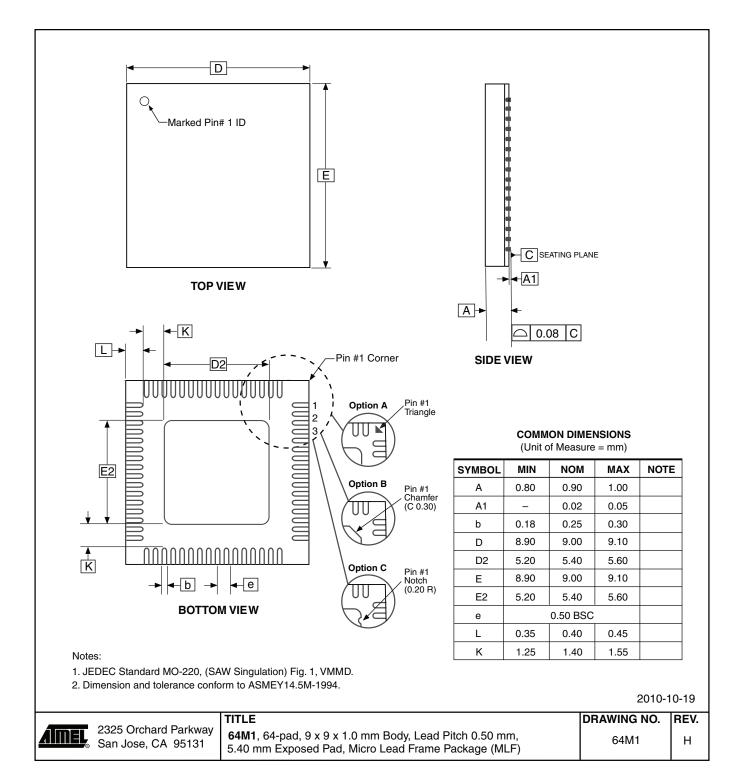
10. Packaging Information

10.1 64A





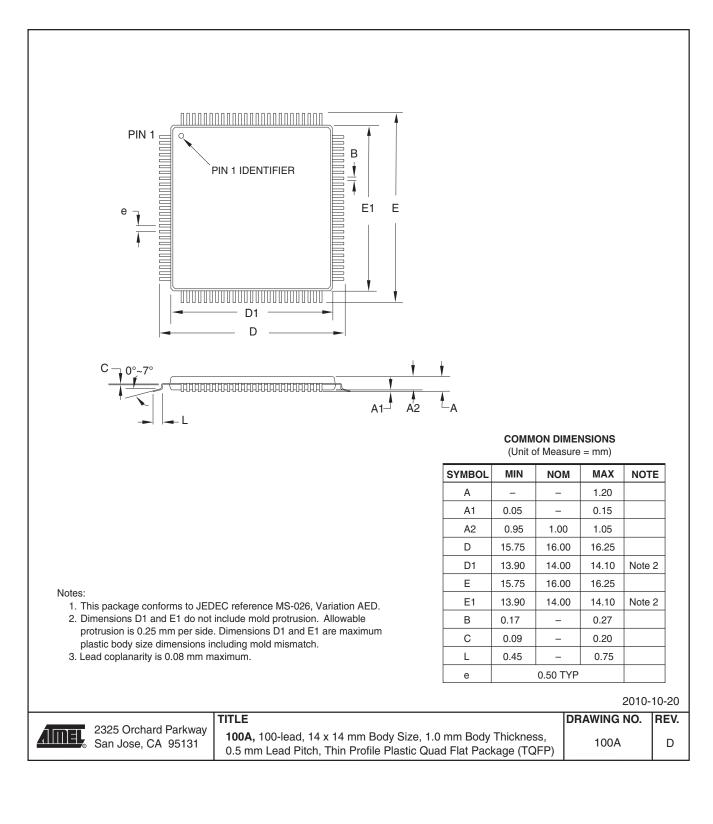
10.2 64M1





ATmega325/3250/645/6450

10.3 100A





11. Errata

11.1 Errata ATmega325

The revision letter in this section refers to the revision of the ATmega325 device.

11.1.1 ATmega325 Rev. C

• Interrupts may be lost when writing the timer registers in the asynchronous timer

1. Interrupts may be lost when writing the timer registers in the asynchronous timer The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).

11.1.2 ATmega325 Rev. B

Not sampled.

11.1.3 ATmega325 Rev. A

- Interrupts may be lost when writing the timer registers in the asynchronous timer
- 1. Interrupts may be lost when writing the timer registers in the asynchronous timer The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).

11.2 Errata ATmega3250

The revision letter in this section refers to the revision of the ATmega3250 device.

11.2.1 ATmega3250 Rev. C

• Interrupts may be lost when writing the timer registers in the asynchronous timer

1. Interrupts may be lost when writing the timer registers in the asynchronous timer

The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).

11.2.2 ATmega3250 Rev. B

Not sampled.



11.2.3 ATmega3250 Rev. A

- Interrupts may be lost when writing the timer registers in the asynchronous timer
- 1. Interrupts may be lost when writing the timer registers in the asynchronous timer The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).

11.3 Errata ATmega645

The revision letter in this section refers to the revision of the ATmega645 device.

11.3.1 ATmega645 Rev. A

Interrupts may be lost when writing the timer registers in the asynchronous timer

1. Interrupts may be lost when writing the timer registers in the asynchronous timer

The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).

11.4 Errata ATmega6450

The revision letter in this section refers to the revision of the ATmega6450 device.

11.4.1 ATmega6450 Rev. A

• Interrupts may be lost when writing the timer registers in the asynchronous timer

1. Interrupts may be lost when writing the timer registers in the asynchronous timer The interrupt will be lost if a timer register that is synchronous timer clock is written when the asynchronous Timer/Counter register (TCNTx) is 0x00.

Problem Fix/ Workaround

Always check that the asynchronous Timer/Counter register neither have the value 0xFF nor 0x00 before writing to the asynchronous Timer Control Register (TCCRx), asynchronous Timer Counter Register (TCNTx), or asynchronous Output Compare Register (OCRx).



12. Datasheet Revision History

Please note that the referring page numbers in this section are referring to this document. The referring revision in this section are referring to the document revision.

12.1 Rev. 2570N - 05/11

- 1. Added Atmel QTouch Library Support and QTouch Sensing Capablity Features.
- 2. Updated the last page with Atmel[®] trademarks and Microsft Windows[®] trademarks.

12.2 Rev. 2570M - 04/11

- 1. Removed "Preliminary" from the front page
- 2. Removed "Disclaimer" section from the datasheet
- 3. Updated Table 28-5 on page 301 "BODLEVEL Fuse Coding(1)"
- 4. Updated "Ordering Information" on page 17 to include the "Tape & Reel" devices. Removed "Al" and "MI" devices.
- 5. Updated "Errata" on page 24.
- 6. Updated the datasheet according to the Atmel new drand style guide, including the last page.

12.3 Rev. 2570L - 08/07

- 1. Updated "Features" on page 1.
- 2. Added "Data Retention" on page 9
- 3. Updated "Serial Programming Algorithm" on page 281.
- 4. Updated "Speed Grades" on page 299.
- 5. Updated "System and Reset Characteristics" on page 301.
- 6. Updated the Register Description at the end of each chapter.

12.4 Rev. 2570K - 04/07

1. Updated "Errata" on page 24.

12.5 Rev. 2570J - 11/06

- 1. Updated Table 28-7 on page 304.
- 2. Updated note in Table 28-7 on page 304.

