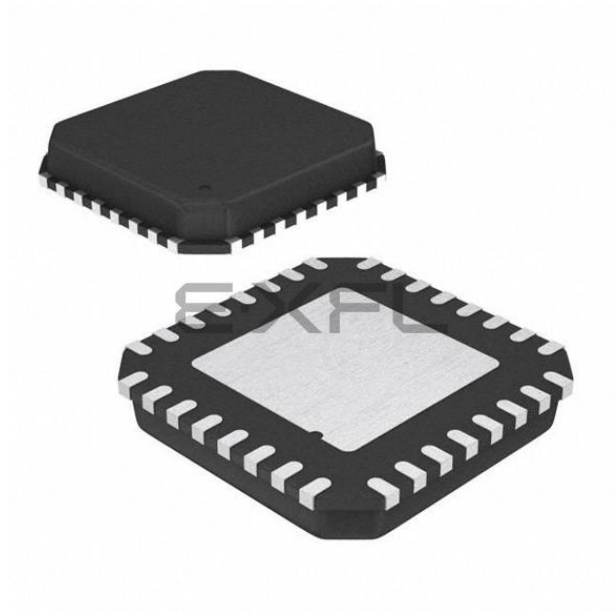

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What is "Embedded - Microcontrollers"?

"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.

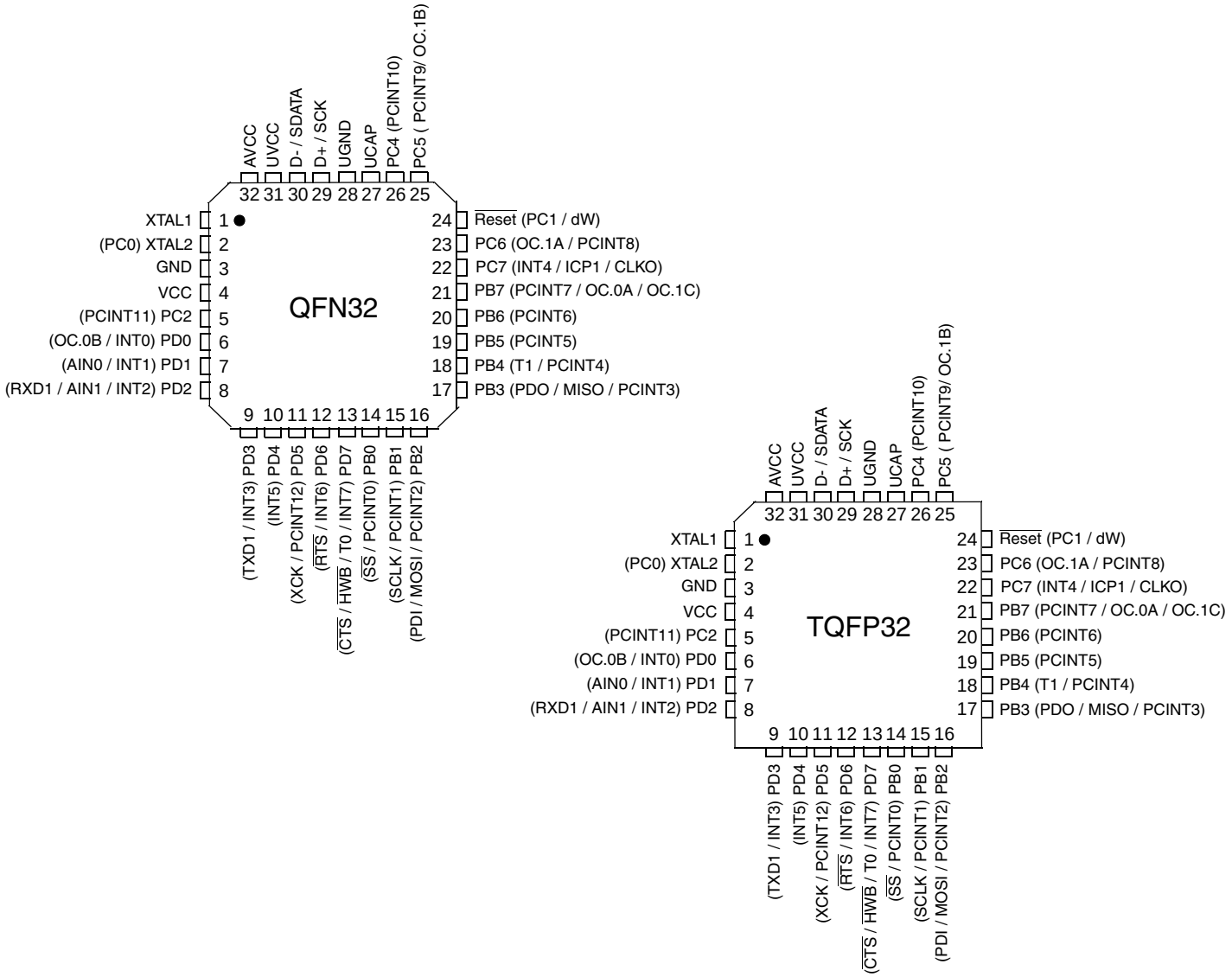
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	AVR
Core Size	8-Bit
Speed	16MHz
Connectivity	EBI/EMI, PS/2, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	22
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	32-VFQFN Exposed Pad
Supplier Device Package	32-VQFN (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/at90usb162-16mu

- Five Sleep Modes: Idle, Power-save, Power-down, Standby, and Extended Standby
- **I/O and Packages**
  - 22 Programable I/O Lines
  - QFN32 (5x5mm) / TQFP32 packages
- **Operating Voltages**
  - 2.7 - 5.5V
- **Operating temperature**
  - Industrial (-40°C to +85°C)
- **Maximum Frequency**
  - 8 MHz at 2.7V - Industrial range
  - 16 MHz at 4.5V - Industrial range

1. Pin Configurations

Figure 1-1. Pinout AT90USB82/162



Note: The large center pad underneath the QFN packages is made of metal and must be connected to GND. It should be soldered or glued to the board to ensure good mechanical stability. If the center pad is left unconnected, the package might loosen from the board.

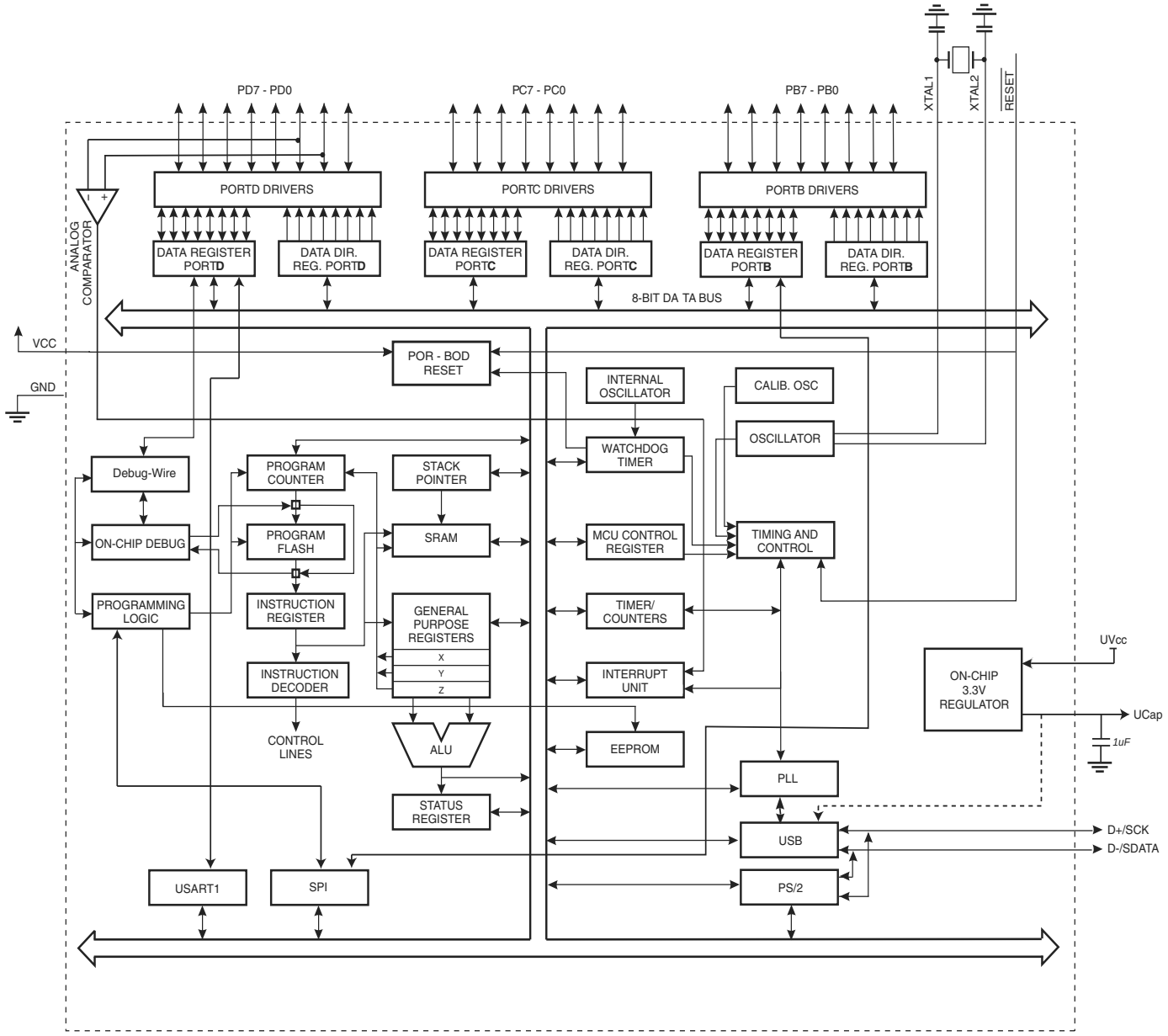
.

2. Overview

The AT90USB82/162 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 AT90USB82/162 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 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 AT90USB82/162 provides the following features: 8K / 16K bytes of In-System Programmable Flash with Read-While-Write capabilities, 512 bytes EEPROM, 512 bytes SRAM, 22 general purpose I/O lines, 32 general purpose working registers, two flexible Timer/Counters with compare modes and PWM, one USART, a programmable Watchdog Timer with Internal Oscillator, an SPI serial port, debugWIRE interface, also used for accessing the On-chip Debug system and programming 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 Standby mode, the Crystal/Resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-up combined with low power consumption. In Extended Standby mode, the main Oscillator continues to run.

The device is manufactured using Atmel's high-density nonvolatile memory technology. The on-chip ISP Flash allows the program memory to be reprogrammed in-system through an SPI serial interface, by a conventional nonvolatile 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 AT90USB82/162 is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The AT90USB82/162 AVR 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.

2.2 Pin Descriptions

2.2.1 VCC

Digital supply voltage.

2.2.2 GND

Ground.

2.2.3 Port B (PB7..PB0)

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

Port B also serves the functions of various special features of the AT90USB82/162 as listed on page 74.

2.2.4 Port C (PC7..PC0)

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

Port C also serves the functions of various special features of the AT90USB82/162 as listed on page 76.

2.2.5 Port D (PD7..PD0)

Port D serves as analog inputs to the analog comparator.

Port D also serves as an 8-bit bi-directional I/O port, if the analog comparator is not used (concerns PD2/PD1 pins). Port pins can provide 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.

2.2.6 D-/SDATA

USB Full Speed Negative Data Upstream Port / Data port for PS/2

2.2.7 D+/SCK

USB Full Speed Positive Data Upstream Port / Clock port for PS/2

2.2.8 UGND

USB Ground.

2.2.9 UVCC

USB Pads Internal Regulator Input supply voltage.

2.2.10 UCAP

USB Pads Internal Regulator Output supply voltage. Should be connected to an external capacitor (1µF).

2.2.11 $\overline{\text{RESET}}$/PC1/dW

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 Section 9.. Shorter pulses are not guaranteed to generate a reset. This pin alternatively serves as debugWire channel or as generic I/O. The configuration depends on the fuses RSTDISBL and DWEN.

2.2.12 XTAL1

Input to the inverting Oscillator amplifier and input to the internal clock operating circuit.

2.2.13 XTAL2/PC0

Output from the inverting Oscillator amplifier if enabled by Fuse. Also serves as a generic I/O.

3. About Code Examples

This documentation contains simple code examples that briefly show how to use various parts of the device. 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.

These code examples assume that the part specific header file is included before compilation. 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".

4. Register Summary

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)	UPOE	UPWE1	UPWE0	UPDRV1	UPDRV0	SCKI	DATAI	DPI	DMI	
(0xFA)	PS2CON	-	-	-	-	-	-	-	PS2EN	
(0xF9)	Reserved	-	-	-	-	-	-	-	-	
(0xF8)	Reserved	-	-	-	-	-	-	-	-	
(0xF7)	Reserved	-	-	-	-	-	-	-	-	
(0xF6)	Reserved	-	-	-	-	-	-	-	-	
(0xF5)	Reserved	-	-	-	-	-	-	-	-	
(0xF4)	UEINT		-	-	EPINT4:0					
(0xF3)	Reserved	-	-	-	-	-	-	-	-	
(0xF2)	UEBCLX	BYCT7:0								
(0xF1)	UEDATX	DAT7:0								
(0xF0)	UEIENX	FLERRE	NAKINE	-	NAKOUTE	RXSTPE	RXOUTE	STALLEDE	TXINE	
(0xEF)	UESTA1X	-	-	-	-	-	CTRLDIR	CURRBK1:0		
(0xEE)	UESTA0X	CFGOK	OVERFI	UNDERFI	-	DTSEQ1:0		NBUSYBK1:0		
(0xED)	UECFG1X	-	EPSIZE2:0			EPBK1:0		ALLOC	-	
(0xEC)	UECFG0X	EPTYPE1:0		-	-	-	-	-	EPDIR	
(0xEB)	UECONX	-	-	STALLRQ	STALLRQC	RSTDT	-	-	EPEN	
(0xEA)	UERST	-	-	-	EPRST4:0					
(0xE9)	UENUM	-	-	-	-	-	EPNUM2:0			
(0xE8)	UEINTX	FIFOCON	NAKINI	RWAL	NAKOUTI	RXSTPI	RXOUTI	STALLEDI	TXINI	
(0xE7)	Reserved	-	-	-	-	-	-	-	-	
(0xE6)	UDMFN	-	-	-	FNCERR	-	-	-	-	
(0xE5)	UDFNUMH	-	-	-	-	-	FNUM10:8			
(0xE4)	UDFNUML	FNUM7:0								
(0xE3)	UDADDR	ADDEN	UADD6:0							
(0xE2)	UDIEN	-	UPRSME	EORSME	WAKEUPE	EORSTE	SOFE	-	SUSPE	
(0xE1)	UDINT	-	UPRSMI	EORSMI	WAKEUPI	EORSTI	SOFI	-	SUSPI	
(0xE0)	UDCON	-	-	-	-	-	RSTCPU	RMWKUP	DETACH	
(0xDF)	Reserved	-	-	-	-	-	-	-	-	
(0xDE)	Reserved	-	-	-	-	-	-	-	-	
(0xDD)	Reserved	-	-	-	-	-	-	-	-	
(0xDC)	Reserved	-	-	-	-	-	-	-	-	
(0xDB)	Reserved	-	-	-	-	-	-	-	-	
(0xDA)	Reserved	-	-	-	-	-	-	-	-	
(0xD9)	Reserved	-	-	-	-	-	-	-	-	
(0xD8)	USBCON	USBE	-	FRZCLK	-	-	-	-	-	
(0xD7)	Reserved	-	-	-	-	-	-	-	-	
(0xD6)	Reserved	-	-	-	-	-	-	-	-	
(0xD5)	Reserved	-	-	-	-	-	-	-	-	
(0xD4)	Reserved	-	-	-	-	-	-	-	-	
(0xD3)	Reserved	-	-	-	-	-	-	-	-	
(0xD2)	CLKSTA	-	-	-	-	-	-	RCON	EXTON	
(0xD1)	CLKSEL1	RCCKSEL3	RCCKSEL2	RCCKSEL1	RCCKSEL0	EXCKSEL3	EXCKSEL2	EXCKSEL1	EXCKSEL0	
(0xD0)	CLKSEL0	RCSUT1	RCSUT0	EXSUT1	EXSUT0	RCE	EXTE	-	CLKS	
(0xCF)	Reserved	-	-	-	-	-	-	-	-	
(0xCE)	UDR1	USART1 I/O Data Register								
(0xCD)	UBRR1H	-	-	-	-	USART1 Baud Rate Register High Byte				
(0xCC)	UBRR1L	USART1 Baud Rate Register Low Byte								
(0xCB)	UCSR1D	-	-	-	-	-	-	CTSEN	RTSEN	
(0xCA)	UCSR1C	UMSEL11	UMSEL10	UPM11	UPM10	USBS1	UCSZ11	UCSZ10	UCPOL1	
(0xC9)	UCSR1B	RXCIE1	TXCIE1	UDRIE1	RXEN1	TXEN1	UCSZ12	RXB81	TXB81	
(0xC8)	UCSR1A	RXC1	TXC1	UDRE1	FE1	DOR1	PE1	U2X1	MPCM1	
(0xC7)	Reserved	-	-	-	-	-	-	-	-	
(0xC6)	Reserved	-	-	-	-	-	-	-	-	
(0xC5)	Reserved	-	-	-	-	-	-	-	-	
(0xC4)	Reserved	-	-	-	-	-	-	-	-	
(0xC3)	Reserved	-	-	-	-	-	-	-	-	
(0xC2)	Reserved	-	-	-	-	-	-	-	-	
(0xC1)	Reserved	-	-	-	-	-	-	-	-	
(0xC0)	Reserved	-	-	-	-	-	-	-	-	
(0xBF)	Reserved	-	-	-	-	-	-	-	-	

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0xBE)	Reserved	-	-	-	-	-	-	-	-	
(0xBD)	Reserved	-	-	-	-	-	-	-	-	
(0xBC)	Reserved	-	-	-	-	-	-	-	-	
(0xBB)	Reserved	-	-	-	-	-	-	-	-	
(0xBA)	Reserved	-	-	-	-	-	-	-	-	
(0xB9)	Reserved	-	-	-	-	-	-	-	-	
(0xB8)	Reserved	-	-	-	-	-	-	-	-	
(0xB7)	Reserved	-	-	-	-	-	-	-	-	
(0xB6)	Reserved	-	-	-	-	-	-	-	-	
(0xB5)	Reserved	-	-	-	-	-	-	-	-	
(0xB4)	Reserved	-	-	-	-	-	-	-	-	
(0xB3)	Reserved	-	-	-	-	-	-	-	-	
(0xB2)	Reserved	-	-	-	-	-	-	-	-	
(0xB1)	Reserved	-	-	-	-	-	-	-	-	
(0xB0)	Reserved	-	-	-	-	-	-	-	-	
(0xAF)	Reserved	-	-	-	-	-	-	-	-	
(0xAE)	Reserved	-	-	-	-	-	-	-	-	
(0xAD)	Reserved	-	-	-	-	-	-	-	-	
(0xAC)	Reserved	-	-	-	-	-	-	-	-	
(0xAB)	Reserved	-	-	-	-	-	-	-	-	
(0xAA)	Reserved	-	-	-	-	-	-	-	-	
(0xA9)	Reserved	-	-	-	-	-	-	-	-	
(0xA8)	Reserved	-	-	-	-	-	-	-	-	
(0xA7)	Reserved	-	-	-	-	-	-	-	-	
(0xA6)	Reserved	-	-	-	-	-	-	-	-	
(0xA5)	Reserved	-	-	-	-	-	-	-	-	
(0xA4)	Reserved	-	-	-	-	-	-	-	-	
(0xA3)	Reserved	-	-	-	-	-	-	-	-	
(0xA2)	Reserved	-	-	-	-	-	-	-	-	
(0xA1)	Reserved	-	-	-	-	-	-	-	-	
(0xA0)	Reserved	-	-	-	-	-	-	-	-	
(0x9F)	Reserved	-	-	-	-	-	-	-	-	
(0x9E)	Reserved	-	-	-	-	-	-	-	-	
(0x9D)	Reserved	-	-	-	-	-	-	-	-	
(0x9C)	Reserved	-	-	-	-	-	-	-	-	
(0x9B)	Reserved	-	-	-	-	-	-	-	-	
(0x9A)	Reserved	-	-	-	-	-	-	-	-	
(0x99)	Reserved	-	-	-	-	-	-	-	-	
(0x98)	Reserved	-	-	-	-	-	-	-	-	
(0x97)	Reserved	-	-	-	-	-	-	-	-	
(0x96)	Reserved	-	-	-	-	-	-	-	-	
(0x95)	Reserved	-	-	-	-	-	-	-	-	
(0x94)	Reserved	-	-	-	-	-	-	-	-	
(0x93)	Reserved	-	-	-	-	-	-	-	-	
(0x92)	Reserved	-	-	-	-	-	-	-	-	
(0x91)	Reserved	-	-	-	-	-	-	-	-	
(0x90)	Reserved	-	-	-	-	-	-	-	-	
(0x8F)	Reserved	-	-	-	-	-	-	-	-	
(0x8E)	Reserved	-	-	-	-	-	-	-	-	
(0x8D)	OCR1CH	Timer/Counter1 - Output Compare Register C High Byte								
(0x8C)	OCR1CL	Timer/Counter1 - Output Compare Register C Low Byte								
(0x8B)	OCR1BH	Timer/Counter1 - Output Compare Register B High Byte								
(0x8A)	OCR1BL	Timer/Counter1 - Output Compare Register B Low Byte								
(0x89)	OCR1AH	Timer/Counter1 - Output Compare Register A High Byte								
(0x88)	OCR1AL	Timer/Counter1 - Output Compare Register A Low Byte								
(0x87)	ICR1H	Timer/Counter1 - Input Capture Register High Byte								
(0x86)	ICR1L	Timer/Counter1 - Input Capture Register Low Byte								
(0x85)	TCNT1H	Timer/Counter1 - Counter Register High Byte								
(0x84)	TCNT1L	Timer/Counter1 - Counter Register Low Byte								
(0x83)	Reserved	-	-	-	-	-	-	-	-	
(0x82)	TCCR1C	FOC1A	FOC1B	FOC1C	-	-	-	-	-	
(0x81)	TCCR1B	ICNC1	ICES1	-	WGM13	WGM12	CS12	CS11	CS10	
(0x80)	TCCR1A	COM1A1	COM1A0	COM1B1	COM1B0	COM1C1	COM1C0	WGM11	WGM10	
(0x7F)	Reserved	-	-	-	-	-	-	-	-	
(0x7E)	Reserved	-	-	-	-	-	-	-	-	
(0x7D)	Reserved	-	-	-	-	-	-	-	-	

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0x7C)	Reserved	-	-	-	-	-	-	-	-	
(0x7B)	Reserved	-	-	-	-	-	-	-	-	
(0x7A)	Reserved	-	-	-	-	-	-	-	-	
(0x79)	Reserved	-	-	-	-	-	-	-	-	
(0x78)	Reserved	-	-	-	-	-	-	-	-	
(0x77)	Reserved	-	-	-	-	-	-	-	-	
(0x76)	Reserved	-	-	-	-	-	-	-	-	
(0x75)	Reserved	-	-	-	-	-	-	-	-	
(0x74)	Reserved	-	-	-	-	-	-	-	-	
(0x73)	Reserved	-	-	-	-	-	-	-	-	
(0x72)	Reserved	-	-	-	-	-	-	-	-	
(0x71)	Reserved	-	-	-	-	-	-	-	-	
(0x70)	Reserved	-	-	-	-	-	-	-	-	
(0x6F)	TIMSK1	-	-	ICIE1	-	OCIE1C	OCIE1B	OCIE1A	TOIE1	
(0x6E)	TIMSK0	-	-	-	-	-	OCIE0B	OCIE0A	TOIE0	
(0x6D)	Reserved	-	-	-	-	-	-	-	-	
(0x6C)	PCMSK1	-	-	-	PCINT12	PCINT11	PCINT10	PCINT9	PCINT8	
(0x6B)	PCMSK0	PCINT7	PCINT6	PCINT5	PCINT4	PCINT3	PCINT2	PCINT1	PCINT0	
(0x6A)	EICRB	ISC71	ISC70	ISC61	ISC60	ISC51	ISC50	ISC41	ISC40	
(0x69)	EICRA	ISC31	ISC30	ISC21	ISC20	ISC11	ISC10	ISC01	ISC00	
(0x68)	PCICR	-	-	-	-	-	-	PCIE1	PCIE0	
(0x67)	Reserved	-	-	-	-	-	-	-	-	
(0x66)	OSCCAL	Oscillator Calibration Register								
(0x65)	PRR1	PRUSB	-	-	-	-	-	-	PRUSART1	
(0x64)	PRR0	-	-	PRTIM0	-	PRTIM1	PRSPI	-	-	
(0x63)	REGCR	-	-	-	-	-	-	-	REGDIS	
(0x62)	WDTCKD	-	-	-	-	WDEWIF	WDEWIE	WCLKD1	WCLKD0	
(0x61)	CLKPR	CLKPCE	-	-	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	
(0x60)	WDTCSR	WDIF	WDIE	WDP3	WDCE	WDE	WDP2	WDP1	WDP0	
0x3F (0x5F)	SREG	I	T	H	S	V	N	Z	C	
0x3E (0x5E)	SPH	SP15	SP14	SP13	SP12	SP11	SP10	SP9	SP8	
0x3D (0x5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	
0x3C (0x5C)	Reserved	-	-	-	-	-	-	-	-	
0x3B (0x5B)	Reserved	-	-	-	-	-	-	-	-	
0x3A (0x5A)	Reserved	-	-	-	-	-	-	-	-	
0x39 (0x59)	Reserved	-	-	-	-	-	-	-	-	
0x38 (0x58)	Reserved	-	-	-	-	-	-	-	-	
0x37 (0x57)	SPMCSR	SPMIE	RWWSB	SIGRD	RWWSRE	BLBSET	PGWRT	PGERS	SPMEN	
0x36 (0x56)	Reserved	-	-	-	-	-	-	-	-	
0x35 (0x55)	MCUCR	-	-	-	-	-	-	IVSEL	IVCE	
0x34 (0x54)	MCUSR	-	-	USBRF	-	WDRF	BORF	EXTRF	PORF	
0x33 (0x53)	SMCR	-	-	-	-	SM2	SM1	SM0	SE	
0x32 (0x52)	Reserved	-	-	-	-	-	-	-	-	
0x31 (0x51)	DWDR	debugWIRE Data Register								
0x30 (0x50)	ACSR	ACD	ACBG	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	
0x2F (0x4F)	Reserved	-	-	-	-	-	-	-	-	
0x2E (0x4E)	SPDR	SPI Data Register								
0x2D (0x4D)	SPSR	SPIF	WCOL	-	-	-	-	-	SPI2X	
0x2C (0x4C)	SPCR	SPIE	SPE	DORD	MSTR	CPOL	CPHA	SPR1	SPR0	
0x2B (0x4B)	GPIOR2	General Purpose I/O Register 2								
0x2A (0x4A)	GPIOR1	General Purpose I/O Register 1								
0x29 (0x49)	PLLCSR	-	-	-	PLLP2	PLLP1	PLLP0	PLLE	PLOCK	
0x28 (0x48)	OCR0B	Timer/Counter0 Output Compare Register B								
0x27 (0x47)	OCR0A	Timer/Counter0 Output Compare Register A								
0x26 (0x46)	TCNT0	Timer/Counter0 (8 Bit)								
0x25 (0x45)	TCCR0B	FOC0A	FOC0B	-	-	WGM02	CS02	CS01	CS00	
0x24 (0x44)	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	-	-	WGM01	WGM00	
0x23 (0x43)	GTCCR	TSM	-	-	-	-	-	PSRASY	PSRSYNC	
0x22 (0x42)	EEARH	-	-	-	-	EEPROM Address Register High Byte				
0x21 (0x41)	EEARL	EEPROM Address Register Low Byte								
0x20 (0x40)	EEDR	EEPROM Data Register								
0x1F (0x3F)	EECR	-	-	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	
0x1E (0x3E)	GPIOR0	General Purpose I/O Register 0								
0x1D (0x3D)	EIMSK	INT7	INT6	INT5	INT4	INT3	INT2	INT1	INT0	
0x1C (0x3C)	EIFR	INTF7	INTF6	INTF5	INTF4	INTF3	INTF2	INTF1	INTF0	
0x1B (0x3B)	PCIFR	-	-	-	-	-	-	PCIF1	PCIF0	

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x1A (0x3A)	Reserved	-	-	-	-	-	-	-	-	
0x19 (0x39)	Reserved	-	-	-	-	-	-	-	-	
0x18 (0x38)	Reserved	-	-	-	-	-	-	-	-	
0x17 (0x37)	Reserved	-	-	-	-	-	-	-	-	
0x16 (0x36)	TIFR1	-	-	ICF1	-	OCF1C	OCF1B	OCF1A	TOV1	
0x15 (0x35)	TIFR0	-	-	-	-	-	OCF0B	OCF0A	TOV0	
0x14 (0x34)	Reserved	-	-	-	-	-	-	-	-	
0x13 (0x33)	Reserved	-	-	-	-	-	-	-	-	
0x12 (0x32)	Reserved	-	-	-	-	-	-	-	-	
0x11 (0x31)	Reserved	-	-	-	-	-	-	-	-	
0x10 (0x30)	Reserved	-	-	-	-	-	-	-	-	
0x0F (0x2F)	Reserved	-	-	-	-	-	-	-	-	
0x0E (0x2E)	Reserved	-	-	-	-	-	-	-	-	
0x0D (0x2D)	Reserved	-	-	-	-	-	-	-	-	
0x0C (0x2C)	Reserved	-	-	-	-	-	-	-	-	
0x0B (0x2B)	PORTD	PORTD7	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	
0x0A (0x2A)	DDRD	DDD7	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	
0x09 (0x29)	PIND	PIND7	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	
0x08 (0x28)	PORTC	PORTC7	PORTC6	PORTC5	PORTC4	-	PORTC2	PORTC1	PORTC0	
0x07 (0x27)	DDRC	DDC7	DDC6	DDC5	DDC4	-	DDC2	DDC1	DDC0	
0x06 (0x26)	PINC	PINC7	PINC6	PINC5	PINC4	-	PINC2	PINC1	PINC0	
0x05 (0x25)	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	
0x04 (0x24)	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	
0x03 (0x23)	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	
0x02 (0x22)	Reserved	-	-	-	-	-	-	-	-	
0x01 (0x21)	Reserved	-	-	-	-	-	-	-	-	
0x00 (0x20)	Reserved	-	-	-	-	-	-	-	-	

Note:
1. For compatibility with future devices, reserved bits should be written to zero if accessed. Moreover reserved bits are not guaranteed to be read as “0”. Reserved I/O memory addresses should never be written.
2. I/O registers within the address range $00 - $1F are directly bit-accessible using the SBI and CBI instructions. In these registers, the value of single bits can be checked by using the SBIS and SBIC instructions.
3. Some of the status flags are cleared by writing a logical one to them. Note that the CBI and SBI instructions will operate on all bits in the I/O register, writing a one back into any flag read as set, thus clearing the flag. The CBI and SBI instructions work with registers 0x00 to 0x1F only.
4. When using the I/O specific commands IN and OUT, the I/O addresses $00 - $3F must be used. When addressing I/O registers as data space using LD and ST instructions, $20 must be added to these addresses. The AT90USB82/162 is a complex microcontroller with more peripheral units than can be supported within the 64 location reserved in Opcode for the IN and OUT instructions. For the Extended I/O space from $60 - $1FF in SRAM, only the ST/STS/STD and LD/LDS/LDD instructions can be used.

5. Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND LOGIC INSTRUCTIONS					
ADD	Rd, Rr	Add two Registers	Rd ← Rd + Rr	Z,C,N,V,H	1
ADC	Rd, Rr	Add with Carry two Registers	Rd ← Rd + Rr + C	Z,C,N,V,H	1
ADIW	Rdl,K	Add Immediate to Word	Rdh:Rdl ← Rdh:Rdl + K	Z,C,N,V,S	2
SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SUBI	Rd, K	Subtract Constant from Register	Rd ← Rd - K	Z,C,N,V,H	1
SBC	Rd, Rr	Subtract with Carry two Registers	Rd ← Rd - Rr - C	Z,C,N,V,H	1
SBCI	Rd, K	Subtract with Carry Constant from Reg.	Rd ← Rd - K - C	Z,C,N,V,H	1
SBIW	Rdl,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
AND	Rd, Rr	Logical AND Registers	Rd ← Rd • Rr	Z,N,V	1
ANDI	Rd, K	Logical AND Register and Constant	Rd ← Rd • K	Z,N,V	1
OR	Rd, Rr	Logical OR Registers	Rd ← Rd v Rr	Z,N,V	1
ORI	Rd, K	Logical OR Register and Constant	Rd ← Rd v K	Z,N,V	1
EOR	Rd, Rr	Exclusive OR Registers	Rd ← Rd ⊕ Rr	Z,N,V	1
COM	Rd	One's Complement	Rd ← 0xFF − Rd	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← 0x00 − Rd	Z,C,N,V,H	1
SBR	Rd,K	Set Bit(s) in Register	Rd ← Rd v K	Z,N,V	1
CBR	Rd,K	Clear Bit(s) in Register	Rd ← Rd • (0xFF - K)	Z,N,V	1
INC	Rd	Increment	Rd ← Rd + 1	Z,N,V	1
DEC	Rd	Decrement	Rd ← Rd − 1	Z,N,V	1
TST	Rd	Test for Zero or Minus	Rd ← Rd • Rd	Z,N,V	1
CLR	Rd	Clear Register	Rd ← Rd ⊕ Rd	Z,N,V	1
SER	Rd	Set Register	Rd ← 0xFF	None	1
BRANCH INSTRUCTIONS					
RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
IJMP		Indirect Jump to (Z)	PC ← Z	None	2
JMP	k	Direct Jump	PC ← k	None	3
RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	4
ICALL		Indirect Call to (Z)	PC ← Z	None	4
CALL	k	Direct Subroutine Call	PC ← k	None	5
RET		Subroutine Return	PC ← STACK	None	5
RETI		Interrupt Return	PC ← STACK	I	5
CPSE	Rd,Rr	Compare, Skip if Equal	if (Rd = Rr) PC ← PC + 2 or 3	None	1/2/3
CP	Rd,Rr	Compare	Rd − Rr	Z, N,V,C,H	1
CPC	Rd,Rr	Compare with Carry	Rd − Rr − C	Z, N,V,C,H	1
CPI	Rd,K	Compare Register with Immediate	Rd − K	Z, N,V,C,H	1
SBRC	Rr, b	Skip if Bit in Register Cleared	if (Rr(b)=0) PC ← PC + 2 or 3	None	1/2/3
SBRS	Rr, b	Skip if Bit in Register is Set	if (Rr(b)=1) PC ← PC + 2 or 3	None	1/2/3
SBIC	P, b	Skip if Bit in I/O Register Cleared	if (P(b)=0) PC ← PC + 2 or 3	None	1/2/3
SBIS	P, b	Skip if Bit in I/O Register is Set	if (P(b)=1) PC ← PC + 2 or 3	None	1/2/3
BRBS	s, k	Branch if Status Flag Set	if (SREG(s) = 1) then PC←PC+k + 1	None	1/2
BRBC	s, k	Branch if Status Flag Cleared	if (SREG(s) = 0) then PC←PC+k + 1	None	1/2
BREQ	k	Branch if Equal	if (Z = 1) then PC ← PC + k + 1	None	1/2
BRNE	k	Branch if Not Equal	if (Z = 0) then PC ← PC + k + 1	None	1/2
BRCS	k	Branch if Carry Set	if (C = 1) then PC ← PC + k + 1	None	1/2
BRCC	k	Branch if Carry Cleared	if (C = 0) then PC ← PC + k + 1	None	1/2
BRSH	k	Branch if Same or Higher	if (C = 0) then PC ← PC + k + 1	None	1/2
BRLO	k	Branch if Lower	if (C = 1) then PC ← PC + k + 1	None	1/2
BRMI	k	Branch if Minus	if (N = 1) then PC ← PC + k + 1	None	1/2
BRPL	k	Branch if Plus	if (N = 0) then PC ← PC + k + 1	None	1/2
BRGE	k	Branch if Greater or Equal, Signed	if (N ⊕ V= 0) then PC ← PC + k + 1	None	1/2
BRLT	k	Branch if Less Than Zero, Signed	if (N ⊕ V= 1) then PC ← PC + k + 1	None	1/2
BRHS	k	Branch if Half Carry Flag Set	if (H = 1) then PC ← PC + k + 1	None	1/2
BRHC	k	Branch if Half Carry Flag Cleared	if (H = 0) then PC ← PC + k + 1	None	1/2
BRTS	k	Branch if T Flag Set	if (T = 1) then PC ← PC + k + 1	None	1/2
BRTC	k	Branch if T Flag Cleared	if (T = 0) then PC ← PC + k + 1	None	1/2
BRVS	k	Branch if Overflow Flag is Set	if (V = 1) then PC ← PC + k + 1	None	1/2
BRVC	k	Branch if Overflow Flag is Cleared	if (V = 0) then PC ← PC + k + 1	None	1/2
BRIE	k	Branch if Interrupt Enabled	if (I = 1) then PC ← PC + k + 1	None	1/2
BRID	k	Branch if Interrupt Disabled	if (I = 0) then PC ← PC + k + 1	None	1/2
BIT AND BIT-TEST INSTRUCTIONS					
SBI	P,b	Set Bit in I/O Register	I/O(P,b) ← 1	None	2
CBI	P,b	Clear Bit in I/O Register	I/O(P,b) ← 0	None	2
LSL	Rd	Logical Shift Left	Rd(n+1) ← Rd(n), Rd(0) ← 0	Z,C,N,V	1
LSR	Rd	Logical Shift Right	Rd(n) ← Rd(n+1), Rd(7) ← 0	Z,C,N,V	1

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ROL	Rd	Rotate Left Through Carry	Rd(0)←C,Rd(n+1)← Rd(n),C←Rd(7)	Z,C,N,V	1
ROR	Rd	Rotate Right Through Carry	Rd(7)←C,Rd(n)← Rd(n+1),C←Rd(0)	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	Rd(n) ← Rd(n+1), n=0..6	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	Rd(3..0)←Rd(7..4),Rd(7..4)←Rd(3..0)	None	1
BSET	s	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR	s	Flag Clear	SREG(s) ← 0	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	T ← Rr(b)	T	1
BLD	Rd, b	Bit load from T to Register	Rd(b) ← T	None	1
SEC		Set Carry	C ← 1	C	1
CLC		Clear Carry	C ← 0	C	1
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ		Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ← 0	Z	1
SEI		Global Interrupt Enable	I ← 1	I	1
CLI		Global Interrupt Disable	I ← 0	I	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Twos Complement Overflow.	V ← 1	V	1
CLV		Clear Twos Complement Overflow	V ← 0	V	1
SET		Set T in SREG	T ← 1	T	1
CLT		Clear T in SREG	T ← 0	T	1
SEH		Set Half Carry Flag in SREG	H ← 1	H	1
CLH		Clear Half Carry Flag in SREG	H ← 0	H	1
		DATA TRANSFER INSTRUCTIONS			
MOV	Rd, Rr	Move Between Registers	Rd ← Rr	None	1
MOVW	Rd, Rr	Copy Register Word	Rd+1:Rd ← Rr+1:Rr	None	1
LDI	Rd, K	Load Immediate	Rd ← K	None	1
LD	Rd, X	Load Indirect	Rd ← (X)	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	Rd ← (X), X ← X + 1	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	X ← X - 1, Rd ← (X)	None	2
LD	Rd, Y	Load Indirect	Rd ← (Y)	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	Rd ← (Y), Y ← Y + 1	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	Y ← Y - 1, Rd ← (Y)	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	Rd ← (Y + q)	None	2
LD	Rd, Z	Load Indirect	Rd ← (Z)	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	Rd ← (Z), Z ← Z+1	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	Z ← Z - 1, Rd ← (Z)	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	Rd ← (Z + q)	None	2
LDS	Rd, k	Load Direct from SRAM	Rd ← (k)	None	2
ST	X, Rr	Store Indirect	(X) ← Rr	None	2
ST	X+, Rr	Store Indirect and Post-Inc.	(X) ← Rr, X ← X + 1	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	X ← X - 1, (X) ← Rr	None	2
ST	Y, Rr	Store Indirect	(Y) ← Rr	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	(Y) ← Rr, Y ← Y + 1	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	Y ← Y - 1, (Y) ← Rr	None	2
STD	Y+q,Rr	Store Indirect with Displacement	(Y + q) ← Rr	None	2
ST	Z, Rr	Store Indirect	(Z) ← Rr	None	2
ST	Z+, Rr	Store Indirect and Post-Inc.	(Z) ← Rr, Z ← Z + 1	None	2
ST	-Z, Rr	Store Indirect and Pre-Dec.	Z ← Z - 1, (Z) ← Rr	None	2
STD	Z+q,Rr	Store Indirect with Displacement	(Z + q) ← Rr	None	2
STS	k, Rr	Store Direct to SRAM	(k) ← Rr	None	2
LPM		Load Program Memory	R0 ← (Z)	None	3
LPM	Rd, Z	Load Program Memory	Rd ← (Z)	None	3
LPM	Rd, Z+	Load Program Memory and Post-Inc	Rd ← (Z), Z ← Z+1	None	3
SPM		Store Program Memory	(Z) ← R1:R0	None	-
IN	Rd, P	In Port	Rd ← P	None	1
OUT	P, Rr	Out Port	P ← Rr	None	1
PUSH	Rr	Push Register on Stack	STACK ← Rr	None	2
POP	Rd	Pop Register from Stack	Rd ← STACK	None	2
		MCU CONTROL INSTRUCTIONS			
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep function)	None	1
WDR		Watchdog Reset	(see specific descr. for WDR/timer)	None	1
BREAK		Break	For On-chip Debug Only	None	N/A

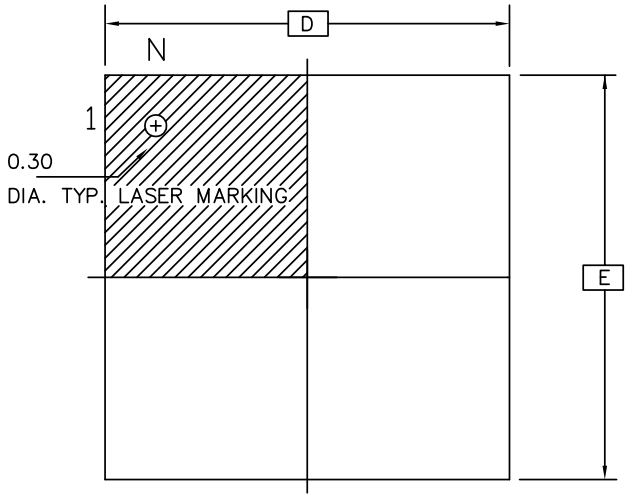
6. Ordering Information

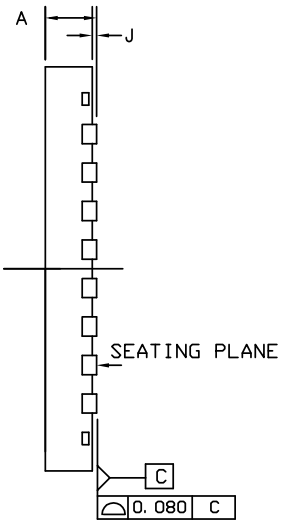
Part Number	Temp. Range	Flash Memory Size	Package	Product Marking
90USB82-16MU	Industrial Green	8K	QFN32	90USB82-16MU
90USB162-16MU	Industrial Green	16K	QFN32	90USB162-16MU
90USB162-16AU	Industrial Green	16K	TQFP32	90USB162-16AU

7. Packaging Information

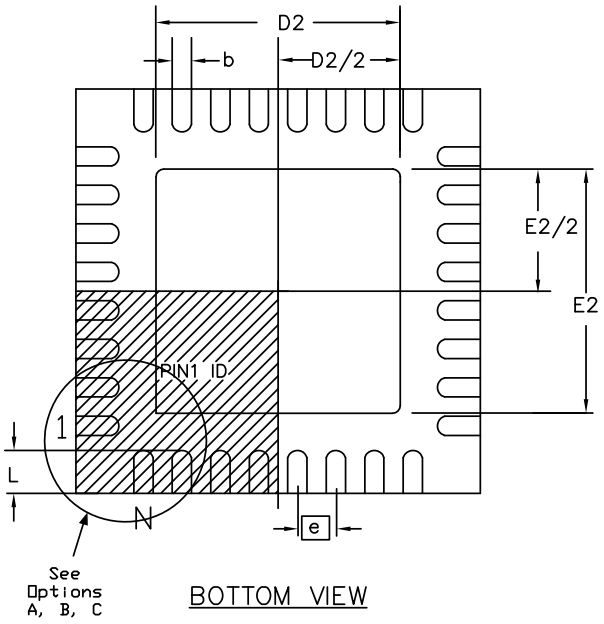
Package Type	
QFN32	PN, 32-Lead 5.0 x 5.0 mm Body, 0.50 mm Pitch Quad Flat No Lead Package (QFN)
TQFP32	MA, 32-Lead 7 x 7 mm Body size, 1.00 mm Bodu Thickness 0.8 mm Lead Pitch, Thin Profile Plastic Quad Flat Package (TQFP) Note: If ultrasonic process is used for assembly, we recommend that frequency to be applied should be either below or above the 12 to 26kHz range.

7.1 QFN32



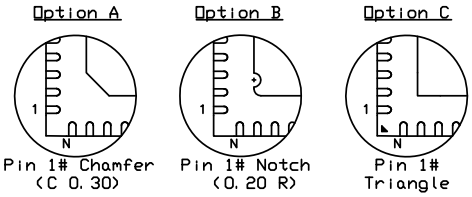


DRAWINGS NOT SCALED



COMMON DIMENSIONS IN MM

SYMBOL	MIN.	NOM.	MAX.	NOTES
A	0.80	----	1.00	
J	0.00	----	0.05	
D/E		5.00 BSC		
D2/E2	3.50	3.60	3.70	
N		32		
e		0.50 BSC		
L	0.30	0.40	0.50	
b	0.18	0.25	0.30	

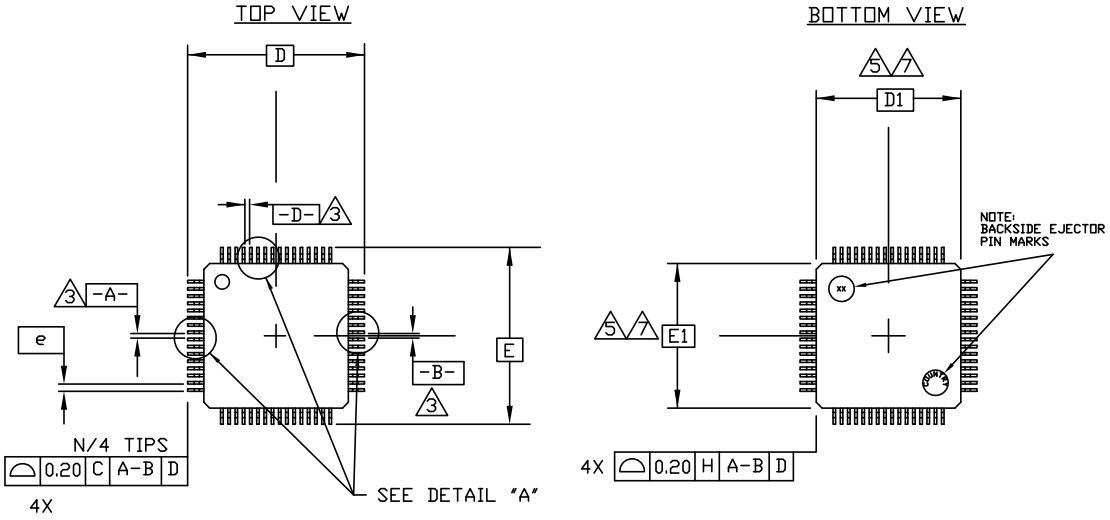


Compliant JEDEC Standard MO-220 variation VHHD-2

13/10/08

	TITLE	DRAWING No.	REV.
Atmel Nantes S.A. La Chantrerie - BP 70602 44306 Nantes Cedex 3 - France	PG - 32 Leads - 5.0x5.0mm body - 0.5mm pitch Quad Flat No Lead Package (QFN)	PG	A

7.2 TQFP32



SYMBOL	JEDEC VARIATION ALL DIMENSIONS IN MILLIMETERS			NOTE
	MIN.	NOM.	MAX.	
A			1.20	
A_1	0.05		0.15	
A_2	0.95	1.00	1.05	
D		9.00 BSC.		
D_1		7.00 BSC.		
E		9.00 BSC.		
E_1		7.00 BSC.		
L	0.45	0.60	0.75	
N		32		
e		0.80 BSC.		
b	0.30	0.37	0.45	
ccc			0.10	

8. Errata

8.1 AT90USB162 Errata History

Silicon Release	QFP32 'DateCode LotNumber' marking	QFN32 'DateCode LotNumber' marking
First Release	'0705 6J4972' '0709 J4973-2' '0709 J5597-1'	all lots marked 90USB162–16MES
Second Release	'0709 F3150-1'	'0714 50-2' '0722 50-3' '0735 3151'
Third Release	All date codes after 0709	All other lots

8.1.1 AT90USB162 First Release

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/workaround

Before entering sleep, interrupts not used to wake up the part from the sleep mode should be disabled.

2. PS2 high level clamped to UCAP

When configured in PS2 mode, the output high level is clamped to the UCAP voltage level.

Problem Fix/workaround

None.

3. Transient perturbation in USB suspend mode generates overconsumption

In device mode and when the USB is suspended, transient perturbation received on the USB lines generates a wake up state. However the idle state following the perturbation does not set the SUSPI bit anymore. The internal USB engine remains in suspend mode but the USB differential receiver is still enabled and generates a typical 300µA extra-power consumption. Detection of the suspend state after the transient perturbation should be performed by software (instead of reading the SUSPI bit).

Problem fix/workaround

USB waiver allows bus powered devices to consume up to 2.5mA in suspend state.

8.1.2 AT90USB162 Second Release

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/workaround

Before entering sleep, interrupts not used to wake up the part from the sleep mode should be disabled.

2. Extra power consumption

The typical power comsumption is increased by 90µA at 5V and by 160µA in worst case conditions.

Problem Fix/workaround

None.

3. Transient perturbation in USB suspend mode generates overconsumption

In device mode and when the USB is suspended, transient perturbation received on the USB lines generates a wake up state. However the idle state following the perturbation does not set the SUSPI bit anymore. The internal USB engine remains in suspend mode but the USB differential receiver is still enabled and generates a typical 300µA extra-power consumption. Detection of the suspend state after the transient perturbation should be performed by software (instead of reading the SUSPI bit).

Problem fix/workaround

USB waiver allows bus powered devices to consume up to 2.5mA in suspend state.

8.1.3 AT90USB162 Third Release

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/workaround

Before entering sleep, interrupts not used to wake up the part from the sleep mode should be disabled.

2. Transient perturbation in USB suspend mode generates overconsumption

In device mode and when the USB is suspended, transient perturbation received on the USB lines generates a wake up state. However the idle state following the perturbation does not set the SUSPI bit anymore. The internal USB engine remains in suspend mode but the USB differential receiver is still enabled and generates a typical 300µA extra-power consumption. Detection of the suspend state after the transient perturbation should be performed by software (instead of reading the SUSPI bit).

Problem fix/workaround

USB waiver allows bus powered devices to consume up to 2.5mA in suspend state.

8.2 AT90USB82 Errata History

8.2.1 AT90USB82 Initial Release (all lots)

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/workaround

Before entering sleep, interrupts not used to wake up the part from the sleep mode should be disabled.

2. Transient perturbation in USB suspend mode generates overconsumption

In device mode and when the USB is suspended, transient perturbation received on the USB lines generates a wake up state. However the idle state following the perturbation does not set the SUSPI bit anymore. The internal USB engine remains in suspend mode but the USB differential receiver is still enabled and generates a typical 300µA extra-power consumption. Detection of the suspend state after the transient perturbation should be performed by software (instead of reading the SUSPI bit).

Problem fix/workaround

USB waiver allows bus powered devices to consume up to 2.5mA in suspend state.

9. Datasheet Revision History for AT90USB82/162

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

9.1 Rev. 7707F – 11/10

1. Updated “Interrupts” on page 188. FRZCLK bit set replaced by FRZCLK bit cleared
2. Updated “Electrical Characteristics” on page 262. Added the UVCC min and max value
3. Replaced “QFN32” on page 15 by an updated drawing.
4. Updated the last page according to Atmel new Brand Style Guide

9.2 Rev. 7707E – 11/08

1. Updated package descriptions.
2. Added recomendation for ultrasonic assembly
3. Updated typical self powered applications.

9.3 Rev. 7707D

1. Correction to Oscillator description, page 245.

9.4 Rev. 7707C

1. Updated Errata section.

9.5 Rev. 7707B

1. Removed all references to Timer/Counter 2, A/D Converter.
2. Clarified information in Power Reduction Mode and Timer/Counter 1 sections.
3. Added USB design guidelines and schematics.
4. Updated AC/DC parameters.
5. Updated Errata section.

9.6 Rev. 7707A

1. Initial revision

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