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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
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	68
Program Memory Size	64KB (32K x 16)
Program Memory Type	FLASH
EEPROM Size	2K x 8
RAM Size	4K 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/atmega6450-16au

2.2 Comparison between ATmega325, ATmega3250, ATmega645 and ATmega6450

The ATmega325, ATmega3250, ATmega645, and ATmega6450 differ only in memory sizes, pin count and pinout. Table 2-1 on page 6 summarizes the different configurations for the four devices.

Table 2-1. Configuration Summary

Device	Flash	EEPROM	RAM	General Purpose I/O Pins
ATmega325	32Kbytes	1Kbytes	2Kbytes	54
ATmega3250	32Kbytes	1Kbytes	2Kbytes	69
ATmega645	64Kbytes	2Kbytes	4Kbytes	54
ATmega6450	64Kbytes	2Kbytes	4Kbytes	69

2.3 Pin Descriptions

The following section describes the I/O-pin special functions.

2.3.1 V_{CC}

Digital supply voltage.

2.3.2 GND

Ground.

2.3.3 Port A (PA7..PA0)

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

2.3.4 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 has better driving capabilities than the other ports.

Port B also serves the functions of various special features of the Atmel ATmega325/3250/645/6450 as listed on page 68.

2.3.5 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.

consequence, the device does not enter Power-down entirely. It is therefore recommended to verify that the EEPROM write operation is completed before entering Power-down.

8.3.3 Preventing EEPROM Corruption

During periods of low $V_{CC,}$ the EEPROM data can be corrupted because the supply voltage is too low for the CPU and the EEPROM to operate properly. These issues are the same as for board level systems using EEPROM, and the same design solutions should be applied.

An EEPROM data corruption can be caused by two situations when the voltage is too low. First, a regular write sequence to the EEPROM requires a minimum voltage to operate correctly. Secondly, the CPU itself can execute instructions incorrectly, if the supply voltage is too low.

EEPROM data corruption can easily be avoided by following this design recommendation:

Keep the AVR RESET active (low) during periods of insufficient power supply voltage. This can be done by enabling the internal Brown-out Detector (BOD). If the detection level of the internal BOD does not match the needed detection level, an external low V_{CC} reset Protection circuit can be used. If a reset occurs while a write operation is in progress, the write operation will be completed provided that the power supply voltage is sufficient.

8.4 I/O Memory

The I/O space definition of the Atmel ATmega325/3250/645/6450 is shown in “Register Summary” on page 336.

All Atmel ATmega325/3250/645/6450 I/Os and peripherals are placed in the I/O space. All I/O locations may be accessed by the LD/LDS/LDD and ST/STS/STD instructions, transferring data between the 32 general purpose working registers and the I/O space. I/O Registers within the address range 0x00 - 0x1F 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. Refer to the instruction set section for more details. When using the I/O specific commands IN and OUT, the I/O addresses 0x00 - 0x3F must be used. When addressing I/O Registers as data space using LD and ST instructions, 0x20 must be added to these addresses. The Atmel ATmega325/3250/645/6450 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 0x60 - 0xFF in SRAM, only the ST/STS/STD and LD/LDS/LDD instructions can be used.

For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.

Some of the Status Flags are cleared by writing a logical one to them. Note that, unlike most other AVRs, the CBI and SBI instructions will only operate on the specified bit, and can therefore be used on registers containing such Status Flags. The CBI and SBI instructions work with registers 0x00 to 0x1F only.

The I/O and peripherals control registers are explained in later sections.

8.4.1 General Purpose I/O Registers

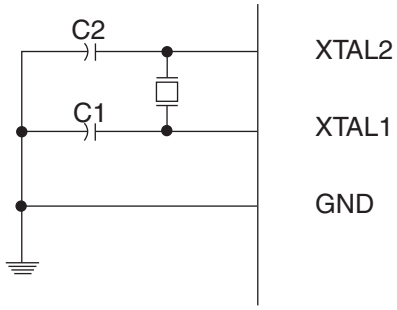
The Atmel ATmega325/3250/645/6450 contains three General Purpose I/O Registers. These registers can be used for storing any information, and they are particularly useful for storing global variables and Status Flags. General Purpose I/O Registers within the address range 0x00 - 0x1F are directly bit-accessible using the SBI, CBI, SBIS, and SBIC instructions.

9.3 Crystal Oscillator

XTAL1 and XTAL2 are input and output, respectively, of an inverting amplifier which can be configured for use as an On-chip Oscillator, as shown in Figure 9-2 on page 28. Either a quartz crystal or a ceramic resonator may be used.

C1 and C2 should always be equal for both crystals and resonators. The optimal value of the capacitors depends on the crystal or resonator in use, the amount of stray capacitance, and the electromagnetic noise of the environment. Some initial guidelines for choosing capacitors for use with crystals are given in Table 9-3 on page 28. For ceramic resonators, the capacitor values given by the manufacturer should be used.

Figure 9-2. Crystal Oscillator Connections



The Oscillator can operate in three different modes, each optimized for a specific frequency range. The operating mode is selected by the fuses CKSEL3..1 as shown in Table 9-3 on page 28.

Table 9-3. Crystal Oscillator Operating Modes

CKSEL3:1	Frequency Range (MHz)	Recommended Range for Capacitors C1 and C2 for Use with Crystals (pF)
100(Note:)	0.4 - 0.9	–
101	0.9 - 3.0	12 - 22
110	3.0 - 8.0	12 - 22
111	8.0 -	12 - 22

Note: This option should not be used with crystals, only with ceramic resonators.

The CKSEL0 Fuse together with the SUT1..0 Fuses select the start-up times as shown in Table 9-4 on page 28.

Table 9-4. Start-up Times for the Crystal Oscillator Clock Selection

CKSEL0	SUT1:0	Start-up Time from Power-down and Power-save	Additional Delay from Reset (V_{CC} = 5.0V)	Recommended Usage
0	00	258 CK(1)	14CK + 4.1ms	Ceramic resonator, fast rising power
0	01	258 CK(1)	14CK + 65ms	Ceramic resonator, slowly rising power
0	10	1K CK(2)	14CK	Ceramic resonator, BOD enabled

be configured as an output pin. The port pins are tri-stated when reset condition becomes active, even if no clocks are running.

If PORTxn is written logic one when the pin is configured as an output pin, the port pin is driven high (one). If PORTxn is written logic zero when the pin is configured as an output pin, the port pin is driven low (zero).

14.2.2 Toggling the Pin

Writing a logic one to PINxn toggles the value of PORTxn, independent on the value of DDRxn. Note that the SBI instruction can be used to toggle one single bit in a port.

14.2.3 Switching Between Input and Output

When switching between tri-state ({DDxn, PORTxn} = 0b00) and output high ({DDxn, PORTxn} = 0b11), an intermediate state with either pull-up enabled {DDxn, PORTxn} = 0b01) or output low ({DDxn, PORTxn} = 0b10) must occur. Normally, the pull-up enabled state is fully acceptable, as a high-impedant environment will not notice the difference between a strong high driver and a pull-up. If this is not the case, the PUD bit in the MCUCR Register can be set to disable all pull-ups in all ports.

Switching between input with pull-up and output low generates the same problem. The user must use either the tri-state ({DDxn, PORTxn} = 0b00) or the output high state ({DDxn, PORTxn} = 0b11) as an intermediate step.

Table 14-1 summarizes the control signals for the pin value.

Table 14-1. Port Pin Configurations

DDxn	PORTxn	PUD (in MCUCR)	I/O	Pull-up	Comment
0	0	X	Input	No	Tri-state (Hi-Z)
0	1	0	Input	Yes	Pxn will source current if ext. pulled low.
0	1	1	Input	No	Tri-state (Hi-Z)
1	0	X	Output	No	Output Low (Sink)
1	1	X	Output	No	Output High (Source)

14.2.4 Reading the Pin Value

Independent of the setting of Data Direction bit DDxn, the port pin can be read through the PINxn Register bit. As shown in Figure 14-2, the PINxn Register bit and the preceding latch constitute a synchronizer. This is needed to avoid metastability if the physical pin changes value near the edge of the internal clock, but it also introduces a delay. Figure 14-3 shows a timing diagram of the synchronization when reading an externally applied pin value. The maximum and minimum propagation delays are denoted $t_{pd,max}$ and $t_{pd,min}$ respectively.

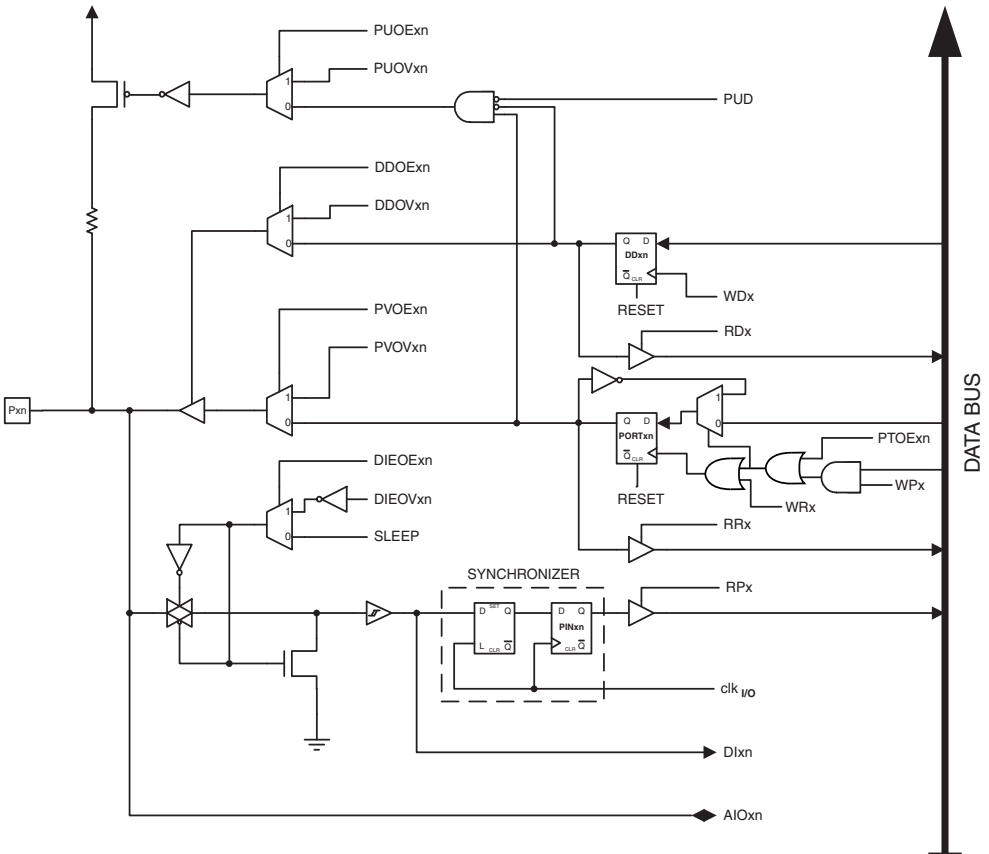
ing inputs should be avoided to reduce current consumption in all other modes where the digital inputs are enabled (Reset, Active mode and Idle mode).

The simplest method to ensure a defined level of an unused pin, is to enable the internal pull-up. In this case, the pull-up will be disabled during reset. If low power consumption during reset is important, it is recommended to use an external pull-up or pull-down. Connecting unused pins directly to V_{CC} or GND is not recommended, since this may cause excessive currents if the pin is accidentally configured as an output.

14.3 Alternate Port Functions

Most port pins have alternate functions in addition to being general digital I/Os. Figure 14-5 shows how the port pin control signals from the simplified Figure 14-2 can be overridden by alternate functions. The overriding signals may not be present in all port pins, but the figure serves as a generic description applicable to all port pins in the AVR microcontroller family.

Figure 14-5. Alternate Port Functions[1]



PUOExn:	Pxn PULL-UP OVERRIDE ENABLE	PUD:	PULLUP DISABLE
PUOVxn:	Pxn PULL-UP OVERRIDE VALUE	WDx:	WRITE DDRx
DDOExn:	Pxn DATA DIRECTION OVERRIDE ENABLE	RDx:	READ DDRx
DDOVxn:	Pxn DATA DIRECTION OVERRIDE VALUE	RRx:	READ PORTx REGISTER
PVOExn:	Pxn PORT VALUE OVERRIDE ENABLE	WRx:	WRITE PORTx
PVOVxn:	Pxn PORT VALUE OVERRIDE VALUE	RPx:	READ PORTx PIN
DIEOExn:	Pxn DIGITAL INPUT-ENABLE OVERRIDE ENABLE	WPx:	WRITE PINx
DIEOVxn:	Pxn DIGITAL INPUT-ENABLE OVERRIDE VALUE	$clk_{I/O}$:	I/O CLOCK
SLEEP:	SLEEP CONTROL	DIxn:	DIGITAL INPUT PIN n ON PORTx
PTOExn:	Pxn, PORT TOGGLE OVERRIDE ENABLE	AIOxn:	ANALOG INPUT/OUTPUT PIN n ON PORTx

Note: 1. WRx, WPx, WDx, RRx, RPx, and RDx are common to all pins within the same port. $clk_{I/O}$, SLEEP, and PUD are common to all ports. All other signals are unique for each pin.

The OCR0A Register is double buffered when using any of the Pulse Width Modulation (PWM) modes. For the normal and Clear Timer on Compare (CTC) modes of operation, the double buffering is disabled. The double buffering synchronizes the update of the OCR0 Compare Register to either top or bottom of the counting sequence. The synchronization prevents the occurrence of odd-length, non-symmetrical PWM pulses, thereby making the output glitch-free.

The OCR0A Register access may seem complex, but this is not case. When the double buffering is enabled, the CPU has access to the OCR0A Buffer Register, and if double buffering is disabled the CPU will access the OCR0A directly.

15.5.1 Force Output Compare

In non-PWM waveform generation modes, the match output of the comparator can be forced by writing a one to the Force Output Compare (FOC0A) bit. Forcing compare match will not set the OCF0A Flag or reload/clear the timer, but the OC0A pin will be updated as if a real compare match had occurred (the COM0A1:0 bits settings define whether the OC0A pin is set, cleared or toggled).

15.5.2 Compare Match Blocking by TCNT0 Write

All CPU write operations to the TCNT0 Register will block any compare match that occur in the next timer clock cycle, even when the timer is stopped. This feature allows OCR0A to be initialized to the same value as TCNT0 without triggering an interrupt when the Timer/Counter clock is enabled.

15.5.3 Using the Output Compare Unit

Since writing TCNT0 in any mode of operation will block all compare matches for one timer clock cycle, there are risks involved when changing TCNT0 when using the Output Compare unit, independently of whether the Timer/Counter is running or not. If the value written to TCNT0 equals the OCR0A value, the compare match will be missed, resulting in incorrect waveform generation. Similarly, do not write the TCNT0 value equal to BOTTOM when the counter is counting down.

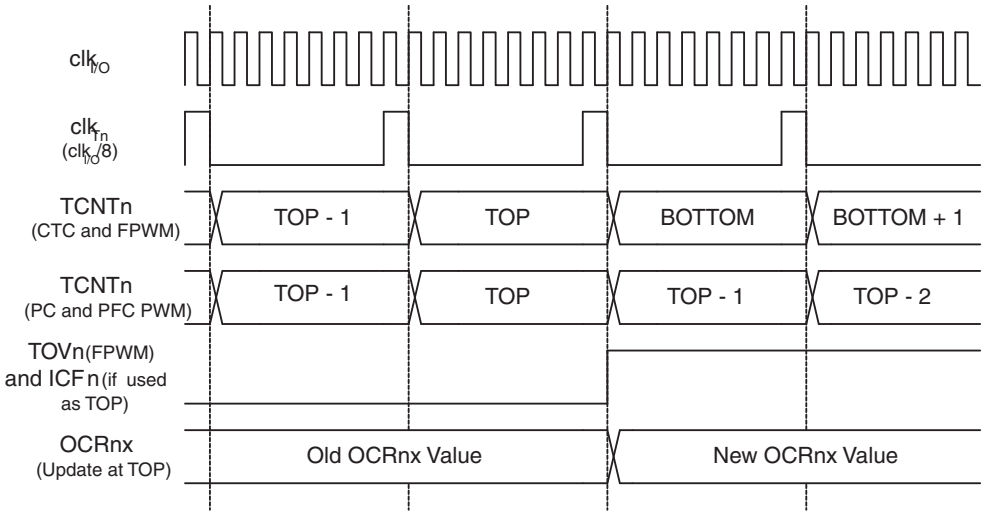
The setup of the OC0A should be performed before setting the Data Direction Register for the port pin to output. The easiest way of setting the OC0A value is to use the Force Output Compare (FOC0A) strobe bits in Normal mode. The OC0A Register keeps its value even when changing between Waveform Generation modes.

Be aware that the COM0A1:0 bits are not double buffered together with the compare value. Changing the COM0A1:0 bits will take effect immediately.

15.6 Compare Match Output Unit

The Compare Output mode (COM0A1:0) bits have two functions. The Waveform Generator uses the COM0A1:0 bits for defining the Output Compare (OC0A) state at the next compare match. Also, the COM0A1:0 bits control the OC0A pin output source. Figure 15-4 shows a simplified schematic of the logic affected by the COM0A1:0 bit setting. The I/O Registers, I/O bits, and I/O pins in the figure are shown in bold. Only the parts of the general I/O port control registers (DDR and PORT) that are affected by the COM0A1:0 bits are shown. When referring to the OC0A state, the reference is for the internal OC0A Register, not the OC0A pin. If a System Reset occur, the OC0A Register is reset to “0”.

Figure 17-13. Timer/Counter Timing Diagram, with Prescaler ($f_{clk\_I/O}/8$)



17.11 Register Description

17.11.1 TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7:6 – COM1A1:0: Compare Output Mode for Unit A**

- **Bit 5:4 – COM1B1:0: Compare Output Mode for Unit B**

The COM1A1:0 and COM1B1:0 control the Output Compare pins (OC1A and OC1B respectively) behavior. If one or both of the COM1A1:0 bits are written to one, the OC1A output overrides the normal port functionality of the I/O pin it is connected to. If one or both of the COM1B1:0 bit are written to one, the OC1B output overrides the normal port functionality of the I/O pin it is connected to. However, note that the *Data Direction Register* (DDR) bit corresponding to the OC1A or OC1B pin must be set in order to enable the output driver.

When the OC1A or OC1B is connected to the pin, the function of the COM1x1:0 bits is dependent of the WGM13:0 bits setting. Table 17-2 shows the COM1x1:0 bit functionality when the WGM13:0 bits are set to a Normal or a CTC mode (non-PWM).

Table 17-2. Compare Output Mode, non-PWM

COM1A1/COM1B1	COM1A0/COM1B0	Description
0	0	Normal port operation, OC1A/OC1B disconnected.
0	1	Toggle OC1A/OC1B on Compare Match.
1	0	Clear OC1A/OC1B on Compare Match (Set output to low level).
1	1	Set OC1A/OC1B on Compare Match (Set output to high level).

19. SPI – Serial Peripheral Interface

19.1 Features

The Atmel ATmega325/3250/645/6450 SPI includes the following features:

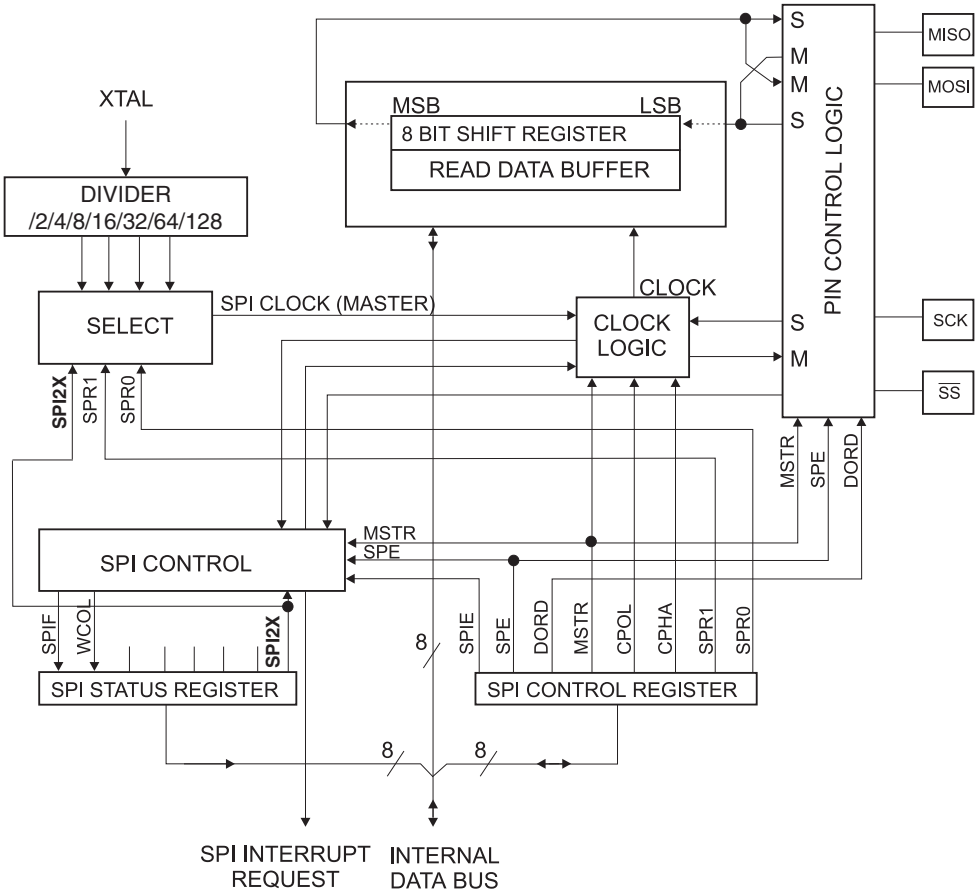
- **Full-duplex, Three-wire Synchronous Data Transfer**
- **Master or Slave Operation**
- **LSB First or MSB First Data Transfer**
- **Seven Programmable Bit Rates**
- **End of Transmission Interrupt Flag**
- **Write Collision Flag Protection**
- **Wake-up from Idle Mode**
- **Double Speed (CK/2) Master SPI Mode**

19.2 Overview

The Serial Peripheral Interface (SPI) allows high-speed synchronous data transfer between the Atmel ATmega325/3250/645/6450 and peripheral devices or between several AVR devices.

The PRSPI bit in “Power Reduction Register” on page 37 must be written to zero to enable the SPI module.

Figure 19-1. SPI Block Diagram[1]



Note: 1. Refer to Figure 1-1 on page 2, and Table 14-3 on page 68 for SPI pin placement.

means that it will not receive incoming data. Note that the SPI logic will be reset once the $\overline{SS}$ pin is driven high.

The $\overline{SS}$ pin is useful for packet/byte synchronization to keep the slave bit counter synchronous with the master clock generator. When the $\overline{SS}$ pin is driven high, the SPI slave will immediately reset the send and receive logic, and drop any partially received data in the Shift Register.

19.3.2 Master Mode

When the SPI is configured as a Master (MSTR in SPCR is set), the user can determine the direction of the $\overline{SS}$ pin.

If $\overline{SS}$ is configured as an output, the pin is a general output pin which does not affect the SPI system. Typically, the pin will be driving the $\overline{SS}$ pin of the SPI Slave.

If $\overline{SS}$ is configured as an input, it must be held high to ensure Master SPI operation. If the $\overline{SS}$ pin is driven low by peripheral circuitry when the SPI is configured as a Master with the $\overline{SS}$ pin defined as an input, the SPI system interprets this as another master selecting the SPI as a slave and starting to send data to it. To avoid bus contention, the SPI system takes the following actions:

1. The MSTR bit in SPCR is cleared and the SPI system becomes a Slave. As a result of the SPI becoming a Slave, the MOSI and SCK pins become inputs.
2. The SPIF Flag in SPSR is set, and if the SPI interrupt is enabled, and the I-bit in SREG is set, the interrupt routine will be executed.

Thus, when interrupt-driven SPI transmission is used in Master mode, and there exists a possibility that $\overline{SS}$ is driven low, the interrupt should always check that the MSTR bit is still set. If the MSTR bit has been cleared by a slave select, it must be set by the user to re-enable SPI Master mode.

19.4 Data Modes

There are four combinations of SCK phase and polarity with respect to serial data, which are determined by control bits CPHA and CPOL. The SPI data transfer formats are shown in Figure 19-3 and Figure 19-4. Data bits are shifted out and latched in on opposite edges of the SCK signal, ensuring sufficient time for data signals to stabilize. This is clearly seen by summarizing Table 19-3 and Table 19-4, as done below:

Table 19-2. CPOL Functionality

	Leading Edge	Trailing eDge	SPI Mode
CPOL=0, CPHA=0	Sample (Rising)	Setup (Falling)	0
CPOL=0, CPHA=1	Setup (Rising)	Sample (Falling)	1
CPOL=1, CPHA=0	Sample (Falling)	Setup (Rising)	2
CPOL=1, CPHA=1	Setup (Falling)	Sample (Rising)	3

The function simply waits for the transmit buffer to be empty by checking the UDREn Flag, before loading it with new data to be transmitted. If the Data Register Empty interrupt is utilized, the interrupt routine writes the data into the buffer.

20.6.2 Sending Frames with 9 Data Bit

If 9-bit characters are used (UCSZ = 7), the ninth bit must be written to the TXB8n bit in UCSRnB before the low byte of the character is written to UDRn. The following code examples show a transmit function that handles 9-bit characters. For the assembly code, the data to be sent is assumed to be stored in registers R17:R16.

Assembly Code Example[1][2]

```
USART_Transmit:
  ; Wait for empty transmit buffer
  sbis UCSR0A,UDRE0
  rjmp USART_Transmit
  ; Copy 9th bit from r17 to TXB80
  cbi  UCSR0B,TXB80
  sbrc r17,0
  sbi  UCSR0B,TXB80
  ; Put LSB data (r16) into buffer, sends the data
  out  UDR0,r16
  ret
```

C Code Example[1][2]

```
void USART_Transmit( unsigned int data )
{
  /* Wait for empty transmit buffer */
  while ( !( UCSR0A & (1<<UDRE0)) )
       ;
  /* Copy 9th bit to TXB80 */
  UCSR0B &= ~(1<<TXB80);
  if ( data & 0x0100 )
    UCSR0B |= (1<<TXB80);
  /* Put data into buffer, sends the data */
  UDR0 = data;
}
```

Notes: 1. These transmit functions are written to be general functions. They can be optimized if the contents of the UCSRnB is static. For example, only the TXB8n bit of the UCSRnB Register is used after initialization.
2. See “About Code Examples” on page 9.

The ninth bit can be used for indicating an address frame when using multi processor communication mode or for other protocol handling as for example synchronization.

20.6.3 Transmitter Flags and Interrupts

The USART Transmitter has two flags that indicate its state: USART Data Register Empty (UDREn) and Transmit Complete (TXCn). Both flags can be used for generating interrupts.

Figure 21-4. Two-wire Mode Operation, Simplified Diagram

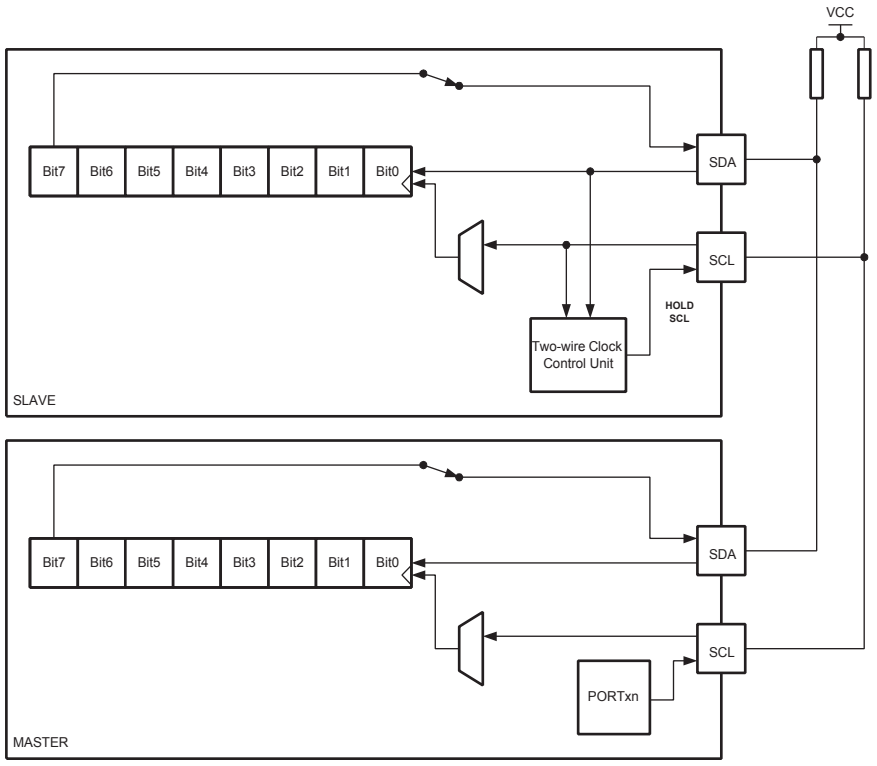
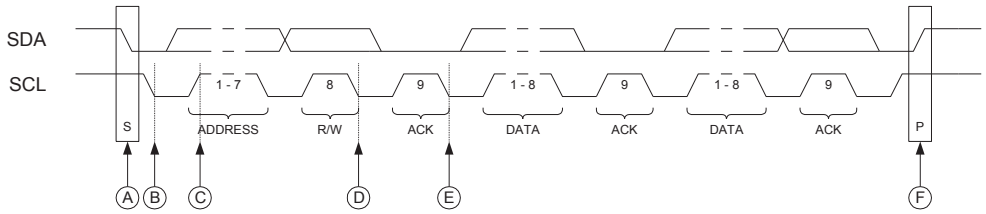


Figure 21-4 shows two USI units operating in Two-wire mode, one as Master and one as Slave. It is only the physical layer that is shown since the system operation is highly dependent of the communication scheme used. The main differences between the Master and Slave operation at this level, is the serial clock generation which is always done by the Master, and only the Slave uses the clock control unit. Clock generation must be implemented in software, but the shift operation is done automatically by both devices. Note that only clocking on negative edge for shifting data is of practical use in this mode. The slave can insert wait states at start or end of transfer by forcing the SCL clock low. This means that the Master must always check if the SCL line was actually released after it has generated a positive edge.

Since the clock also increments the counter, a counter overflow can be used to indicate that the transfer is completed. The clock is generated by the master by toggling the USCK pin via the PORT Register.

The data direction is not given by the physical layer. A protocol, like the one used by the TWI-bus, must be implemented to control the data flow.

Figure 21-5. Two-wire Mode, Typical Timing Diagram



Referring to the timing diagram (Figure 21-5.), a bus transfer involves the following steps:

Figure 23-14. Differential Measurement Range

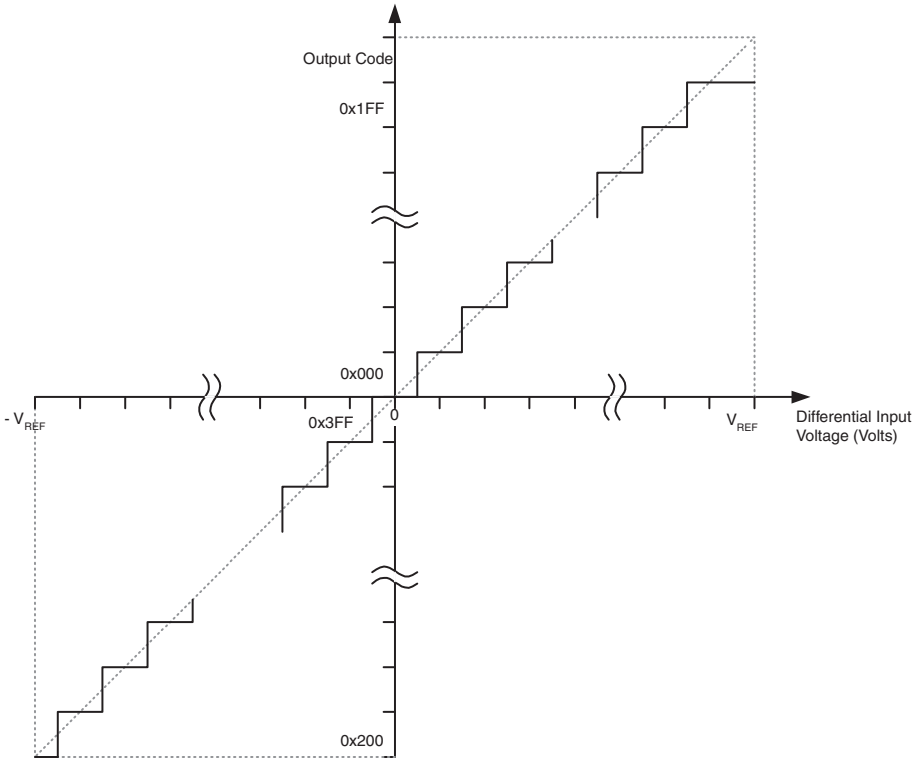


Table 23-2. Correlation Between Input Voltage and Output Codes

V_{ADCn}	Read Code	Corresponding Decimal Value
$V_{ADCm} + V_{REF}$	0x1FF	511
$V_{ADCm} + {}^{511}/_{512}\ V_{REF}$	0x1FF	511
$V_{ADCm} + {}^{510}/_{512}\ V_{REF}$	0x1FE	510
...	...	...
$V_{ADCm} + {}^{1}/_{512}\ V_{REF}$	0x001	1
V_{ADCm}	0x000	0
$V_{ADCm} - {}^{1}/_{512}\ V_{REF}$	0x3FF	-1
...	...	...
$V_{ADCm} - {}^{511}/_{512}\ V_{REF}$	0x201	-511
$V_{ADCm} - V_{REF}$	0x200	-512

ADMUX = 0xFB (ADC3 - ADC2, 1.1V reference, left adjusted result)

Voltage on ADC3 is 300 mV, voltage on ADC2 is 500 mV.

ADCR = 512 * (300 - 500) / 1100 = -93 = 0x3A3.

ADCL will thus read 0xC0, and ADCH will read 0xD8. Writing zero to ADLAR right adjusts the result: ADCL = 0xA3, ADCH = 0x03.

software must write this bit to the desired value twice within four cycles to change its value. Note that this bit must not be altered when using the On-chip Debug system.

If the JTAG interface is left unconnected to other JTAG circuitry, the JTD bit should be set to one. The reason for this is to avoid static current at the TDO pin in the JTAG interface.

25.5.2 MCUSR – MCU Status Register

The MCU Status Register provides information on which reset source caused an MCU reset.

Bit	7	6	5	4	3	2	1	0	
0x34 (0x54)	–	–	–	JTRF	WDRF	BORF	EXTRF	PORF	MCUSR
Read/Write	R	R	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	See Bit Description					

- **Bit 4 – JTRF: JTAG Reset Flag**

This bit is set if a reset is being caused by a logic one in the JTAG Reset Register selected by the JTAG instruction AVR_RESET. This bit is reset by a Power-on Reset, or by writing a logic zero to the flag.

25.6 Boundary-scan Chain

The Boundary-scan chain has the capability of driving and observing the logic levels on the digital I/O pins, as well as the boundary between digital and analog logic for analog circuitry having off-chip connection.

25.6.1 Scanning the Digital Port Pins

Figure 25-3 shows the Boundary-scan Cell for a bi-directional port pin with pull-up function. The cell consists of a standard Boundary-scan cell for the Pull-up Enable – PUExn – function, and a bi-directional pin cell that combines the three signals Output Control – OCxn, Output Data – ODxn, and Input Data – IDxn, into only a two-stage Shift Register. The port and pin indexes are not used in the following description

The Boundary-scan logic is not included in the figures in the Data Sheet. Figure 25-4 shows a simple digital port pin as described in the section “I/O-Ports” on page 60. The Boundary-scan details from Figure 25-3 replaces the dashed box in Figure 25-4.

When no alternate port function is present, the Input Data – ID – corresponds to the PINxn Register value (but ID has no synchronizer), Output Data corresponds to the PORT Register, Output Control corresponds to the Data Direction – DD Register, and the Pull-up Enable – PUExn – corresponds to logic expression $\overline{PUD} \cdot \overline{DDxn} \cdot PORTxn$.

Digital alternate port functions are connected outside the dotted box in Figure 25-4 to make the scan chain read the actual pin value. For Analog function, there is a direct connection from the external pin to the analog circuit, and a scan chain is inserted on the interface between the digital logic and the analog circuitry.

Table 25-8. ATmega3250/6450 Boundary-scan Order, 100-pin (Continued)

Bit Number	Signal Name	Module
99	PD5.Pull-up_Enable	
98	PD6.Data	
97	PD6.Control	
96	PD6.Pull-up_Enable	
95	PD7.Data	
94	PD7.Control	
93	PD7.Pull-up_Enable	
92	PG0.Data	Port G
91	PG0.Control	
90	PG0.Pull-up_Enable	
89	PG1.Data	
88	PG1.Control	
87	PG1.Pull-up_Enable	
86	PC0.Data	Port C
85	PC0.Control	
84	PC0.Pull-up_Enable	
83	PC1.Data	
82	PC1.Control	
81	PC1.Pull-up_Enable	
80	PC2.Data	
79	PC2.Control	
78	PC2.Pull-up_Enable	
77	PC3.Data	
76	PC3.Control	
75	PC3.Pull-up_Enable	
74	PC4.Data	
73	PC4.Control	
72	PC4.Pull-up_Enable	
71	PC5.Data	
70	PC5.Control	
69	PC5.Pull-up_Enable	
68	PH0.Data	Port H
67	PH0.Control	
66	PH0.Pull-up_Enable	
65	PH1.Data	
64	PH1.Control	

Table 25-8. ATmega3250/6450 Boundary-scan Order, 100-pin (Continued)

Bit Number	Signal Name	Module
63	PH1.Pull-up_Enable	
62	PH2.Data	
61	PH2.Control	
60	PH2.Pull-up_Enable	
59	PH3.Data	
58	PH3.Control	
57	PH3.Pull-up_Enable	
56	PC6.Data	Port C
55	PC6.Control	
54	PC6.Pull-up_Enable	
53	PC7.Data	
52	PC7.Control	
51	PC7.Pull-up_Enable	
50	PG2.Data	Port G
49	PG2.Control	
48	PG2.Pull-up_Enable	
47	PA7.Data	Port A
46	PA7.Control	
45	PA7.Pull-up_Enable	
44	PA6.Data	
43	PA6.Control	
42	PA6.Pull-up_Enable	
41	PA5.Data	
40	PA5.Control	
39	PA5.Pull-up_Enable	
38	PA4.Data	
37	PA4.Control	
36	PA4.Pull-up_Enable	
35	PA3.Data	
34	PA3.Control	
33	PA3.Pull-up_Enable	
32	PA2.Data	
31	PA2.Control	
30	PA2.Pull-up_Enable	
29	PA1.Data	
28	PA1.Control	

Table 27-16. JTAG Programming Instruction Set

a = address high bits, **b** = address low bits, **H** = 0 - Low byte, 1 - High Byte, **o** = data out, **i** = data in, x = don't care

Instruction	TDI Sequence	TDO Sequence	Notes
1a. Chip Erase	0100011_10000000 0110001_10000000 0110011_10000000 0110011_10000000	xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx	
1b. Poll for Chip Erase Complete	0110011_10000000	xxxxx**o**x_xxxxxxxx	(2)
2a. Enter Flash Write	0100011_00010000	xxxxxxx_xxxxxxxx	
2b. Load Address High Byte	0000111_**aaaaaaaa**	xxxxxxx_xxxxxxxx	(9)
2c. Load Address Low Byte	0000011_**bbbbbbbb**	xxxxxxx_xxxxxxxx	
2d. Load Data Low Byte	0010011_**iiiiiiii**	xxxxxxx_xxxxxxxx	
2e. Load Data High Byte	0010111_**iiiiiiii**	xxxxxxx_xxxxxxxx	
2f. Latch Data	0110111_00000000 1110111_00000000 0110111_00000000	xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx	(1)
2g. Write Flash Page	0110111_00000000 0110101_00000000 0110111_00000000 0110111_00000000	xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx	(1)
2h. Poll for Page Write Complete	0110111_00000000	xxxxx**o**x_xxxxxxxx	(2)
3a. Enter Flash Read	0100011_00000010	xxxxxxx_xxxxxxxx	
3b. Load Address High Byte	0000111_**aaaaaaaa**	xxxxxxx_xxxxxxxx	(9)
3c. Load Address Low Byte	0000011_**bbbbbbbb**	xxxxxxx_xxxxxxxx	
3d. Read Data Low and High Byte	0110010_00000000 0110110_00000000 0110111_00000000	xxxxxxx_xxxxxxxx xxxxxxx_**oooooooo** xxxxxxx_**oooooooo**	 Low byte High byte
4a. Enter EEPROM Write	0100011_00010001	xxxxxxx_xxxxxxxx	
4b. Load Address High Byte	0000111_**aaaaaaaa**	xxxxxxx_xxxxxxxx	(9)
4c. Load Address Low Byte	0000011_**bbbbbbbb**	xxxxxxx_xxxxxxxx	
4d. Load Data Byte	0010011_**iiiiiiii**	xxxxxxx_xxxxxxxx	
4e. Latch Data	0110111_00000000 1110111_00000000 0110111_00000000	xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx	(1)
4f. Write EEPROM Page	0110011_00000000 0110001_00000000 0110011_00000000 0110011_00000000	xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx xxxxxxx_xxxxxxxx	(1)
4g. Poll for Page Write Complete	0110011_00000000	xxxxx**o**x_xxxxxxxx	(2)
5a. Enter EEPROM Read	0100011_00000011	xxxxxxx_xxxxxxxx	
5b. Load Address High Byte	0000111_**aaaaaaaa**	xxxxxxx_xxxxxxxx	(9)

28.4 Clock Characteristics

28.4.1 Calibrated Internal Oscillator Accuracy

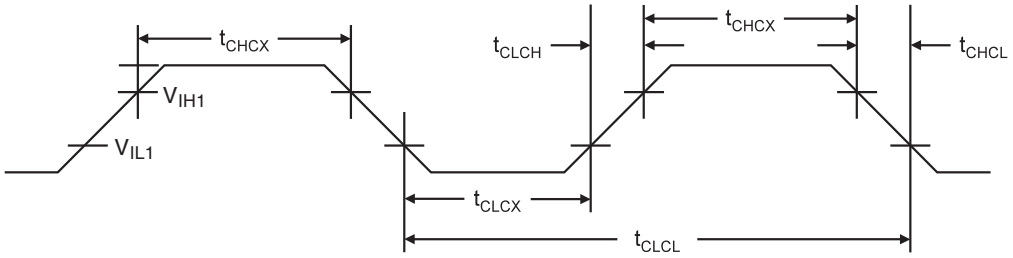
Table 28-2. Calibration Accuracy of Internal RC Oscillator

	Frequency	V_{CC}	Temperature	Calibration Accuracy
Factory Calibration	8.0 MHz	3V	25°C	±10%
User Calibration	7.3 - 8.1 MHz	1.8V - 5.5V(1) 2.7V - 5.5V(2)	-40°C - 85°C	±1%

Note: 1. Voltage range for ATmega325V/3250V/645V/6450V.
2. Voltage range for Atmel ATmega325/3250/645/6450.

28.4.2 External Clock Drive Waveforms

Figure 28-3. External Clock Drive Waveforms



28.4.3 External Clock Drive

Table 28-3. External Clock Drive

Symbol	Parameter	V_{CC}=1.8-5.5V		V_{CC}=2.7-5.5V		V_{CC}=4.5-5.5V		Units
		Min.	Max.	Min.	Max.	Min.	Max.	
$1/t_{CLCL}$	Oscillator Frequency	0	1	0	8	0	16	MHz
t_{CLCL}	Clock Period	1000		125		62.5		ns
t_{CHCX}	High Time	400		50		25		ns
t_{CLCX}	Low Time	400		50		25		ns
t_{CLCH}	Rise Time		2.0		1.6		0.5	µs
t_{CHCL}	Fall Time		2.0		1.6		0.5	µs
Δt_{CLCL}	Change in period from one clock cycle to the next		2		2		2	%

30. Register Summary

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

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	-	-	-	-	-	-	-	-	
(0xF1)	Reserved	-	-	-	-	-	-	-	-	
(0xF0)	Reserved	-	-	-	-	-	-	-	-	
(0xEF)	Reserved	-	-	-	-	-	-	-	-	
(0xEE)	Reserved	-	-	-	-	-	-	-	-	
(0xED)	Reserved	-	-	-	-	-	-	-	-	
(0xEC)	Reserved	-	-	-	-	-	-	-	-	
(0xEB)	Reserved	-	-	-	-	-	-	-	-	
(0xEA)	Reserved	-	-	-	-	-	-	-	-	
(0xE9)	Reserved	-	-	-	-	-	-	-	-	
(0xE8)	Reserved	-	-	-	-	-	-	-	-	
(0xE7)	Reserved	-	-	-	-	-	-	-	-	
(0xE6)	Reserved	-	-	-	-	-	-	-	-	
(0xE5)	Reserved	-	-	-	-	-	-	-	-	
(0xE4)	Reserved	-	-	-	-	-	-	-	-	
(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
(0xD8)	**PINH**	**PINH7**	**PINH6**	**PINH5**	**PINH4**	**PINH3**	**PINH2**	**PINH1**	**PINH0**	84
(0xD7)	Reserved	-	-	-	-	-	-	-	-	
(0xD6)	Reserved	-	-	-	-	-	-	-	-	
(0xD5)	Reserved	-	-	-	-	-	-	-	-	
(0xD4)	Reserved	-	-	-	-	-	-	-	-	
(0xD3)	Reserved	-	-	-	-	-	-	-	-	
(0xD2)	Reserved	-	-	-	-	-	-	-	-	
(0xD1)	Reserved	-	-	-	-	-	-	-	-	
(0xD0)	Reserved	-	-	-	-	-	-	-	-	
(0xCF)	Reserved	-	-	-	-	-	-	-	-	
(0xCE)	Reserved	-	-	-	-	-	-	-	-	
(0xCD)	Reserved	-	-	-	-	-	-	-	-	
(0xCC)	Reserved	-	-	-	-	-	-	-	-	
(0xCB)	Reserved	-	-	-	-	-	-	-	-	
(0xCA)	Reserved	-	-	-	-	-	-	-	-	
(0xC9)	Reserved	-	-	-	-	-	-	-	-	
(0xC8)	Reserved	-	-	-	-	-	-	-	-	
(0xC7)	Reserved	-	-	-	-	-	-	-	-	
(0xC6)	UDR0	USART0 Data Register								179
(0xC5)	UBRR0H					USART0 Baud Rate Register High				184
(0xC4)	UBRR0L	USART0 Baud Rate Register Low								184

34. Errata

34.1 Errata ATmega325

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

34.1.1 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).

34.1.2 ATmega325 Rev. B

Not sampled.

34.1.3 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).

34.2 Errata ATmega3250

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

34.2.1 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).

34.2.2 ATmega3250 Rev. B

Not sampled.