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"[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	Obsolete
Core Processor	AVR
Core Size	8-Bit
Speed	12MHz
Connectivity	SPI
Peripherals	POR, WDT
Number of I/O	15
Program Memory Size	1KB (512 x 16)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	-
Voltage - Supply (Vcc/Vdd)	4V ~ 6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/at90s1200-12yc

During interrupts and subroutine calls, the return address Program Counter (PC) is stored on the stack. The stack is a 3-level-deep hardware stack dedicated for subroutines and interrupts.

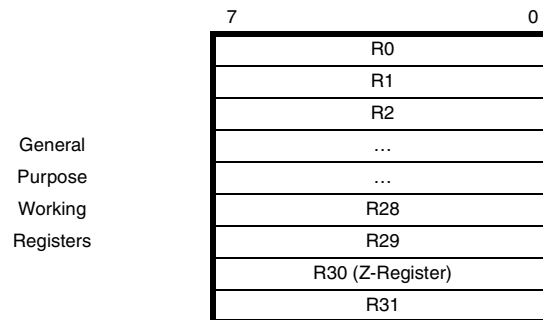
The I/O memory space contains 64 addresses for CPU peripheral functions such as Control Registers, Timer/Counters, A/D Converters and other I/O functions. The memory spaces in the AVR architecture are all linear and regular memory maps.

A flexible interrupt module has its control registers in the I/O space with an additional global interrupt enable bit in the status register. All the different interrupts have a separate interrupt vector in the interrupt vector table at the beginning of the program memory. The different interrupts have priority in accordance with their interrupt vector position. The lower the interrupt vector address, the higher the priority.

General Purpose Register File

Figure 5 shows the structure of the 32 general purpose registers in the CPU.

Figure 5. AVR CPU General Purpose Working Registers



All the register operating instructions in the instruction set have direct and single cycle access to all registers. The only exception is the five constant arithmetic and logic instructions SBCI, SUBI, CPI, ANDI, ORI between a constant and a register and the LDI instruction for load immediate constant data. These instructions apply to the second half of the registers in the register file (R16..R31). The general SBC, SUB, CP, AND, OR and all other operations between two registers or on a single register apply to the entire register file.

Register 30 also serves as an 8-bit pointer for indirect address of the register file.

ALU – Arithmetic Logic Unit

The high-performance AVR ALU operates in direct connection with all the 32 general purpose working registers. Within a single clock cycle, ALU operations between registers in the register file are executed. The ALU operations are divided into three main categories – arithmetic, logic and bit-functions.

In-System Programmable Flash Program Memory

The AT90S1200 contains 1K bytes On-chip In-System Programmable Flash memory for program storage. Since all instructions are single 16-bit words, the Flash is organized as 512 x 16. The Flash memory has an endurance of at least 1000 write/erase cycles.

The AT90S1200 Program Counter is 9 bits wide, thus addressing the 512 words Flash program memory.

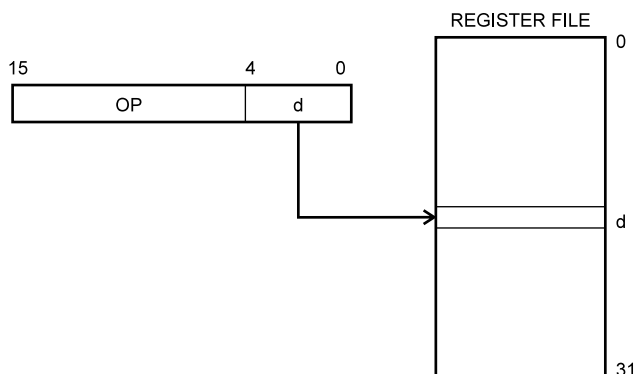
See page 37 for a detailed description on Flash data downloading.

Program and Data Addressing Modes

The AT90S1200 AVR RISC Microcontroller supports powerful and efficient addressing modes. This section describes the different addressing modes supported in the AT90S1200. In the figures, OP means the operation code part of the instruction word. To simplify, not all figures show the exact location of the addressing bits.

Register Direct, Single Register Rd

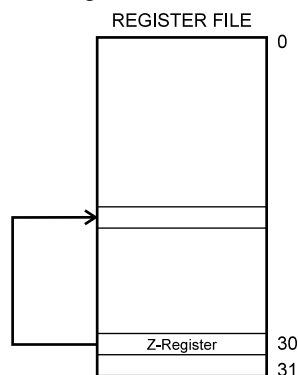
Figure 6. Direct Single Register Addressing



The operand is contained in register d (Rd).

Register Indirect

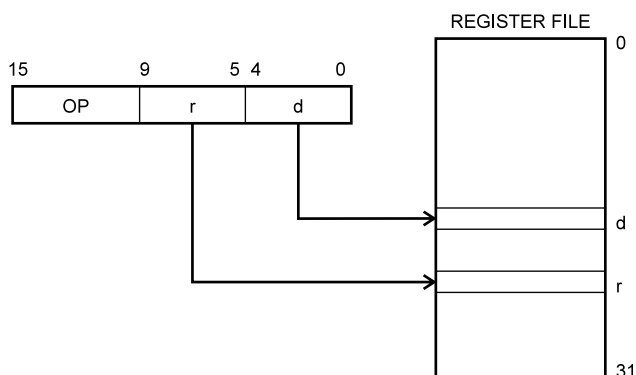
Figure 7. Indirect Register Addressing



The register accessed is the one pointed to by the Z-register (R30).

Register Direct, Two Registers Rd and Rr

Figure 8. Direct Register Addressing, Two Registers



Status Register – SREG

The AVR status register (SREG) at I/O space location \$3F is defined as:

Bit	7	6	5	4	3	2	1	0	
\$3F	I	T	H	S	V	N	Z	C	SREG
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – I: Global Interrupt Enable**

The global interrupt enable bit must be set (one) for the interrupts to be enabled. The individual interrupt enable control is then performed in separate control registers. If the global interrupt enable bit is cleared (zero), none of the interrupts are enabled independent of the individual interrupt enable settings. The I-bit is cleared by hardware after an interrupt has occurred, and is set by the RETI instruction to enable subsequent interrupts.

- **Bit 6 – T: Bit Copy Storage**

The bit copy instructions BLD (Bit Load) and BST (Bit Store) use the T-bit as source and destination for the operated bit. A bit from a register in the register file can be copied into T by the BST instruction, and a bit in T can be copied into a bit in a register in the register file by the BLD instruction.

- **Bit 5 – H: Half-carry Flag**

The half-carry flag H indicates a half carry in some arithmetic operations. See the Instruction Set description for detailed information.

- **Bit 4 – S: Sign Bit, $S = N \oplus V$**

The S-bit is always an exclusive or between the negative flag N and the two's complement overflow flag V. See the Instruction Set description for detailed information.

- **Bit 3 – V: Two's Complement Overflow Flag**

The two's complement overflow flag V supports two's complement arithmetics. See the Instruction Set description for detailed information.

- **Bit 2 – N: Negative Flag**

The negative flag N indicates a negative result after the different arithmetic and logic operations. See the Instruction Set description for detailed information.

- **Bit 1 – Z: Zero Flag**

The zero flag Z indicates a zero result after the different arithmetic and logic operations. See the Instruction Set description for detailed information.

- **Bit 0 – C: Carry Flag**

The carry flag C indicates a carry in an arithmetic or logic operation. See the Instruction Set description for detailed information.

Note that the status register is not automatically stored when entering an interrupt routine and restored when returning from an interrupt routine. This must be handled by software.

MCU Control Register – MCUCR

The MCU Control Register contains general microcontroller control bits for general MCU control functions.

Bit	7	6	5	4	3	2	1	0	
\$35	–	–	SE	SM	–	–	ISC01	ISC00	MCUCR
Read/Write	R	R	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bits 7, 6 – Res: Reserved Bits**

These bits are reserved bits in the AT90S1200 and always read as zero.

- **Bit 5 – SE: Sleep Enable**

The SE bit must be set (one) to make the MCU enter the Sleep mode when the SLEEP instruction is executed. To avoid the MCU entering the Sleep mode unless it is the programmers purpose, it is recommended to set the Sleep Enable SE bit just before the execution of the SLEEP instruction.

- **Bit 4 – SM: Sleep Mode**

This bit selects between the two available sleep modes. When SM is cleared (zero), Idle mode is selected as sleep mode. When SM is set (one), Power-down mode is selected as sleep mode. For details, refer to the paragraph “Sleep Modes” on the following page.

- **Bits 3, 2 – Res: Reserved Bits**

These bits are reserved bits in the AT90S1200 and always read as zero.

- **Bits 1, 0 – ISC01, ISC00: Interrupt Sense Control 0 Bit 1 and Bit 0**

The External Interrupt 0 is activated by the external pin INT0 if the SREG I-flag and the corresponding interrupt mask in the GIMSK register is set. The level and edges on the external INT0 pin that activate the interrupt are defined in Table 4.

Table 4. Interrupt 0 Sense Control

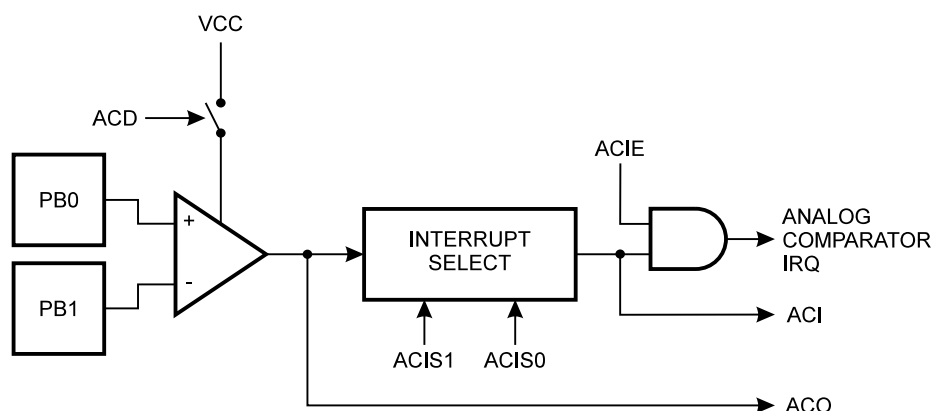
ISC01	ISC00	Description
0	0	The low level of INT0 generates an interrupt request.
0	1	Reserved
1	0	The falling edge of INT0 generates an interrupt request.
1	1	The rising edge of INT0 generates an interrupt request.

The value on the INT0 pin is sampled before detecting edges. If edge interrupt is selected, pulses with a duration longer than one CPU clock period will generate an interrupt. Shorter pulses are not guaranteed to generate an interrupt. If low level interrupt is selected, the low level must be held until the completion of the currently executing instruction to generate an interrupt. If enabled, a level triggered interrupt will generate an interrupt request as long as the pin is held low.

Analog Comparator

The Analog Comparator compares the input values on the positive input PB0 (AIN0) and the negative input PB1 (AIN1). When the voltage on the positive input PB0 (AIN0) is higher than the voltage on the negative input PB1 (AIN1), the Analog Comparator Output (ACO) is set (one). The comparator's output can be set to trigger the Analog Comparator interrupt. The user can select interrupt triggering on comparator output rise, fall or toggle. A block diagram of the comparator and its surrounding logic is shown in Figure 21.

Figure 21. Analog Comparator Block Diagram



Analog Comparator Control and Status Register – ACSR

Bit	7	6	5	4	3	2	1	0	
\$08	ACD	–	ACO	ACI	ACIE	–	ACIS1	ACIS0	ACSR
Read/Write	R/W	R	R	R/W	R/W	R	R/W	R/W	
Initial Value	0	0	N/A	0	0	0	0	0	

- Bit 7 – ACD: Analog Comparator Disable**

When this bit is set (one), the power to the Analog Comparator is switched off. This bit can be set at any time to turn off the analog comparator. This will reduce power consumption in Active and Idle modes. When changing the ACD bit, the Analog Comparator Interrupt must be disabled by clearing the ACIE bit in ACSR. Otherwise, an interrupt can occur when the bit is changed.

- Bit 6 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S1200 and will always read as zero.

- Bit 5 – ACO: Analog Comparator Output**

ACO is directly connected to the comparator output.

- Bit 4 – ACI: Analog Comparator Interrupt Flag**

This bit is set (one) when a comparator output event triggers the interrupt mode defined by ACIS1 and ACIS0. The Analog Comparator Interrupt routine is executed if the ACIE bit is set (one) and the I-bit in SREG is set (one). ACI is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, ACI is cleared by writing a logic one to the flag. Observe however, that if another bit in this register is modified using the SBI or CBI instruction, ACI will be cleared if it has become set before the operation.

I/O Ports

All AVR ports have true Read-Modify-Write functionality when used as general digital I/O ports. This means that the direction of one port pin can be changed without unintentionally changing the direction of any other pin with the SBI and CBI instructions. The same applies for changing drive value (if configured as output) or enabling/disabling of pull-up resistors (if configured as input).

Port B

Port B is an 8-bit bi-directional I/O port.

Three I/O memory address locations are allocated for the Port B, one each for the Data Register – PORTB (\$18), Data Direction Register – DDRB (\$17), and the Port B Input Pins – PINB (\$16). The Port B Input Pins address is read-only, while the Data Register and the Data Direction Register are read/write.

All port pins have individually selectable pull-up resistors. The Port B output buffers can sink 20 mA and thus drive LED displays directly. When pins PB0 to PB7 are used as inputs and are externally pulled low, they will source current if the internal pull-up resistors are activated.

The Port B pins with alternate functions are shown in Table 8.

Table 8. Port B Pin Alternate Functions

Port Pin	Alternate Functions
PB0	AIN0 (Analog Comparator positive input)
PB1	AIN1 (Analog Comparator negative input)
PB5	MOSI (Data Input line for memory downloading)
PB6	MISO (Data Output line for memory uploading)
PB7	SCK (Serial Clock input)

When the pins are used for the alternate function, the DDRB and PORTB register has to be set according to the alternate function description.

Port B Data Register – PORTB

Bit	7	6	5	4	3	2	1	0	
\$18	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	PORTB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Port B Data Direction Register – DDRB

Bit	7	6	5	4	3	2	1	0	
\$17	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	DDRB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Port B Input Pin Address – PINB

Bit	7	6	5	4	3	2	1	0	
\$16	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	PINB
Read/Write	R	R	R	R	R	R	R	R	
Initial Value	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

The Port B Input Pins address (PINB) is not a register, and this address enables access to the physical value on each Port B pin. When reading PORTB, the Port B Data Latch is read, and when reading PINB, the logical values present on the pins are read.

Note that all port pins are synchronized. The synchronization latches are, however, not shown in the figures.

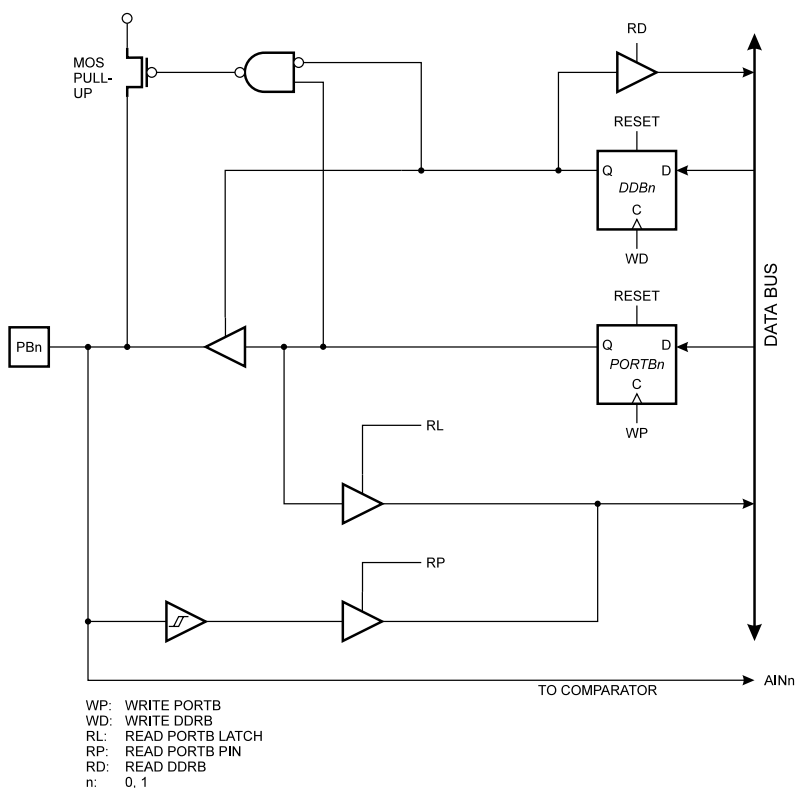


Figure 28. Port D Schematic Diagram (Pin PD2)

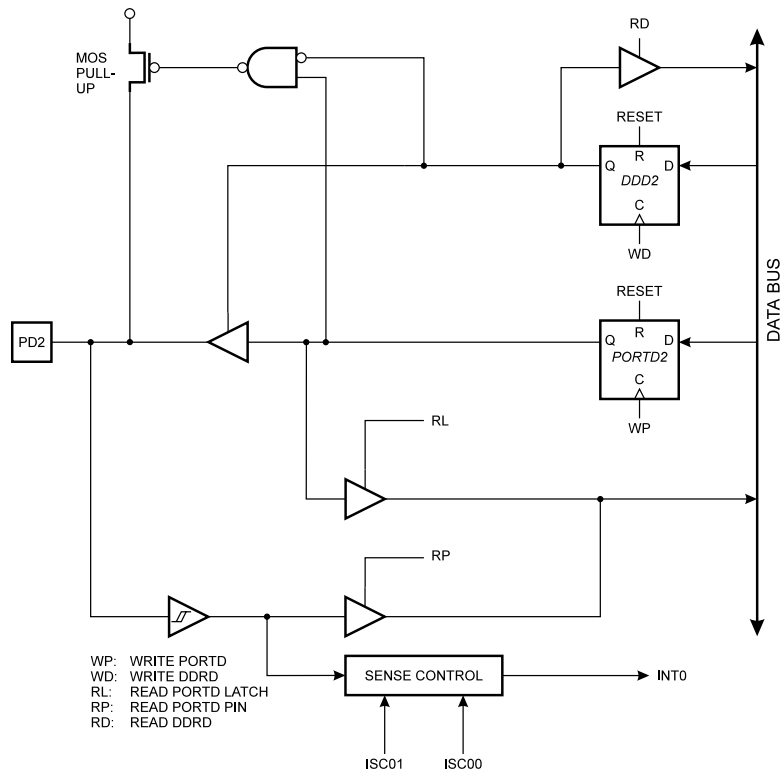
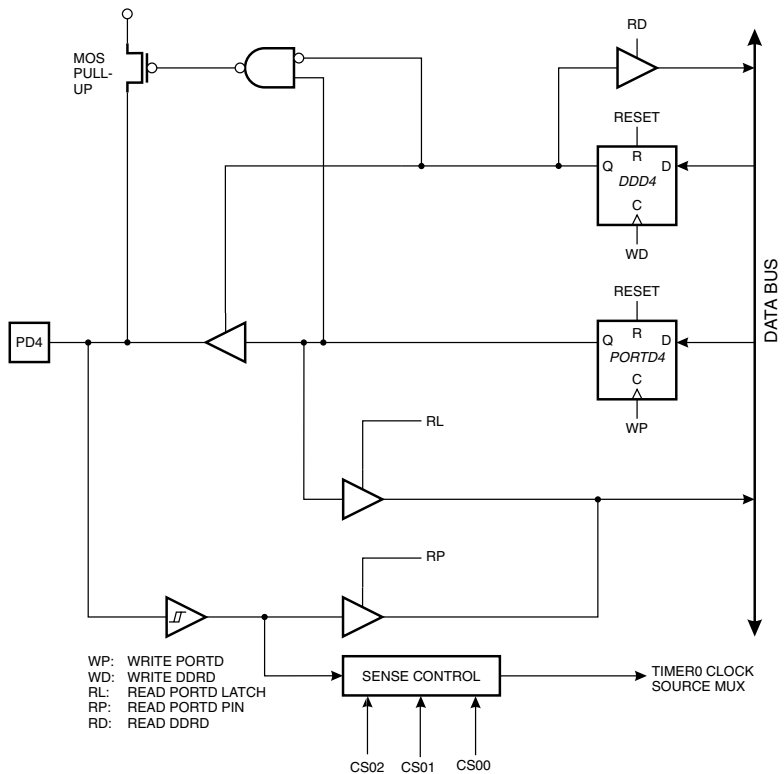


Figure 29. Port D Schematic Diagram (Pin PD4)



the self-timed write instruction in the Serial Programming mode. During programming, the supply voltage must be in accordance with Table 13.

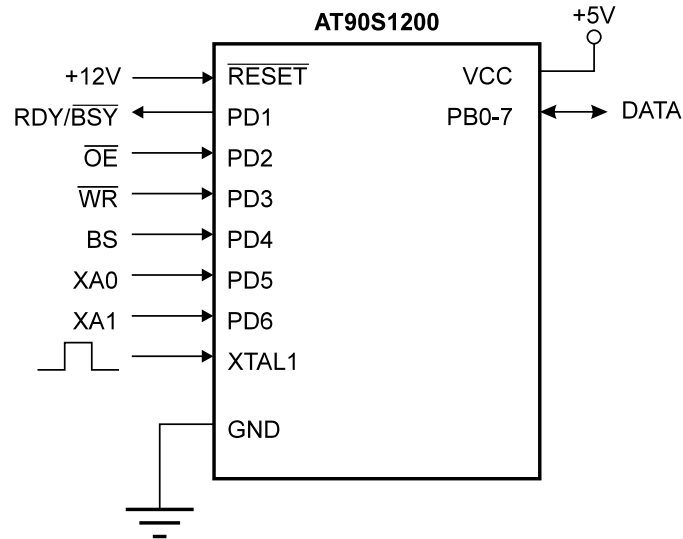
Table 13. Supply Voltage during Programming

Part	Serial Programming	Parallel Programming
AT90S1200	2.7 - 6.0V	4.5 - 5.5V

Parallel Programming

This section describes how to parallel program and verify Flash program memory, EEPROM data memory, Lock bits and Fuse bits in the AT90S1200.

Figure 30. Parallel Programming



Signal Names

In this section, some pins of the AT90S1200 are referenced by signal names describing their function during parallel programming rather than their pin names, see Figure 30 and Table 14. Pins not described in Table 14 are referenced by pin names.

The XA1/XA0 pins determines the action executed when the XTAL1 pin is given a positive pulse. The coding is shown in Table 15.

When pulsing $\overline{WR}$ or $\overline{OE}$, the command loaded determines the action executed. The command is a byte where the different bits are assigned functions as shown in Table 16.

Table 14. Pin Name Mapping

Signal Name in Programming Mode	Pin Name	I/O	Function
RDY/BSY	PD1	O	0: Device is busy programming, 1: Device is ready for new command
$\overline{OE}$	PD2	I	Output Enable (Active low)
$\overline{WR}$	PD3	I	Write Pulse (Active low)
BS	PD4	I	Byte Select ("0" selects low byte, "1" selects high byte)
XA0	PD5	I	XTAL Action Bit 0
XA1	PD6	I	XTAL Action Bit 1
DATA	PB0-7	I/O	Bi-directional Data Bus (Output when $\overline{OE}$ is low)

4. Give XTAL1 a positive pulse. This loads the command.

B: Load Address High Byte

1. Set XA1, XA0 to "00". This enables address loading.
2. Set BS to "1". This selects high byte.
3. Set DATA = Address high byte (\$00 - \$01).
4. Give XTAL1 a positive pulse. This loads the address high byte.

C: Load Address Low Byte

1. Set XA1, XA0 to "00". This enables address loading.
2. Set BS to "0". This selects low byte.
3. Set DATA = Address low byte (\$00 - \$FF).
4. Give XTAL1 a positive pulse. This loads the address low byte.

D: Load Data Low Byte

1. Set XA1, XA0 to "01". This enables data loading.
2. Set DATA = Data low byte (\$00 - \$FF).
3. Give XTAL1 a positive pulse. This loads the data low byte.

E: Write Data Low Byte

1. Set BS to "0". This selects low data.
2. Give $\overline{WR}$ a negative pulse. This starts programming of the data byte. RDY/ $\overline{BSY}$ goes low.
3. Wait until RDY/ $\overline{BSY}$ goes high to program the next byte.

(See Figure 31 for signal waveforms.)

F: Load Data High Byte

1. Set XA1, XA0 to "01". This enables data loading.
2. Set DATA = Data high byte (\$00 - \$FF).
3. Give XTAL1 a positive pulse. This loads the data high byte.

G: Write Data High Byte

1. Set BS to "1". This selects high data.
2. Give $\overline{WR}$ a negative pulse. This starts programming of the data byte. RDY/ $\overline{BSY}$ goes low.
3. Wait until RDY/ $\overline{BSY}$ goes high to program the next byte.

(See Figure 32 for signal waveforms.)

The loaded command and address are retained in the device during programming. For efficient programming, the following should be considered:

- The command needs only be loaded once when writing or reading multiple memory locations.
- Address high byte needs only be loaded before programming a new 256-word page in the Flash.
- Skip writing the data value \$FF; that is, the contents of the entire Flash and EEPROM after a Chip Erase.

These considerations also apply to EEPROM programming and Flash, EEPROM and signature byte reading.

DC Characteristics

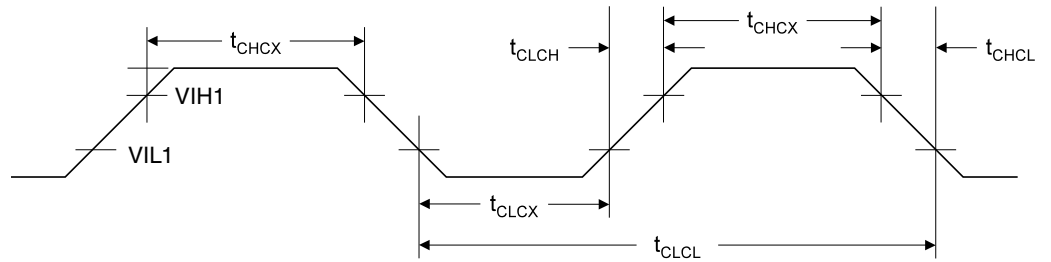
$T_A = -40^{\circ}\text{C}$ to 85°C , $V_{CC} = 2.7\text{V}$ to 6.0V (unless otherwise noted) (Continued)

Symbol	Parameter	Condition	Min	Typ	Max	Units
V_{ACIO}	Analog Comparator Input Offset Voltage	$V_{CC} = 5\text{V}$ $V_{in} = V_{CC}/2$			40.0	mV
I_{ACLK}	Analog Comparator Input Leakage Current	$V_{CC} = 5\text{V}$ $V_{in} = V_{CC}/2$	-50.0		50.0	nA
t_{ACPD}	Analog Comparator Propagation Delay	$V_{CC} = 2.7\text{V}$ $V_{CC} = 4.0\text{V}$		750.0 500.0		ns

- Notes:
1. "Max" means the highest value where the pin is guaranteed to be read as low.
 2. "Min" means the lowest value where the pin is guaranteed to be read as high.
 3. Although each I/O port can sink more than the test conditions (20 mA at $V_{CC} = 5\text{V}$, 10 mA at $V_{CC} = 3\text{V}$) under steady state conditions (non-transient), the following must be observed:
 - 1] The sum of all I_{OL} for all ports, should not exceed 200 mA.
 - 2] The sum of all I_{OL} for port D0 - D5 and XTAL2, should not exceed 100 mA.
 - 3] The sum of all I_{OL} for ports B0 - B7 and D6, should not exceed 100 mA.
 If I_{OL} exceeds the test condition, V_{OL} may exceed the related specification. Pins are not guaranteed to sink current greater than the listed test condition.
 4. Although each I/O port can source more than the test conditions (3 mA at $V_{CC} = 5\text{V}$, 1.5 mA at $V_{CC} = 3\text{V}$) under steady state conditions (non-transient), the following must be observed:
 - 1] The sum of all I_{OH} for all ports, should not exceed 200 mA.
 - 2] The sum of all I_{OH} for port D0 - D5 and XTAL2, should not exceed 100 mA.
 - 3] The sum of all I_{OH} for ports B0 - B7 and D6, should not exceed 100 mA.
 If I_{OH} exceeds the test condition, V_{OH} may exceed the related specification. Pins are not guaranteed to source current greater than the listed test condition.
 5. Minimum V_{CC} for power-down is 2V.

External Clock Drive Waveforms

Figure 37. External Clock Drive



External Clock Drive

Table 23. External Clock Drive

Symbol	Parameter	V _{CC} = 2.7V to 4.0V		V _{CC} = 4.0V to 6.0V		Units
		Min	Max	Min	Max	
1/t _{CLCL}	Oscillator Frequency	0	4.0	0	12.0	MHz
t _{CLCL}	Clock Period	250.0		83.3		ns
t _{CHCX}	High Time	100.0		33.3		ns
t _{CLCX}	Low Time	100.0		33.3		ns
t _{CLCH}	Rise Time		1.6		0.5	μs
t _{CHCL}	Fall Time		1.6		0.5	μs

Typical Characteristics

The following charts show typical behavior. These figures are not tested during manufacturing. All current consumption measurements are performed with all I/O pins configured as inputs and with internal pull-ups enabled. A sine wave generator with rail-to-rail output is used as clock source.

The power consumption in Power-down mode is independent of clock selection.

The current consumption is a function of several factors such as: operating voltage, operating frequency, loading of I/O pins, switching rate of I/O pins, code executed and ambient temperature. The dominating factors are operating voltage and frequency.

The current drawn from capacitive loaded pins may be estimated (for one pin) as $C_L \cdot V_{CC} \cdot f$ where C_L = load capacitance, V_{CC} = operating voltage and f = average switching frequency of I/O pin.

The parts are characterized at frequencies higher than test limits. Parts are not guaranteed to function properly at frequencies higher than the ordering code indicates.

The difference between current consumption in Power-down mode with Watchdog Timer enabled and Power-down mode with Watchdog Timer disabled represents the differential current drawn by the Watchdog Timer.

Figure 38. Active Supply Current vs. Frequency

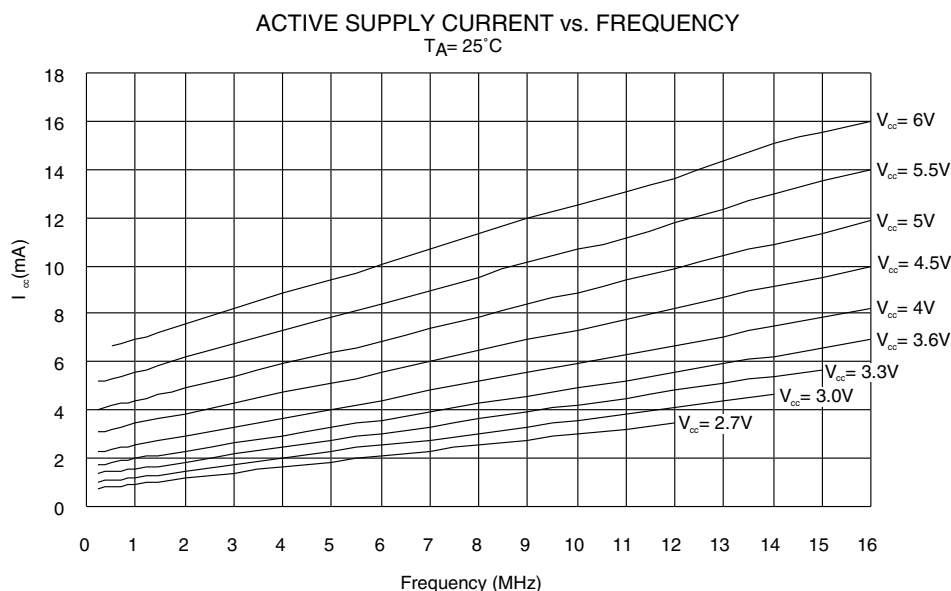


Figure 43. Idle Supply Current vs. V_{CC} , Device Clocked by Internal Oscillator

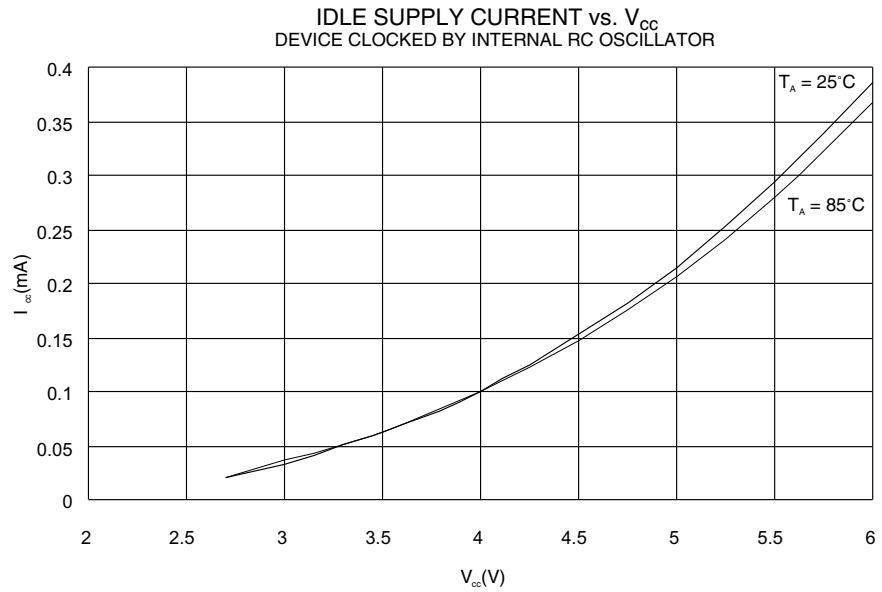


Figure 44. Power-down Supply Current vs. V_{CC} , Watchdog Timer Disabled

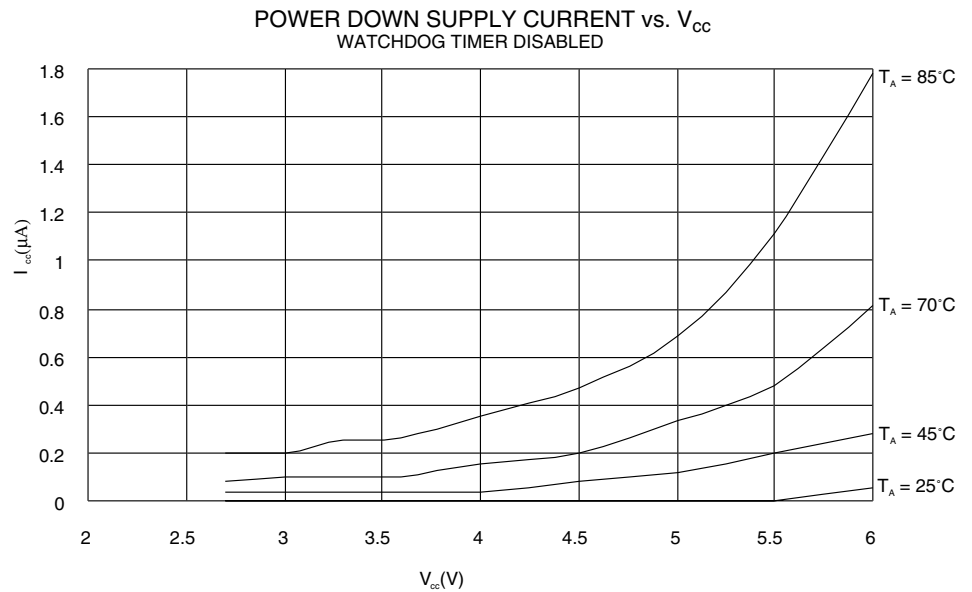


Figure 45. Power-down Supply Current vs. V_{CC} , Watchdog Timer Enabled

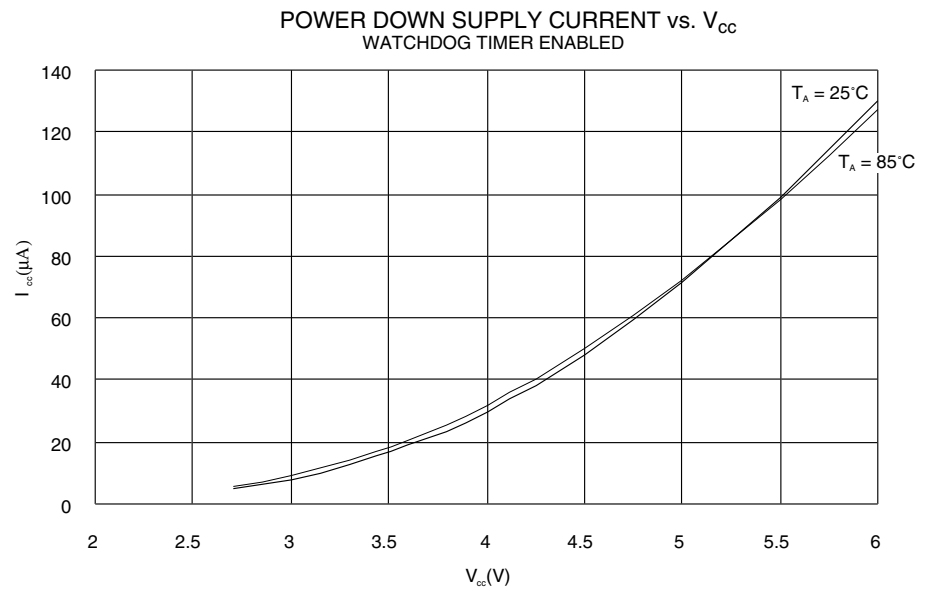
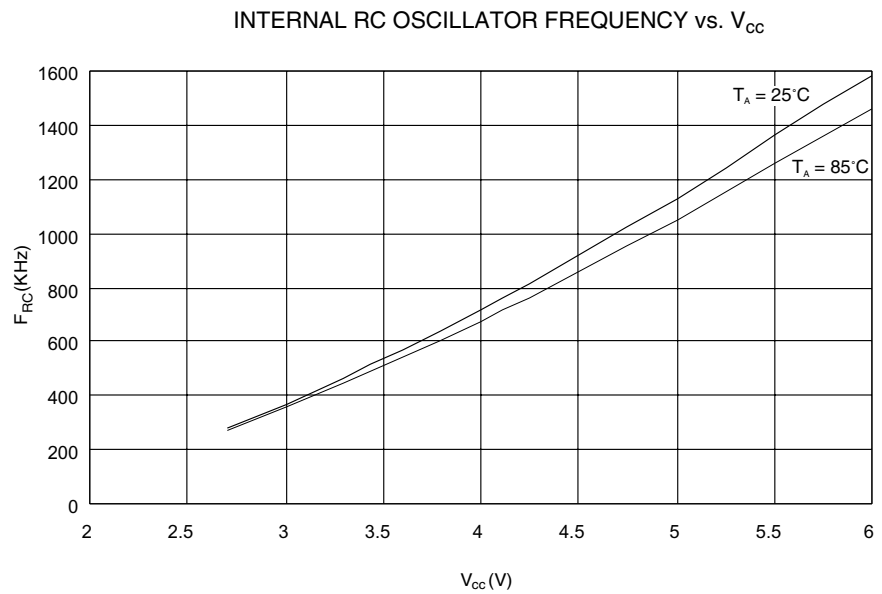
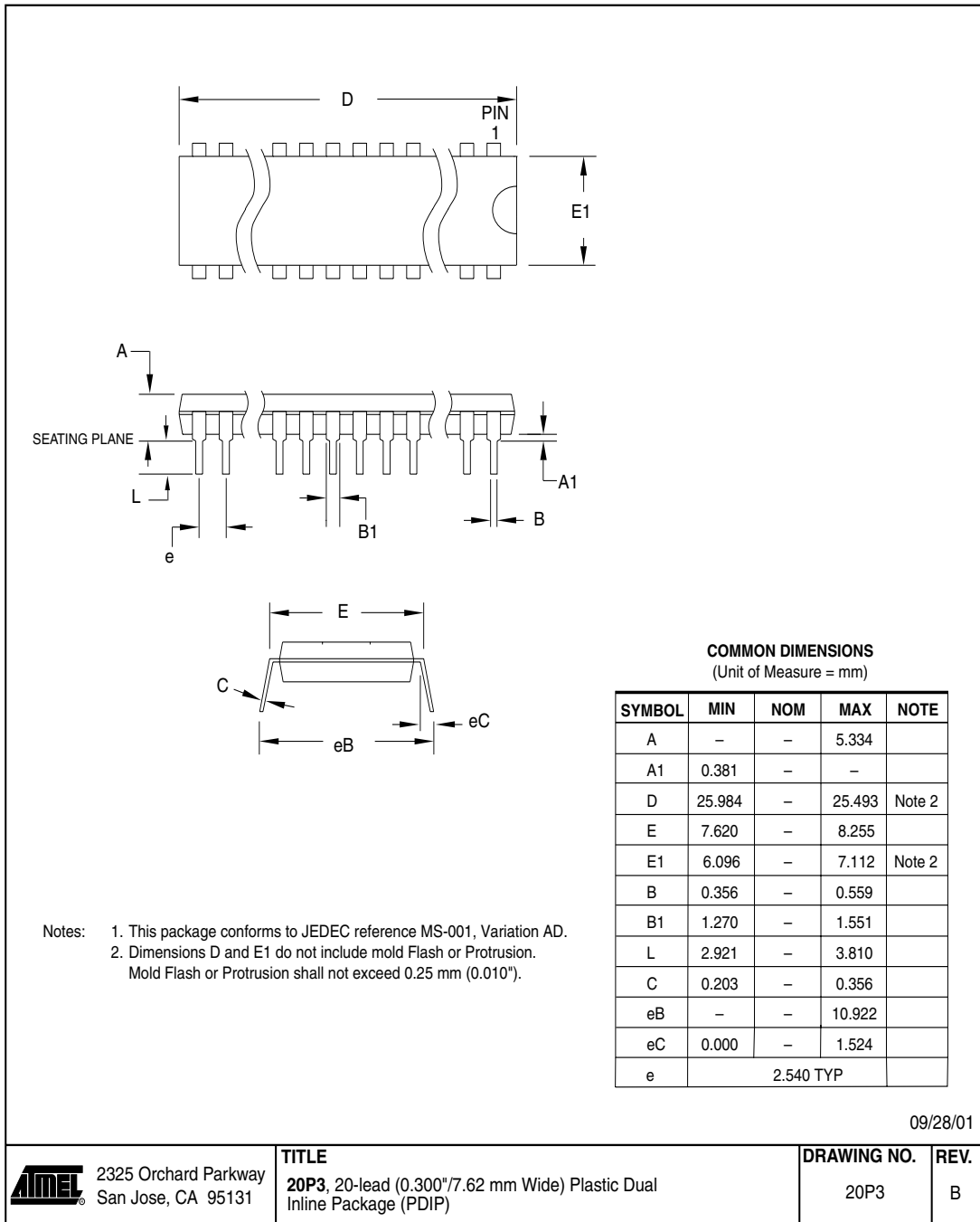


Figure 46. Internal RC Oscillator Frequency vs. V_{CC}



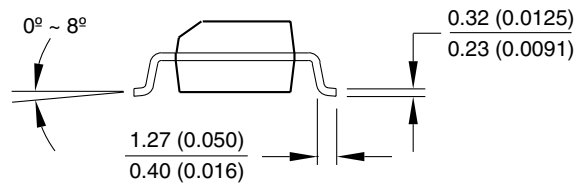
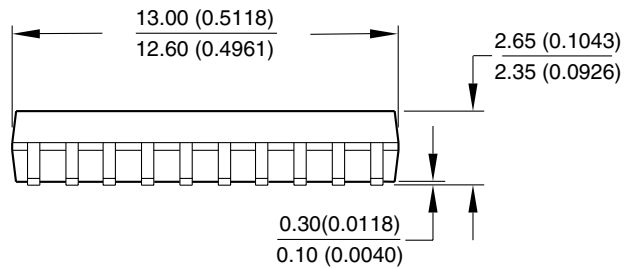
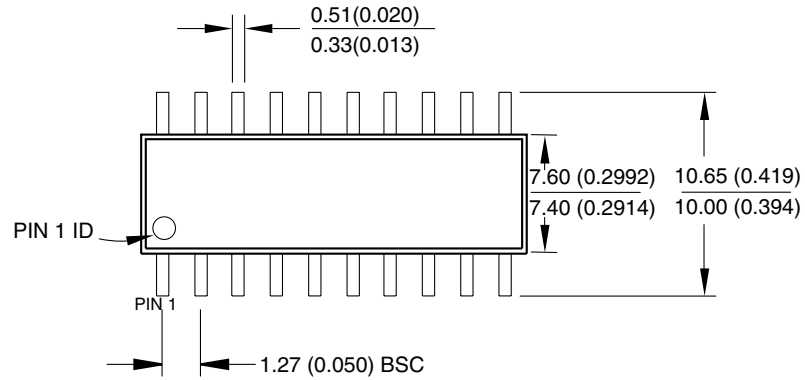
Packaging Information

20P3



20S

20S, 20-lead, Plastic Gull Wing Small
Outline (SOIC), 0.300" body.
Dimensions in Millimeters and (Inches)*
JEDEC STANDARD MS-013

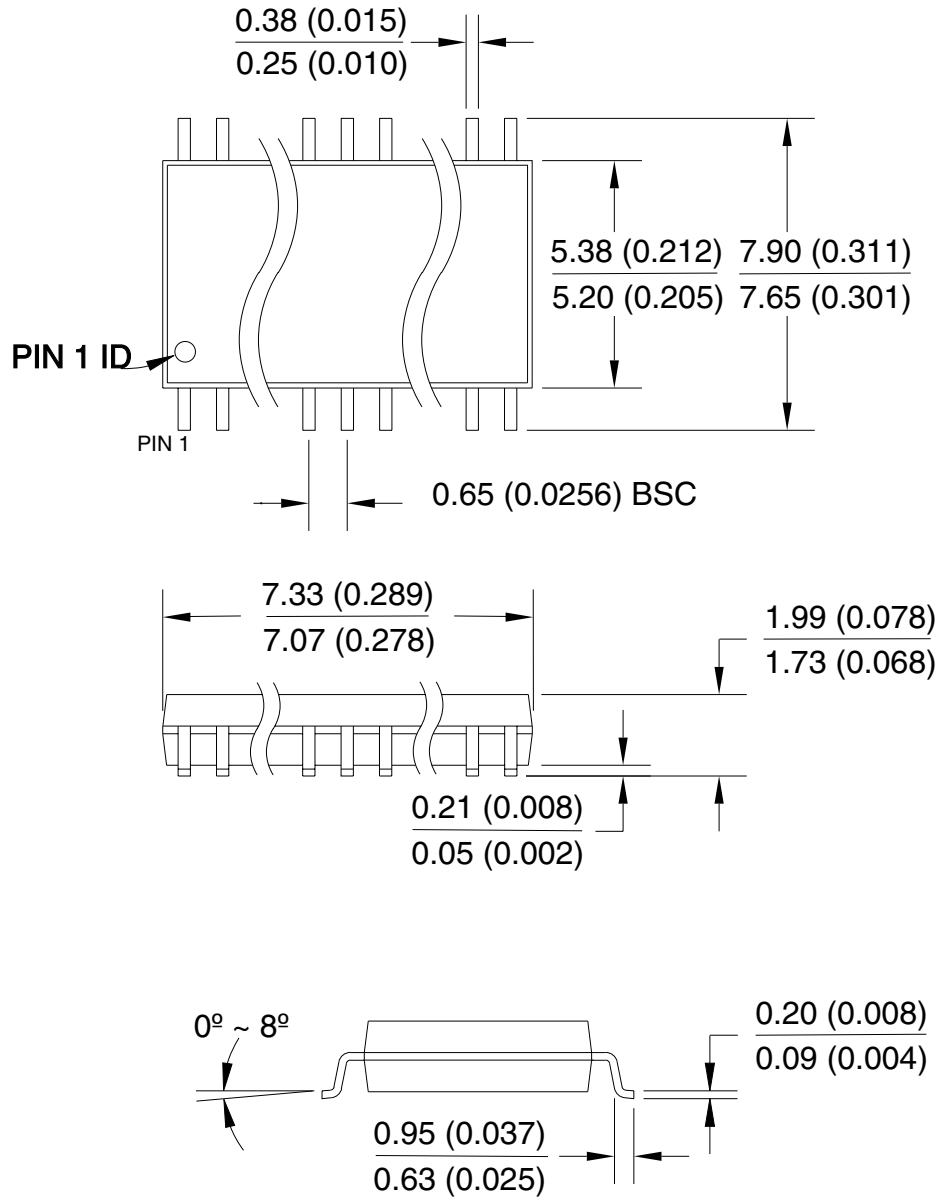


*Controlling dimension: Inches

REV. A 04/11/2001

20Y

20Y, 20-lead Plastic Shrink Small
Outline (SSOP), 5.3mm body Width.
Dimensions in Millimeters and (inches)*



*Controlling dimension: millimeters

REV. A 04/11/2001

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