



Welcome to **E-XFL.COM**

What is "Embedded - Microcontrollers"?

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

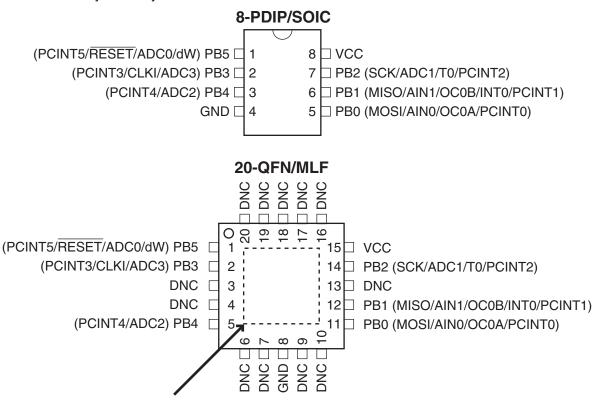
Applications of "<u>Embedded - Microcontrollers</u>"

Details	
Product Status	Active
Core Processor	AVR
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	6
Program Memory Size	1KB (512 x 16)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	64 x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 4x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	10-VFDFN Exposed Pad
Supplier Device Package	10-MLP (3x3)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/attiny13-20mmu



1. Pin Configurations

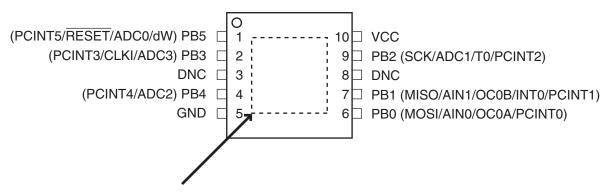
Figure 1-1. Pinout ATtiny13/ATtiny13V



NOTE: Bottom pad should be soldered to ground.

DNC: Do Not Connect

10-QFN/MLF



NOTE: Bottom pad should be soldered to ground.

DNC: Do Not Connect

1.1 Pin Descriptions

1.1.1 VCC

Digital supply voltage.

1.1.2 GND

Ground.

1.1.3 Port B (PB5:PB0)

Port B is a 6-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 ATtiny13 as listed on page 54.

1.1.4 **RESET**

Reset input. A low level on this pin for longer than the minimum pulse length will generate a reset, even if the clock is not running. The minimum pulse length is given in Table 18-1 on page 115. Shorter pulses are not guaranteed to generate a reset.

The reset pin can also be used as a (weak) I/O pin.



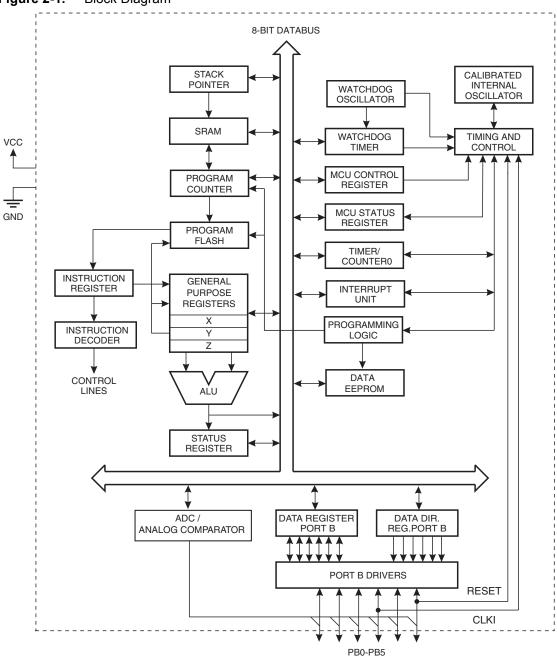


2. Overview

The ATtiny13 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 ATtiny13 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 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 ATtiny13 provides the following features: 1K byte of In-System Programmable Flash, 64 bytes EEPROM, 64 bytes SRAM, 6 general purpose I/O lines, 32 general purpose working registers, one 8-bit Timer/Counter with compare modes, Internal and External Interrupts, a 4-channel, 10-bit ADC, a programmable Watchdog Timer with internal Oscillator, and three software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counter, ADC, Analog Comparator, and Interrupt system to continue functioning. The Power-down mode saves the register contents, disabling all chip functions until the next Interrupt or Hardware Reset. The ADC Noise Reduction mode stops the CPU and all I/O modules except ADC, to minimize switching noise during ADC conversions.

The device is manufactured using Atmel's high density non-volatile memory technology. The On-chip ISP Flash allows the Program memory to be re-programmed In-System through an SPI serial interface, by a conventional non-volatile memory programmer or by an On-chip boot code running on the AVR core.

The ATtiny13 AVR is supported with a full suite of program and system development tools including: C Compilers, Macro Assemblers, Program Debugger/Simulators, and Evaluation kits.





3. General Information

3.1 Resources

A comprehensive set of drivers, application notes, data sheets and descriptions on development tools are available for download at http://www.atmel.com/avr.

3.2 Code Examples

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

3.3 Data Retention

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

4. Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x3F	SREG	1	T	Н	S	V	N	Z	С	page 9
0x3E	Reserved	-	-	-	-	-	-	-	-	
0x3D	SPL				SP	[7:0]				page 11
0x3C	Reserved			,	1	-			_	
0x3B	GIMSK	-	INT0	PCIE	-	-	-	_	-	page 46
0x3A	GIFR	-	INTF0	PCIF	-	_		-	-	page 47
0x39	TIMSK0	-	-	-	-	OCIE0B	OCIE0A	TOIE0	-	page 74
0x38	TIFR0	-		-	-	OCF0B	OCF0A	TOV0	-	page 75
0x37	SPMCSR	-	-	-	СТРВ	RFLB	PGWRT	PGERS	SELFPR-	page 97
0x36	OCR0A					ut Compare Reg				page 74
0x35	MCUCR	-	PUD	SE	SM1	SM0	-	ISC01	ISC00	page 32
0x34	MCUSR	-	-	-	-	WDRF	BORF	EXTRF	PORF	page 41
0x33	TCCR0B	FOC0A	FOC0B	-		WGM02	CS02	CS01	CS00	page 72
0x32	TCNT0					unter (8-bit)				page 73
0x31	OSCCAL				Oscillator Cali	bration Register				page 27
0x30	Reserved			T		_				
0x2F	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	_	-	WGM01	WGM00	page 69
0x2E	DWDR					PR[7:0]				page 96
0x2D	Reserved									
0x2C	Reserved									
0x2B	Reserved									
0x2A	Reserved				10 1 2					
0x29	OCR0B	TC:-				ut Compare Reg			DOE 12	page 74
0x28	GTCCR	TSM	-	-	-	_	-	-	PSR10	page 77
0x27	Reserved	011/202		ı		-	211/222		2111722	
0x26	CLKPR	CLKPCE	-	_	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	page 28
0x25	Reserved					-				
0x24	Reserved					_				
0x23	Reserved					-				
0x22	Reserved			1		- I				
0x21	WDTCR	WDTIF	WDTIE	WDP3	WDCE	WDE	WDP2	WDP1	WDP0	page 41
0x20	Reserved									
0x1F	Reserved			1		- FERROM A di	lanca Danieten			
0x1E	EEARL	-	-		EEDDOM	EEPROM Add	iress Register			page 20
0x1D	EEDR			EED144		ata Register	FEMBE	FEDE	FEDE	page 20
0x1C	EECR	-	-	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	page 21
0x1B	Reserved					<u>-</u>				
0x1A	Reserved					_				
0x19 0x18	Reserved PORTB			DODTES	PORTB4	PORTB3	DODTDO	DODTD4	DODTRO	none FC
		-	-	PORTB5			PORTB2	PORTB1	PORTB0	page 56
0x17	DDRB PINB	-	-	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	page 56
0x16 0x15	PINB	-	-	PINB5 PCINT5	PINB4 PCINT4	PINB3 PCINT3	PINB2 PCINT2	PINB1 PCINT1	PINB0 PCINT0	page 57 page 47
0x15 0x14	DIDR0	_		ADC0D	ADC2D	ADC3D	ADC1D	AIN1D	AIN0D	
0x14 0x13	Reserved	-		ADCOD			ADCID	AINID	AINUD	page 80, page 94
0x13 0x12	Reserved									
0x12 0x11	Reserved									
0x11	Reserved					<u>-</u>				
0x10 0x0F	Reserved									
0x0E	Reserved					_				
0x0D	Reserved					<u>-</u>				
0x0C	Reserved					_				
0x0B	Reserved									
0x0A	Reserved					_				
0x09	Reserved					<u>-</u> -				
0x08	ACSR	ACD	ACBG	ACO	ACI	ACIE	_	ACIS1	ACIS0	page 79
0x08 0x07	ADMUX	ACD -	REFS0	ADLAR	ACI	ACIE -	_	MUX1	MUX0	page 79 page 91
0x07 0x06	ADCSRA	ADEN	ADSC	ADLAR	ADIF	ADIE	ADPS2	ADPS1	ADPS0	page 91
0x05	ADCH	ADLIN	ADOU	ADATE	l .	gister High Byte	ADF 02	ADEGI	ADI-00	page 92 page 93
0x05 0x04	ADCL	1				gister Low Byte				page 93
0x04 0x03	ADCSRB	_	ACME	-	ADC Data Re	JISTEI LOW BYTE	ADTS2	ADTS1	ADTS0	page 93
	Reserved	_	AOIVIL				ADIOL	עטוטו	ADTOU	paye 34
0^02										
0x02 0x01	Reserved					_				





Notes: 1. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.

2. 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.ome 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 operation 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.

5. Instruction Set Summary

APPLIED TO ADD LOCK INSTRUCTIONS ADD RS. FY Add two Registers Rd - Rd + Rf - RC ZCN.VIH ADD RS. RY Add with Carry two Registers Rd - Rd + Rf - C ZCN.VIH ADD RS. RY ADD RS. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH SUB Rs. RY Subtract two Registers Rd - Rd - Rd - Rd - Rd - CC - ZCN.VIH ADD Rs. RY Logical And Registers Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH ADD Rs. RY Logical And Registers and Constant Rd - Rd - Rd - Rd - Rd - ZCN.VIH ADD Rd - Rd - Rd - Rd - ZCN.VIH ADD Rd - Rd - Rd - Rd - Rd - ZCN.VIH EDR Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH ADD Rd - Rd - Rd - Rd - Rd - ZCN.VIH ADD Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd - ZCN.VIH Rd - Rd - Rd - Rd - Rd -	Mnemonics	Operands	Description	Operation	Flags	#Clocks
AOC Rd Rr Add with Carry how Registers Rd - Rd + Rd + Rd - Rd - C Z C.N.V. SUB Rd RR Rd - Rd Rd Rd Immediate by World Rd Rd - Rd - Rd Rd Rd - C Z C.N.V. SUB Rd Rd Rr Subtract with Registers Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd Rd Rr Subtract with Registers Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd Rd Rd Subtract with Construction Register Rd + Rd - Rd - Rd - C Z C.N.V. SUB Rd		ARITHMET	TIC AND LOGIC INSTRUCTIONS		•	•
ADMY Ralik	ADD	Rd, Rr	Add two Registers	Rd ← Rd + Rr	Z,C,N,V,H	1
SUB	ADC	Rd, Rr	Add with Carry two Registers	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1
SUB	ADIW	RdI,K	Add Immediate to Word	Rdh:Rdl ← Rdh:Rdl + K	Z,C,N,V,S	2
SBC	SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SSIC Rd, K Subteat with Carry Constant from Reg. Rd - Rd - Rd - Rd - C ZCN.VS	SUBI	Rd, K	Subtract Constant from Register	$Rd \leftarrow Rd - K$	Z,C,N,V,H	1
SBW Rdl K	SBC	Rd, Rr	Subtract with Carry two Registers	$Rd \leftarrow Rd - Rr - C$	Z,C,N,V,H	1
AND Rd. Rr Logical AND Registers Rd ← Rd × Rr Z.N.V	SBCI	Rd, K	Subtract with Carry Constant from Reg.	$Rd \leftarrow Rd - K - C$	Z,C,N,V,H	1
AND	SBIW	RdI,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
OR Rd. R Logical OR Registers Rd + Rd v K Z.N.V EOR Rd. R Logical OR Registers Rd + Rd 8 Rv Z.N.V EOR Rd. Rr Exclusive OR Registers Rd + Rd 8 Rv Z.N.V COM Rd One's Complement Rd + O8 Rv Z.C.N.V. NEG Rd Tvo's Complement Rd + O80 - Rd Z.C.N.V.H SSR Rd. Rd Vivo's Complement Rd + O80 - Rd Z.C.N.V.H SSR Rd. Rd.K Set Bittis in Register Rd + Rd + W.K Z.N.V CCR Rd Color Broghter Rd + Rd + W.K Z.N.V DEC Rd Decement Rd + Rd + M. Z.N.V LOCA Rd Decement Rd + Rd + Rd + T. Z.N.V CLR Rd Decement Rd + Rd + Rd + T. Z.N.V CLR Rd Decement Rd + Rd + Rd + Rd + Z.N.V SER Rd Test for Zero of Minus Rd + Rd + Rd + Rd + Z.N.V SER Rd Test for Zero of Minus Rd + Rd + Rd +	AND	Rd, Rr	Logical AND Registers	$Rd \leftarrow Rd \bullet Rr$	Z,N,V	1
CRI	ANDI	Rd, K	Logical AND Register and Constant	$Rd \leftarrow Rd \bullet K$	Z,N,V	1
EOR	OR	Rd, Rr	Logical OR Registers	$Rd \leftarrow Rd v Rr$	Z,N,V	1
COM	ORI	Rd, K	Logical OR Register and Constant	$Rd \leftarrow Rd \vee K$	Z,N,V	1
SER Rd	EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
SBR Rd.K Set Bitto) in Register Rd.← Rd.v.K Z,N.V	COM	Rd	One's Complement	$Rd \leftarrow 0xFF - Rd$	Z,C,N,V	1
CORN	NEG	Rd	Two's Complement	$Rd \leftarrow 0x00 - Rd$	Z,C,N,V,H	1
INC	SBR	Rd,K	Set Bit(s) in Register	$Rd \leftarrow Rd v K$	Z,N,V	1
DEC	CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z,N,V	1
TST	INC	Rd	Increment	Rd ← Rd + 1	Z,N,V	1
CLR Rd	DEC	Rd	Decrement	Rd ← Rd – 1	Z,N,V	1
SER Rd Set Register Rd ← 0xFF None	TST	Rd	Test for Zero or Minus	$Rd \leftarrow Rd \bullet Rd$	Z,N,V	1
RAIMP K Relative Jump PC ← PC + K + 1 None LIMP Indirect Jump to (2) PC ← Z None RCALL K Relative Subroutine Call PC ← PC + K + 1 None RCALL R Relative Subroutine Call PC ← PC + K + 1 None RET Subroutine Return PC ← PC + K + 1 None RET Subroutine Return PC ← PC + K + 1 None RET Subroutine Return PC ← STACK None RET RET Subroutine Return PC ← STACK None RET RET Return PC ← STACK I CPSE Rd,Rr Compare, Sikp if Equal if (Rd = Rr) PC ← PC + 2 or 3 None CP Rd,Rr Compare with Carry Rd − Rr − C Z, NV,C.H CPI Rd,K Compare with Carry Rd − Rr − C Z, NV,C.H CPI Rd,K Compare with Carry Rd − Rr − C Z, NV,C.H SBRC Rr, b Sikp if Bit in Register with Immediate Rd − K Z, NV,C.H SBRC Rr, b Sikp if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in IOR Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None SBRS P, b Skip if Bit in IOR Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS S, k Branch if Status Flag Celered if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC K Branch if Note Equal if (Z = 0) then PC ← PC + k + 1 None BRC K Branch if Note Equal if (Z = 0) then PC ← PC + k + 1 None BRC K Branch if Manuel Higher Relative	CLR	Rd	Clear Register	$Rd \leftarrow Rd \oplus Rd$	Z,N,V	1
RJMP	SER	Rd	Set Register	Rd ← 0xFF	None	1
LIMP		BF	RANCH INSTRUCTIONS			
RCALL K Relative Subroutine Call PC ← PC + K + 1 None ICALL Indirect Call to (Z) PC ← Z None RET Subroutine Return PC ← STACK None RET RET Subroutine Return PC ← STACK None RET RET Interrupt Return PC ← STACK I PC ← PC + 2 or 3 None PC ← Rd,Rr Compare with Carry Rd − Rr − C Z, N,V,C,H SBRC Rd,K Compare Register with Immediate Rd − K Z, N,V,C,H SBRC Rr, b Skip if Bit in Register Cleared if (Rr(D)=0) PC ← PC + 2 or 3 None SBRC Rr, b Skip if Bit in Register Set if (Rr(D)=1) PC ← PC + 2 or 3 None SBRC Rr, b Skip if Bit in I/O Register is Set if (Rr(D)=1) PC ← PC + 2 or 3 None SBRC P, b Skip if Bit in I/O Register is Set if (P(D)=0) PC ← PC + 2 or 3 None SBRS P, b Skip if Bit in I/O Register is Set if (RR(D)=1) PC ← PC + 2 or 3 None SBRS S, k Branch if Status Flag Cleared if (SREG(S)=1) then PC ← PC + x + 1 None BRBC S, k Branch if Status Flag Cleared if (SREG(S)=1) then PC ← PC + x + 1 None BRBC S, k Branch if Status Flag Cleared if (SREG(S)=0) then PC ← PC + x + 1 None BRC K Branch if Garry Set if (SREG(S)=0) then PC ← PC + x + 1 None BRCS K Branch if Carry Set if (C=0) then PC ← PC + x + 1 None BRSH K Branch if Same or Higher if (C=0) then PC ← PC + x + 1 None BRSH K Branch if Rame or Higher if (C=0) then PC ← PC + x + 1 None BRDL K Branch if Flag Set if (N S ∨ 1) then PC ← PC + x + 1 None BRDL K Branch if Half Carry Flag Set if (N S ∨ 0) then PC ← PC + x + 1 None BRST K Branch if Half Carry Flag Set if (PS → PC + x + 1 None BRTA K Branch if Telag G	RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
CALL Indirect Call to (Z)	IJMP		Indirect Jump to (Z)	PC ← Z	None	2
RETI Subroutine Return PC ← STACK None RETI Interrupt Return PC ← STACK I CPSE Rd,Rr Compare, Styli Equal if (Rd = Rr) PC ← PC + 2 or 3 None CP Rd,Rr Compare Rd − Rr Z, N.V.C.H CPC Rd,Rr Compare with Carry Rd − K Z, N.V.C.H CPI Rd,K Compare Register with Immediate Rd − K Z, N.V.C.H CPI Rd,K Compare Register with Immediate Rd − K Z, N.V.C.H SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (P(b)=0) PC ← PC + 2 or 3 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Set	RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	3
RETI Subroutine Return PC ← STACK None RETI Interrupt Return PC ← STACK I CPSE Rd,Rr Compare, Styli Equal if (Rd = Rr) PC ← PC + 2 or 3 None CP Rd,Rr Compare Rd − Rr Z, N.V.C.H CPC Rd,Rr Compare with Carry Rd − K Z, N.V.C.H CPI Rd,K Compare Register with Immediate Rd − K Z, N.V.C.H CPI Rd,K Compare Register with Immediate Rd − K Z, N.V.C.H SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (P(b)=0) PC ← PC + 2 or 3 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Set	ICALL		Indirect Call to (Z)	PC ← Z	None	3
RETI			· ·	PC ← STACK	None	4
CPSE Rd,Rr Compare, Skip if Equal if (Rd = Rr) PC ← PC + 2 or 3 None CP Rd,Rr Compare Rd − Rr Z, N,V,C,H CPC Rd,Rr Compare with Carry Rd − Rr − C Z, N,V,C,H CPI Rd,K Compare Register with Immediate Rd − K Z, N,V,C,H SBRC Rr, b Skip if Bit in Register Is Set if (R(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in Register Is Set if (R(b)=1) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=0) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + 2 or 3 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC + k + 1 None BRBC s, k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1	RETI				I	4
CP Rd,Rr Compare Rd - Rr Z, N,V,C,H CPC Rd,Rr Compare with Carry Rd - Rr - C Z, N,V,C,H CPI Rd,K Compare Register with Immediate Rd - K Z, N,V,C,H SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in Register is Set if (R(b)=1) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in IVO Register Cleared if (P(b)=1) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in IVO Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBS s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BREQ k Branch if Status Flag Cleared if (Z = 0) then PC ← PC + k + 1 None BRNE k Branch if Equal if (Z = 0) then PC ← PC + k + 1 None BRNE k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1	CPSE	Rd.Rr			None	1/2/3
CPC Rd,Rr Compare with Carry Rd − Rr − C Z, N,V,C,H CPI Rd,K Compare Register with Immediate Rd − K Z, N,V,C,H SBRC Rr, b Skipl filbt in Register Cleared if (Rr(b)=0) PC − PC + 2 or 3 None SBRS Rr, b Skipl filbt in I/O Register is Set if (P(D)=0) PC − PC + 2 or 3 None SBIC P, b Skipl filbt in I/O Register is Set if (P(D)=1) PC ← PC + 2 or 3 None SBIS P, b Skipl filbt in I/O Register is Set if (P(D)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (PD)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Cleared if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRRC k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRRD k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRND k Branch if Carr				· · · · · ·		1
CPI Rd,K Compare Register with Immediate Rd − K Z, N,V,C,H SBRC Rr, b Skpi fibit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skpi fibit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=1) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (P(b)=1) PC ← PC + C + 4 + 1 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC + k + 1 None BREQ k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None BRCO k Branch if Oarry Set if (C = 1) then PC ← PC + k + 1 None BRCO k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher		,				1
SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRBC k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRRD k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BRNE k Branch if Status Flag Cleared if (Z = 0) then PC ← PC + k + 1 None BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k + 1 None BRCS k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRSH k	CPI	Rd.K		Rd – K		1
SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC++ 1 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC++ 1 None BRBC s, k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC++ 1 None BRRC k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC++ 1 None BRNE k Branch if Status Flag Set if (Z = 1) then PC ← PC + k + 1 None BRNE k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCS k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRC k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Minus i		,				1/2/3
SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC + k + 1 None BREQ k Branch if Status Flag Cleared if (Z = 1) then PC ← PC + k + 1 None BRNE k Branch if Equal if (Z = 0) then PC ← PC + k + 1 None BRNE k Branch if Cary Set if (C = 0) then PC ← PC + k + 1 None BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Lower if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 0) then PC ← PC + k + 1 <td></td> <td></td> <td></td> <td>1 1 1 1</td> <td></td> <td>1/2/3</td>				1 1 1 1		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 BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC←PC+k+1 None BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None BREQ k Branch if Status Flag Cleared if (Z=0) then PC←PC+k+1 None BRNE k Branch if Not Equal if (Z=0) then PC←PC+k+1 None BRCS k Branch if Carry Set if (C=0) then PC←PC+k+1 None BRCC k Branch if Carry Cleared if (C=0) then PC←PC+k+1 None BRSH k Branch if Game or Higher if (C=0) then PC←PC+k+1 None BRSH k Branch if Lower if (C=0) then PC←PC+k+1 None BRNI k Branch if Minus if (N=1) then PC←PC+k+1 None BRNI k Branch if Plus if (N=0) then PC←PC+k+1 None BRPL k Branch if Plus if (N=0) then PC←PC+k+1 None BRIT k <td< td=""><td>SBIC</td><td></td><td></td><td>` ' ' '</td><td>None</td><td>1/2/3</td></td<>	SBIC			` ' ' '	None	1/2/3
BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC←PC+k+1 None BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None BREQ k Branch if Equal if (Z = 1) then PC ← PC + k+1 None BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k+1 None BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k+1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k+1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k+1 None BRLO k Branch if Lower if (C = 0) then PC ← PC + k+1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k+1 None BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k+1 None BRLT k Branch if Greater or Equal, Signed if (N ⊕ P 1) then PC ← PC + k+1 None BRHS k Branch if Greater or Equal, Signed if (N ⊕ P 1) then PC ← PC + k+1 <td< td=""><td></td><td></td><td></td><td></td><td></td><td>1/2/3</td></td<>						1/2/3
BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None BREQ k Branch if Equal if (Z = 1) then PC ← PC + k + 1 None BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 0) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Oreater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Less Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1		·		1 1 1		1/2
BREQ k Branch if Equal if (Z = 1) then PC ← PC + k + 1 None BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRHT k Branch if Greater or Equal, Signed if (N = V = 1) then PC ← PC + k + 1 None BRHS k Branch if Jersey Flag if (N = V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Cleared if (H = 1) then PC ← PC + k +			0	, , , ,		1/2
BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Jess Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC			•	1 1 1		1/2
BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Hower if (N = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Tag Set if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if Tag Set if (T = 1) then PC ← PC + k + 1 None </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>1/2</td>						1/2
BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Tag Set if (T = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Set if (Y = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Cleared if (Y = 0) then PC ← PC + k +				, ,		1/2
BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRMI k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Set if (T = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Set if (V = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRTC BRTCHONS			•	` ′		1/2
BRLO k Branch if Lower if (C = 1) then PC ← PC + k + 1 None BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Disabled if (I = 0) then				1 ,		1/2
BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 1) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled			3	<u> </u>		1/2
BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRID K Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BRIT AND BIT-TEST INSTRUCTIONS				1		1/2
BRGE k Branch if Greater or Equal, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				1		1/2
BRLT k Branch if Less Than Zero, Signed if (N ⊕ V = 1) then PC ← PC + k + 1 None BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				, , ,		1/2
BRHS k Branch if Half Carry Flag Set if (H = 1) then PC ← PC + k + 1 None BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				,		1/2
BRHC k Branch if Half Carry Flag Cleared if (H = 0) then PC ← PC + k + 1 None BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None						1/2
BRTS k Branch if T Flag Set if (T = 1) then PC ← PC + k + 1 None BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None						1/2
BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None BRVS k Branch if Overflow Flag is Set if (V = 1) then PC ← PC + k + 1 None BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC ← PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC ← PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None				` '		1/2
BRVS k Branch if Overflow Flag is Set if $(V = 1)$ then $PC \leftarrow PC + k + 1$ None BRVC k Branch if Overflow Flag is Cleared if $(V = 0)$ then $PC \leftarrow PC + k + 1$ None BRIE k Branch if Interrupt Enabled if $(I = 1)$ then $PC \leftarrow PC + k + 1$ None BRID k Branch if Interrupt Disabled if $(I = 0)$ then $PC \leftarrow PC + k + 1$ None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) \leftarrow 1 None				1 /		1/2
BRVC k Branch if Overflow Flag is Cleared if (V = 0) then PC \leftarrow PC + k + 1 None BRIE k Branch if Interrupt Enabled if (I = 1) then PC \leftarrow PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC \leftarrow PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) \leftarrow 1 None						1/2
BRIE k Branch if Interrupt Enabled if (I = 1) then PC \leftarrow PC + k + 1 None BRID k Branch if Interrupt Disabled if (I = 0) then PC \leftarrow PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) \leftarrow 1 None				1		1/2
BRID k Branch if Interrupt Disabled if (I = 0) then PC ← PC + k + 1 None BIT AND BIT-TEST INSTRUCTIONS SBI P,b Set Bit in I/O Register I/O(P,b) ← 1 None			•	` '		1/2
				· '		1/2
SBI P,b Set Bit in I/O Register $I/O(P,b) \leftarrow 1$ None	סואוט			11 (1 - 0) alon FO + FO + K + 1	I MOLIC	1/2
· · · · · · · · · · · · · · · · · · ·	SRI			I/O/P h) ← 1	None	2
CBI P,b Clear Bit in I/O Register $I/O(P,b) \leftarrow 0$ None						2
						1
			,			
LSR Rd Logical Shift Right Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0 Z,C,N,V ROL Rd Rotate Left Through Carry Rd(0) \leftarrow C,Rd(n+1) \leftarrow Rd(n),C \leftarrow Rd(7) Z,C,N,V				` ' ` ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '		1





Mnemonics	Operands	Description	Operation	Flags	#Clocks
ROR	Rd	Rotate Right Through Carry	$Rd(7)\leftarrow C,Rd(n)\leftarrow Rd(n+1),C\leftarrow Rd(0)$	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	$Rd(n) \leftarrow Rd(n+1), n=06$	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	$Rd(30) \leftarrow Rd(74), Rd(74) \leftarrow Rd(30)$	None	1
BSET	S	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR	S	Flag Clear	$SREG(s) \leftarrow 0$	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	$T \leftarrow Rr(b)$	T	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	C ← 1	С	1
CLC		Clear Carry	C ← 0	С	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	1	1
CLI		Global Interrupt Disable	1←0	1	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	Т	1
CLT		Clear T in SREG	T ← 0	Ť	1
SEH		Set Half Carry Flag in SREG	H ← 1	Н	1
CLH		Clear Half Carry Flag in SREG	H ← 0	Н Н	1
OLIT	DATA TDA	NSFER INSTRUCTIONS	111.0		1
MOV	Rd, Rr	Move Between Registers	Rd ← Rr	None	1
MOVW			Rd ← R1 Rd+1:Rd ← Rr+1:Rr	None	1
	Rd, Rr	Copy Register Word			1
LDI	Rd, K	Load Immediate	Rd ← K	None	1
LD	Rd, X	Load Indirect	$Rd \leftarrow (X)$	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	$Rd \leftarrow (X), X \leftarrow X + 1$	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	$X \leftarrow X - 1$, $Rd \leftarrow (X)$	None	2
LD	Rd, Y	Load Indirect	$Rd \leftarrow (Y)$	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	$Rd \leftarrow (Y), Y \leftarrow Y + 1$	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1$, $Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	None	2
LD	Rd, Z	Load Indirect	$Rd \leftarrow (Z)$	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	$Z \leftarrow Z - 1$, $Rd \leftarrow (Z)$	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	$Rd \leftarrow (Z + q)$	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.	$(X) \leftarrow Rr, X \leftarrow X + 1$	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	$X \leftarrow X - 1, (X) \leftarrow Rr$	None	2
ST	Y, Rr	Store Indirect	$(Y) \leftarrow Rr$	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	$(Y) \leftarrow Rr, Y \leftarrow Y + 1$	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	$Y \leftarrow Y - 1$, $(Y) \leftarrow Rr$	None	2
STD	Y+q,Rr	Store Indirect with Displacement	$(Y + q) \leftarrow Rr$	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.	$Z \leftarrow Z - 1$, $(Z) \leftarrow Rr$	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	$Rd \leftarrow (Z), Z \leftarrow Z+1$	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
i Ur		ITROL INSTRUCTIONS	Nu ← STACK	INOITE	. 4
	IVICO CON	No Operation		None	1
	I	No Operation		ivone	<u> </u>
NOP		Closs	(and appointed dozen for Class for attent	Nana	4
SLEEP WDR		Sleep Watchdog Reset	(see specific descr. for Sleep function) (see specific descr. for WDR/Timer)	None None	1

Ordering Information

Speed (MHz) (3)	Power Supply (V)	Ordering Code (4)	Package ⁽²⁾	Operation Range
10	1.8 - 5.5	ATtiny13V-10PU ATtiny13V-10SU ATtiny13V-10SUR ATtiny13V-10SSU ATtiny13V-10SSUR ATtiny13V-10MU ATtiny13V-10MUR ATtiny13V-10MMU ATtiny13V-10MMUR	8P3 8S2 8S2 S8S1 S8S1 20M1 20M1 10M1	Industrial (-40°C to +85°C) ⁽¹⁾
20	2.7 - 5.5	ATtiny13-20PU ATtiny13-20SU ATtiny13-20SUR ATtiny13-20SSU ATtiny13-20SSUR ATtiny13-20MU ATtiny13-20MUR ATtiny13-20MMU ATtiny13-20MMUR	8P3 8S2 8S2 S8S1 S8S1 20M1 20M1 10M1	Industrial (-40°C to +85°C) ⁽¹⁾

- Notes: 1. These devices can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
 - 2. All packages are Pb-free, halide-free and fully green and they comply with the European directive for Restriction of Hazardous Substances (RoHS).
 - 3. For Speed vs. V_{CC} , see "Speed Grades" on page 117.
 - 4. Code indicators:
- U: matte tin
- R: tape & reel

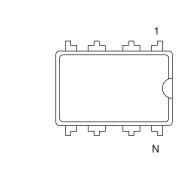
Package Type				
8P3	8-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)			
8S2	8-lead, 0.209" Wide, Plastic Small Outline Package (EIAJ SOIC)			
S8S1	8-lead, 0.150" Wide, Plastic Gull-Wing Small Outline (JEDEC SOIC)			
20M1	20-pad, 4 x 4 x 0.8 mm Body, Lead Pitch 0.50 mm, Micro Lead Frame Package (MLF)			
10M1	10-pad, 3 x 3 x 1 mm Body, Lead Pitch 0.50 mm, Micro Lead Frame Package (MLF)			



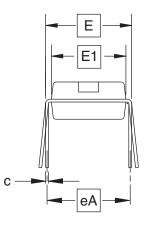


Packaging Information

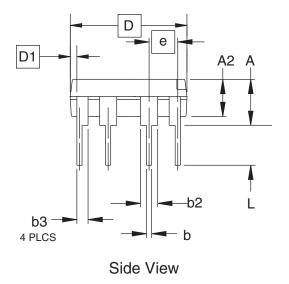
7.1 8P3



Top View



End View



COMMON DIMENSIONS

(Unit of Measure = inches)

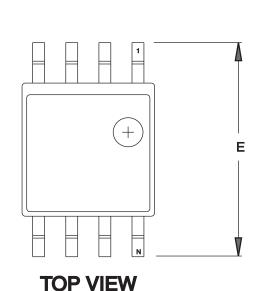
SYMBOL	MIN	NOM	MAX	NOTE
Α			0.210	2
A2	0.115	0.130	0.195	
b	0.014	0.018	0.022	5
b2	0.045	0.060	0.070	6
b3	0.030	0.039	0.045	6
С	0.008	0.010	0.014	
D	0.355	0.365	0.400	3
D1	0.005			3
E	0.300	0.310	0.325	4
E1	0.240	0.250	0.280	3
е	0.100 BSC			
eA	0.300 BSC			4
L	0.115	0.130	0.150	2

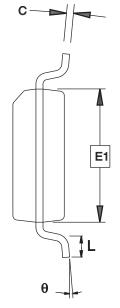
- This drawing is for general information only; refer to JEDEC Drawing MS-001, Variation BA for additional information.
 Dimensions A and L are measured with the package seated in JEDEC seating plane Gauge GS-3.
- 3. D, D1 and E1 dimensions do not include mold Flash or protrusions. Mold Flash or protrusions shall not exceed 0.010 inch.
- 4. E and eA measured with the leads constrained to be perpendicular to datum.
- 5. Pointed or rounded lead tips are preferred to ease insertion.
- 6. b2 and b3 maximum dimensions do not include Dambar protrusions. Dambar protrusions shall not exceed 0.010 (0.25 mm).

01/09/02

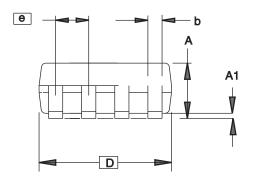
-		TITLE	DRAWING NO.	REV.	ı
	2325 Orchard Parkway San Jose, CA 95131	8P3, 8-lead, 0.300" Wide Body, Plastic Dual In-line Package (PDIP)	8P3	В	

7.2 **8S2**





END VIEW



COMMON DIMENSIONS (Unit of Measure = mm)

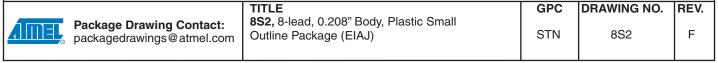
SYMBOL	MIN	NOM	MAX	NOTE
Α	1.70		2.16	
A1	0.05		0.25	
b	0.35		0.48	4
С	0.15		0.35	4
D	5.13		5.35	
E1	5.18		5.40	2
E	7.70		8.26	
L	0.51		0.85	
θ	0°		8°	
е		1.27 BSC		3

SIDE VIEW

- Notes: 1. This drawing is for general information only; refer to EIAJ Drawing EDR-7320 for additional information.
 - 2. Mismatch of the upper and lower dies and resin burrs aren't included.

 - Determines the true geometric position.
 Values b,C apply to plated terminal. The standard thickness of the plating layer shall measure between 0.007 to .021 mm.

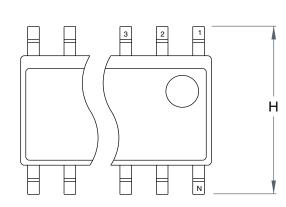
4/15/08



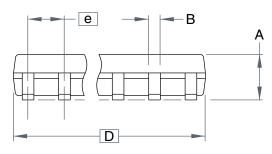




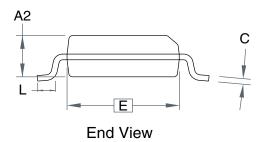
7.3 **S8S1**



Top View



Side View



COMMON DIMENSIONS

(Unit of Measure = mm)

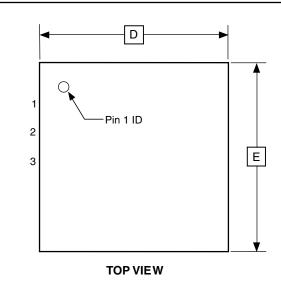
SYMBOL	MIN	NOM	MAX	NOTE
Α	_	_	1.75	
В	_	_	0.51	
С	_	_	0.25	
D	_	_	5.00	
Е	_	_	4.00	
е		1.27 BSC		
Н	_	_	6.20	
L	_	_	1.27	

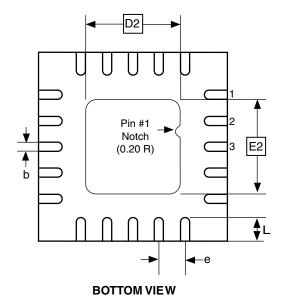
Note: This drawing is for general information only. Refer to JEDEC Drawing MS-012 for proper dimensions, tolerances, datums, etc.

10/10/01

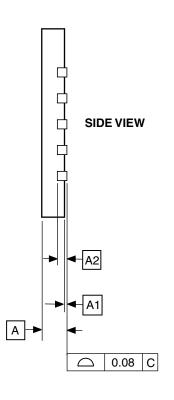
<u>AMEL</u>	2325 Orchard Parkway San Jose, CA 95131	8S1, 8-lead (0.150" Wide Body), Plastic Gull Wing Small Outline (JEDEC SOIC)	8S1	REV.	
-------------	--	--	-----	------	--

7.4 20M1





Note: Reference JEDEC Standard MO-220, Fig. 1 (SAW Singulation) WGGD-5.



COMMON DIMENSIONS

(Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	0.70	0.75	0.80	
A1	_	0.01	0.05	
A2		0.20 REF		
b	0.18	0.23	0.30	
D		4.00 BSC		
D2	2.45	2.60	2.75	
Е		4.00 BSC		
E2	2.45	2.60	2.75	
е	0.50 BSC			
L	0.35	0.40	0.55	

10/27/04



2325 Orchard Parkway San Jose, CA 95131 **TITLE 20M1**, 20-pad, 4 x 4 x 0.8 mm Body, Lead Pitch 0.50 mm, 2.6 mm Exposed Pad, Micro Lead Frame Package (MLF)

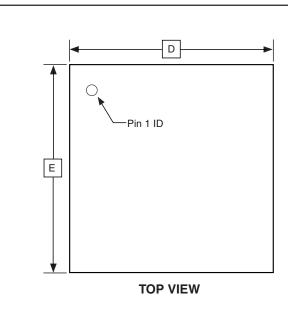
DRAWING NO. 20M1

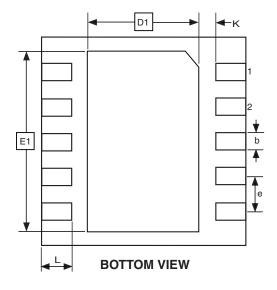
REV.

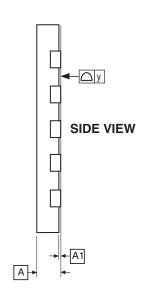




7.5 10M1







COMMON DIMENSIONS (Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	0.80	0.90	1.00	
A1	0.00	0.02	0.05	
b	0.18	0.25	0.30	
D	2.90	3.00	3.10	
D1	1.40	_	1.75	
Е	2.90	3.00	3.10	
E1	2.20	_	2.70	
е	0.50			
L	0.30	_	0.50	
у	_	_	0.08	
K	0.20	_	_	

Notes: 1. This package conforms to JEDEC reference MO-229C, Variation VEED-5.

2. The terminal #1 ID is a Lasser-marked Feature.

7/7/06

4 mei
AIIIIEL

2325 Orchard Parkway San Jose, CA 95131

10M1, 10-pad, 3 x 3 x 1.0 mm Body, Lead Pitch 0.50 mm, 1.64 x 2.60 mm Exposed Pad, Micro Lead Frame Package DRAWING NO. REV. 10M1

Α

8. Errata

The revision letter in this section refers to the revision of the ATtiny13 device.

8.1 ATtiny13 Rev. D

EEPROM can not be written below 1.9 Volt

1. EEPROM can not be written below 1.9 Volt

Writing the EEPROM at V_{CC} below 1.9 volts might fail.

Problem Fix/Workaround

Do not write the EEPROM when V_{CC} is below 1.9 volts.

8.2 ATtiny13 Rev. C

Revision C has not been sampled.

8.3 ATtiny13 Rev. B

- · Wrong values read after Erase Only operation
- High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail
- · Device may lock for further programming
- · debugWIRE communication not blocked by lock-bits
- Watchdog Timer Interrupt disabled
- EEPROM can not be written below 1.9 Volt

8.3.1 Wrong values read after Erase Only operation

At supply voltages below 2.7 V, an EEPROM location that is erased by the Erase Only operation may read as programmed (0x00).

Problem Fix/Workaround

If it is necessary to read an EEPROM location after Erase Only, use an Atomic Write operation with 0xFF as data in order to erase a location. In any case, the Write Only operation can be used as intended. Thus no special considerations are needed as long as the erased location is not read before it is programmed.

8.3.2 High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail

Writing to any of these locations and bits may in some occasions fail.

Problem Fix/Workaround

After a writing has been initiated, always observe the RDY/BSY signal. If the writing should fail, rewrite until the RDY/BSY verifies a correct writing. This will be fixed in revision D.

8.3.3 Device may lock for further programming

Special combinations of fuse bits will lock the device for further programming effectively turning it into an OTP device. The following combinations of settings/fuse bits will cause this effect:

- 128 kHz internal oscillator (CKSEL[1..0] = 11), shortest start-up time
 (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.
- 9.6 MHz internal oscillator (CKSEL[1..0] = 10), shortest start-up time
 (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.



Datasheet Revision History

Please note that the referring page numbers in this section refer to the complete document.

9.1 Rev. 2535J-08/10

Added tape and reel part numbers in "Ordering Information" on page 160. Removed text "Not recommended for new design" from cover page. Updated last page.

9.2 Rev. 2535I-05/08

- 1. Updated document template, layout and paragraph formats.
- 2. Updated "Features" on page 1.
- 3. Created Sections:
 - "Calibrated Internal RC Oscillator Accuracy" on page 118
 - "Analog Comparator Characteristics" on page 119
- 4. Updated Sections:
 - "System Clock and Clock Options" on page 23
 - "Calibrated Internal 4.8/9.6 MHz Oscillator" on page 25
 - "External Interrupts" on page 45
 - "Analog Noise Canceling Techniques" on page 88
 - "Limitations of debugWIRE" on page 96
 - "Reading Fuse and Lock Bits from Firmware" on page 99
 - "Fuse Bytes" on page 103
 - "Calibration Bytes" on page 104
 - "High-Voltage Serial Programming" on page 108
 - "Ordering Information" on page 160
- 5. Updated Figure:
 - "Analog Input Circuitry" on page 87
 - "High-voltage Serial Programming Timing" on page 122
- Moved Figures:
 - "Serial Programming Timing" on page 121
 - "Serial Programming Waveform" on page 121
 - "High-voltage Serial Programming Timing" on page 122
- 7. Updated Tables:
 - "DC Characteristics, T_A = -40°C to +85°C" on page 115
 - "Serial Programming Characteristics, T_A = -40°C to +85°C, V_{CC} = 1.8 5.5V (Unless Otherwise Noted)" on page 121
- 8. Moved Tables:
 - "Serial Programming Instruction Set" on page 107
 - "Serial Programming Characteristics, T_A = -40°C to +85°C, V_{CC} = 1.8 5.5V (Unless Otherwise Noted)" on page 121
 - "High-voltage Serial Programming Characteristics T_A = 25°C, V_{CC} = 5.0V \pm 10% (Unless otherwise noted)" on page 122
- 9. Updated Register Description for Sections:





- "TCCR0A Timer/Counter Control Register A" on page 69
- "DIDR0 Digital Input Disable Register 0" on page 94
- 10. Updated description in Step 1. on page 106.
- 11. Changed device status to "Not Recommended for New Designs".

9.3 Rev. 2535H-10/07

- 1. Updated "Features" on page 1.
- 2. Updated "Pin Configurations" on page 2.
- 3. Added "Data Retention" on page 6.
- 4. Updated "Assembly Code Example⁽¹⁾" on page 39.
- 5. Updated Table 21 in "Alternate Functions of Port B" on page 54.
- 6. Updated Bit 5 description in "GIMSK General Interrupt Mask Register" on page 46.
- 7. Updated "ADC Voltage Reference" on page 87.
- 8. Updated "Calibration Bytes" on page 104.
- 9. Updated "Read Calibration Byte" on page 108.
- 10. Updated Table 51 in "Serial Programming Characteristics" on page 121.
- 11. Updated Algorithm in "High-Voltage Serial Programming Algorithm" on page 109.
- 12. Updated "Read Calibration Byte" on page 112.
- 13. Updated values in "External Clock Drive" on page 118.
- 14. Updated "Ordering Information" on page 160.
- 15. Updated "Packaging Information" on page 161.

9.4 Rev. 2535G-01/07

- 1. Removed Preliminary.
- 2. Updated Table 7-1 on page 30, Table 8-1 on page 42, Table 18-8 on page 121.
- 3. Removed Note from Table 7-1 on page 30.
- 4. Updated "Bit 6 ACBG: Analog Comparator Bandgap Select" on page 79.
- 5. Updated "Prescaling and Conversion Timing" on page 83.
- 6. Updated Figure 18-4 on page 121.
- 7. Updated "DC Characteristics" on page 115.
- 8. Updated "Ordering Information" on page 160.
- 9. Updated "Packaging Information" on page 161.

9.5 Rev. 2535F-04/06

1. Revision not published.

9.6 Rev. 2535E-10/04

- 1. Bits EEMWE/EEWE changed to EEMPE/EEPE in document.
- 2. Updated "Pinout ATtiny13/ATtiny13V" on page 2.
- 3. Updated "Write Fuse Low Bits" in Table 17-13 on page 110, Table 18-3 on page 118.
- 2. Added "Pin Change Interrupt Timing" on page 45.
- 4. Updated "GIMSK General Interrupt Mask Register" on page 46.
- 5. Updated "PCMSK Pin Change Mask Register" on page 47.
- 6. Updated item 4 in "Serial Programming Algorithm" on page 106.
- 7. Updated "High-Voltage Serial Programming Algorithm" on page 109.

- 8. Updated "DC Characteristics" on page 115.
- 9. Updated "Typical Characteristics" on page 122.
- 10. Updated "Ordering Information" on page 160.
- 11. Updated "Packaging Information" on page 161.
- 12. Updated "Errata" on page 166.

9.7 Rev. 2535D-04/04

- 1. Maximum Speed Grades changed: 12MHz to 10MHz, 24MHz to 20MHz
- 2. Updated "Serial Programming Instruction Set" on page 107.
- 3. Updated "Speed Grades" on page 117
- 4. Updated "Ordering Information" on page 160

9.8 Rev. 2535C-02/04

- 1. C-code examples updated to use legal IAR syntax.
- 2. Replaced occurrences of WDIF with WDTIF and WDIE with WDTIE.
- 3. Updated "Stack Pointer" on page 11.
- 4. Updated "Calibrated Internal 4.8/9.6 MHz Oscillator" on page 25.
- 5. Updated "OSCCAL Oscillator Calibration Register" on page 27.
- 6. Updated typo in introduction on "Watchdog Timer" on page 37.
- 7. Updated "ADC Conversion Time" on page 86.
- 8. Updated "Serial Programming" on page 105.
- 9. Updated "Electrical Characteristics" on page 115.
- 10. Updated "Ordering Information" on page 160.
- 11. Removed rev. C from "Errata" on page 166.

9.9 Rev. 2535B-01/04

- Updated Figure 2-1 on page 4.
- 2. Updated Table 7-1, Table 8-1, Table 14-2 and Table 18-3.
- Updated "Calibrated Internal 4.8/9.6 MHz Oscillator" on page 25.
- 4. Updated the whole "Watchdog Timer" on page 37.
- 5. Updated Figure 17-1 on page 105 and Figure 17-2 on page 108.
- 6. Updated registers "MCUCR MCU Control Register", "TCCR0B Timer/Counter Control Register B" and "DIDR0 Digital Input Disable Register 0".
- 7. Updated Absolute Maximum Ratings and DC Characteristics in "Electrical Characteristics" on page 115.
- 8. Added "Speed Grades" on page 117
- 9. Updated "" on page 120.
- 10. Updated "Typical Characteristics" on page 123.
- 11. Updated "Ordering Information" on page 160.
- 12. Updated "Packaging Information" on page 161.
- 13. Updated "Errata" on page 166.
- 14. Changed instances of EEAR to EEARL.

9.10 Rev. 2535A-06/03

Initial Revision.





Headquarters

Atmel Corporation

2325 Orchard Parkway San Jose, CA 95131 USA

Tel: 1(408) 441-0311 Fax: 1(408) 487-2600

International

Atmel Asia

Unit 1-5 & 16, 19/F BEA Tower, Millennium City 5 418 Kwun Tong Road Kwun Tong, Kowloon Hong Kong

Tel: (852) 2245-6100 Fax: (852) 2722-1369 Atmel Europe

Le Krebs 8, Rue Jean-Pierre Timbaud BP 309 78054 Saint-Quentin-en-

Yvelines Cedex France

Tel: (33) 1-30-60-70-00 Fax: (33) 1-30-60-71-11

Atmel Japan

9F, Tonetsu Shinkawa Bldg. 1-24-8 Shinkawa Chuo-ku, Tokyo 104-0033

Japan

Tel: (81) 3-3523-3551 Fax: (81) 3-3523-7581

Product Contact

Web Site

www.atmel.com

Technical Support

Enter Product Line E-mail

Sales Contact

www.atmel.com/contacts

Literature Requests

www.atmel.com/literature

Disclaimer: The information in this document is provided in connection with Atmel products. No license, express or implied, by estoppel or otherwise, to any intellectual property right is granted by this document or in connection with the sale of Atmel products. EXCEPT AS SET FORTH IN ATMEL'S TERMS AND CONDITIONS OF SALE LOCATED ON ATMEL'S WEB SITE, ATMEL ASSUMES NO LIABILITY WHATSOEVER AND DISCLAIMS ANY EXPRESS, IMPLIED OR STATUTORY WARRANTY RELATING TO ITS PRODUCTS INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. IN NO EVENT SHALL ATMEL BE LIABLE FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, PUNITIVE, SPECIAL OR INCIDENTAL DAMAGES (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, OR LOSS OF INFORMATION) ARISING OUT OF THE USE OR INABILITY TO USE THIS DOCUMENT, EVEN IF ATMEL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Atmel makes no representations or warranties with respect to the accuracy or completeness of the contents of this document and reserves the right to make changes to specifications and product descriptions at any time without notice. Atmel does not make any commitment to update the information contained herein. Unless specifically provided otherwise, Atmel products are not suitable for, and shall not be used in, automotive applications. Atmel's products are not intended, authorized, or warranted for use as components in applications intended to support or sustain life.

© 2010 Atmel Corporation. All rights reserved. Atmel®, logo and combinations thereof, AVR® and others are registered trademarks or trademarks of Atmel Corporation or its subsidiaries. Other terms and product names may be trademarks of others.