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What is "[Embedded - Microcontrollers](#)"?

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

Applications of "[Embedded - Microcontrollers](#)"

Details

| | |
|----------------------------|---|
| Product Status | Active |
| Core Processor | AVR |
| Core Size | 8/16-Bit |
| Speed | 32MHz |
| Connectivity | I ² C, IrDA, SPI, UART/USART, USB |
| Peripherals | Brown-out Detect/Reset, DMA, POR, PWM, WDT |
| Number of I/O | 50 |
| Program Memory Size | 32KB (16K x 16) |
| Program Memory Type | FLASH |
| EEPROM Size | 2K x 8 |
| RAM Size | 4K x 8 |
| Voltage - Supply (Vcc/Vdd) | 1.6V ~ 3.6V |
| Data Converters | A/D 16x12b |
| Oscillator Type | Internal |
| Operating Temperature | -40°C ~ 105°C (TA) |
| Mounting Type | Surface Mount |
| Package / Case | 64-TQFP |
| Supplier Device Package | 64-TQFP (14x14) |
| Purchase URL | https://www.e-xfl.com/product-detail/microchip-technology/atxmega32c3-anr |

The production signature row also contains an ID that identifies each microcontroller device type and a serial number for each manufactured device. The serial number consists of the production lot number, wafer number, and wafer coordinates for the device. The device ID for the available devices is shown in Table 7-1.

The production signature row cannot be written or erased, but it can be read from application software and external programmers.

Table 7-1. Device ID Bytes

| Device | Device ID bytes | | |
|--------------|-----------------|--------|--------|
| | Byte 2 | Byte 1 | Byte 0 |
| ATxmega32C3 | 49 | 95 | 1E |
| ATxmega64C3 | 49 | 96 | 1E |
| ATxmega128C3 | 52 | 97 | 1E |
| ATxmega192C3 | 51 | 97 | 1E |
| ATxmega256C3 | 46 | 98 | 1E |

7.3.5 User Signature Row

The user signature row is a separate memory section that is fully accessible (read and write) from application software and external programmers. It is one flash page in size, and is meant for static user parameter storage, such as calibration data, custom serial number, identification numbers, random number seeds, etc. This section is not erased by chip erase commands that erase the flash, and requires a dedicated erase command. This ensures parameter storage during multiple program/erase operations and on-chip debug sessions.

7.4 Fuses and Lock Bits

The fuses are used to configure important system functions, and can only be written from an external programmer. The application software can read the fuses. The fuses are used to configure reset sources such as brownout detector and watchdog, and startup configuration.

The lock bits are used to set protection levels for the different flash sections (that is, if read and/or write access should be blocked). Lock bits can be written by external programmers and application software, but only to stricter protection levels. Chip erase is the only way to erase the lock bits. To ensure that flash contents are protected even during chip erase, the lock bits are erased after the rest of the flash memory has been erased.

An unprogrammed fuse or lock bit will have the value one, while a programmed fuse or lock bit will have the value zero.

Both fuses and lock bits are reprogrammable like the flash program memory.

7.5 Data Memory

The data memory contains the I/O memory, internal SRAM, optionally memory mapped EEPROM, and external memory if available. The data memory is organized as one continuous memory section, see Figure 7-2 on page 15. To simplify development, I/O Memory, EEPROM, and SRAM will always have the same start addresses for all Atmel AVR XMEGA devices.

| Mnemonics | Operands | Description | Operation | Flags | #Clocks |
|-----------|----------|--|---|-------|------------------|
| MOVW | Rd, Rr | Copy Register Pair | Rd+1:Rd \leftarrow Rr+1:Rr | None | 1 |
| LDI | Rd, K | Load Immediate | Rd \leftarrow K | None | 1 |
| LDS | Rd, k | Load Direct from data space | Rd \leftarrow (k) | None | 2 ⁽¹⁾ |
| LD | Rd, X | Load Indirect | Rd \leftarrow (X) | None | 1 ⁽¹⁾ |
| LD | Rd, X+ | Load Indirect and Post-Increment | Rd \leftarrow (X) X \leftarrow X + 1 | None | 1 ⁽¹⁾ |
| LD | Rd, -X | Load Indirect and Pre-Decrement | X \leftarrow X - 1, Rd \leftarrow (X) \leftarrow (X) | None | 2 ⁽¹⁾ |
| LD | Rd, Y | Load Indirect | Rd \leftarrow (Y) \leftarrow (Y) | None | 1 ⁽¹⁾ |
| LD | Rd, Y+ | Load Indirect and Post-Increment | Rd \leftarrow (Y) Y \leftarrow Y + 1 | None | 1 ⁽¹⁾ |
| LD | Rd, -Y | Load Indirect and Pre-Decrement | Y \leftarrow Y - 1 Rd \leftarrow (Y) | None | 2 ⁽¹⁾ |
| LDD | Rd, Y+q | Load Indirect with Displacement | Rd \leftarrow (Y + q) | None | 2 ⁽¹⁾ |
| LD | Rd, Z | Load Indirect | Rd \leftarrow (Z) | None | 1 ⁽¹⁾ |
| LD | Rd, Z+ | Load Indirect and Post-Increment | Rd \leftarrow (Z), Z \leftarrow Z + 1 | None | 1 ⁽¹⁾ |
| LD | Rd, -Z | Load Indirect and Pre-Decrement | Z \leftarrow Z - 1, Rd \leftarrow (Z) | None | 2 ⁽¹⁾ |
| LDD | Rd, Z+q | Load Indirect with Displacement | Rd \leftarrow (Z + q) | None | 2 ⁽¹⁾ |
| STS | k, Rr | Store Direct to Data Space | (k) \leftarrow Rd | None | 2 |
| ST | X, Rr | Store Indirect | (X) \leftarrow Rr | None | 1 |
| ST | X+, Rr | Store Indirect and Post-Increment | (X) \leftarrow Rr, X \leftarrow X + 1 | None | 1 |
| ST | -X, Rr | Store Indirect and Pre-Decrement | X \leftarrow X - 1, (X) \leftarrow Rr | None | 2 |
| ST | Y, Rr | Store Indirect | (Y) \leftarrow Rr | None | 1 |
| ST | Y+, Rr | Store Indirect and Post-Increment | (Y) \leftarrow Rr, Y \leftarrow Y + 1 | None | 1 |
| ST | -Y, Rr | Store Indirect and Pre-Decrement | 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) \leftarrow Rr | None | 1 |
| ST | Z+, Rr | Store Indirect and Post-Increment | (Z) \leftarrow Rr Z \leftarrow Z + 1 | None | 1 |
| ST | -Z, Rr | Store Indirect and Pre-Decrement | Z \leftarrow Z - 1 | None | 2 |
| STD | Z+q, Rr | Store Indirect with Displacement | (Z + q) \leftarrow Rr | None | 2 |
| LPM | | Load Program Memory | R0 \leftarrow (Z) | None | 3 |
| LPM | Rd, Z | Load Program Memory | Rd \leftarrow (Z) | None | 3 |
| LPM | Rd, Z+ | Load Program Memory and Post-Increment | Rd \leftarrow (Z), Z \leftarrow Z + 1 | None | 3 |
| ELPM | | Extended Load Program Memory | R0 \leftarrow (RAMPZ:Z) | None | 3 |

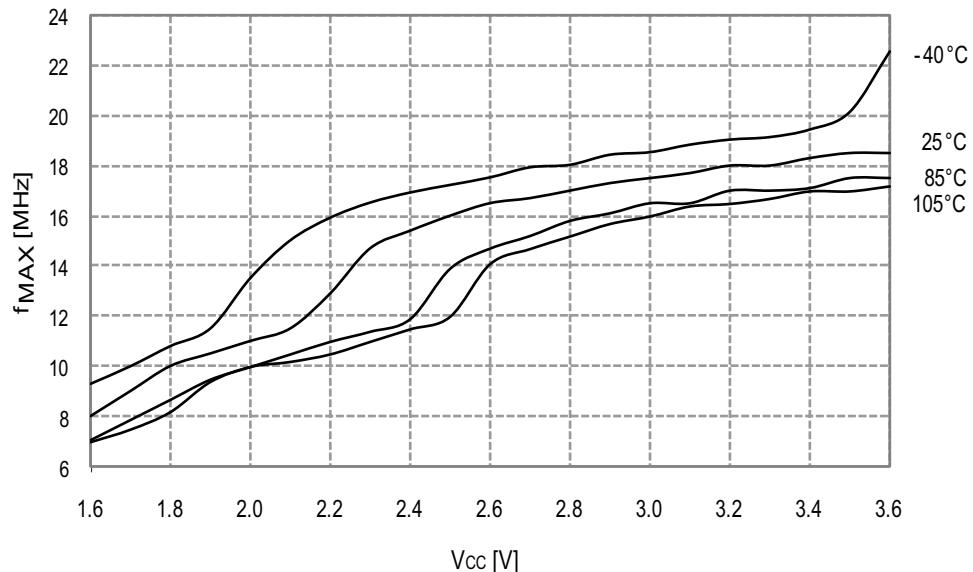
Table 33-34. Current Consumption for Modules and Peripherals

| Symbol | Parameter | Condition ⁽¹⁾ | Min. | Typ. | Max. | Units |
|----------|--|---|------|------|------|---------|
| I_{CC} | ULP oscillator | | | 0.9 | | μA |
| | 32.768kHz int. oscillator | | | 29 | | |
| | 2MHz int. oscillator | | | 82 | | |
| | | DFLL enabled with 32.768kHz int. osc. as reference | | 114 | | |
| | 32MHz int. oscillator | | | 250 | | |
| | | DFLL enabled with 32.768kHz int. osc. as reference | | 400 | | |
| | PLL | 20x multiplication factor, 32MHz int. osc. DIV4 as reference | | 300 | | |
| | Watchdog timer | | | 1.0 | | |
| | BOD | Continuous mode | | 140 | | |
| | | Sampled mode, includes ULP oscillator | | 1.4 | | |
| | Internal 1.0V reference | | | 180 | | |
| | Temperature sensor | | | 175 | | |
| ADC | 16ksps $V_{REF} = \text{Ext. ref.}$ | | | 1.23 | | mA |
| | | CURRLIMIT = LOW | | 1.1 | | |
| | | CURRLIMIT = MEDIUM | | 0.98 | | |
| | | CURRLIMIT = HIGH | | 0.87 | | |
| | 75ksps $V_{REF} = \text{Ext. ref.}$ | CURRLIMIT = LOW | | 1.7 | | |
| | | 300ksps $V_{REF} = \text{Ext. ref.}$ | | 3.1 | | |
| | USART | Rx and Tx enabled, 9600 BAUD | | 9.7 | | μA |
| | Flash memory and EEPROM programming | | | 5 | | mA |

Note: 1. All parameters measured as the difference in current consumption between module enabled and disabled. All data at $V_{CC} = 3.0V$, $\text{Clk}_{SYS} = 1\text{MHz}$ external clock without prescaling, $T = 25^\circ C$ unless other conditions are given.

34.1.10 PDI Characteristics

Figure 34-71. Maximum PDI Frequency vs. V_{cc}



34.2 Atmel ATxmega64C3

34.2.1 Current Consumption

34.2.1.1 Active Mode Supply Current

Figure 34-72.Active Supply Current vs. Frequency

$f_{SYS} = 0 - 1\text{MHz}$ external clock, $T = 25^\circ\text{C}$

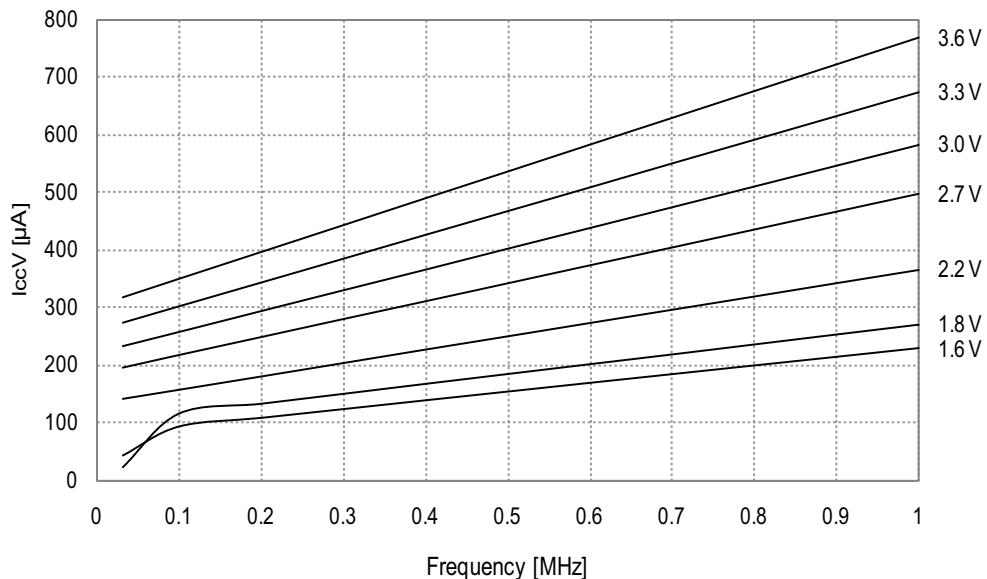


Figure 34-73.Active Supply Current vs. Frequency

$f_{SYS} = 1 - 32\text{MHz}$ external clock, $T = 25^\circ\text{C}$

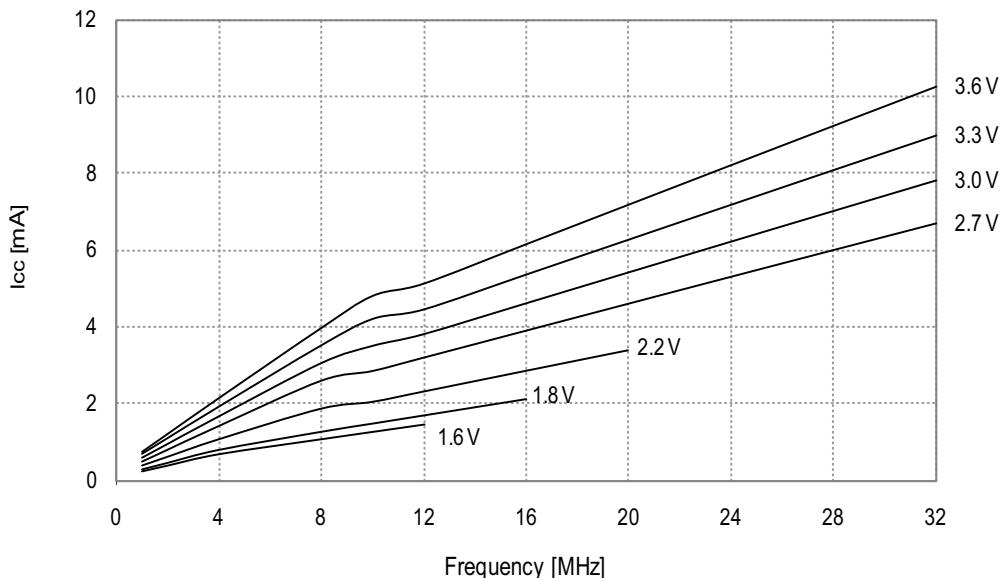
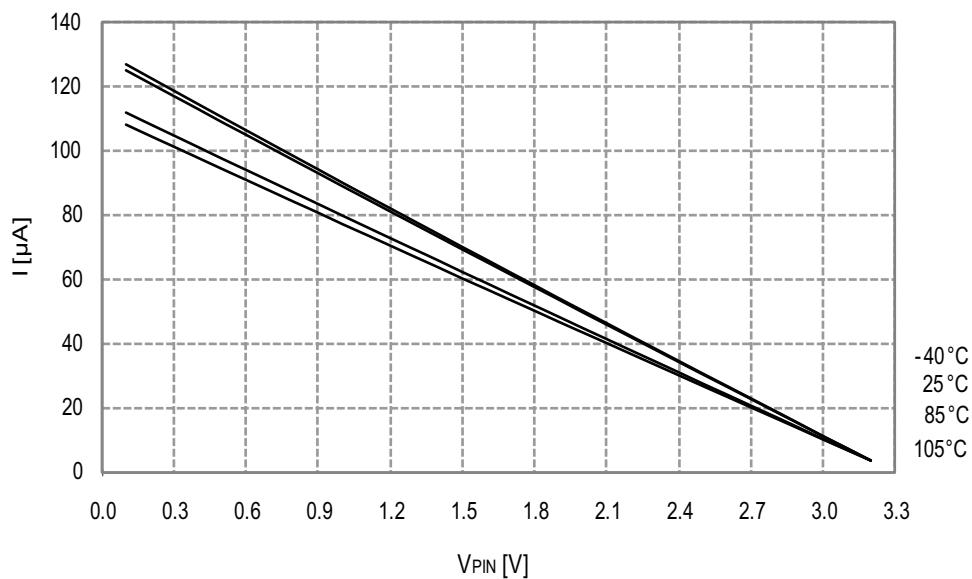


Figure 34-92. I/O Pin Pull-up Resistor Current vs. Input Voltage

$V_{CC} = 3.3V$



34.2.2.2 Output Voltage vs. Sink/Source Current

Figure 34-93. I/O Pin Output Voltage vs. Source Current

$V_{CC} = 1.8V$

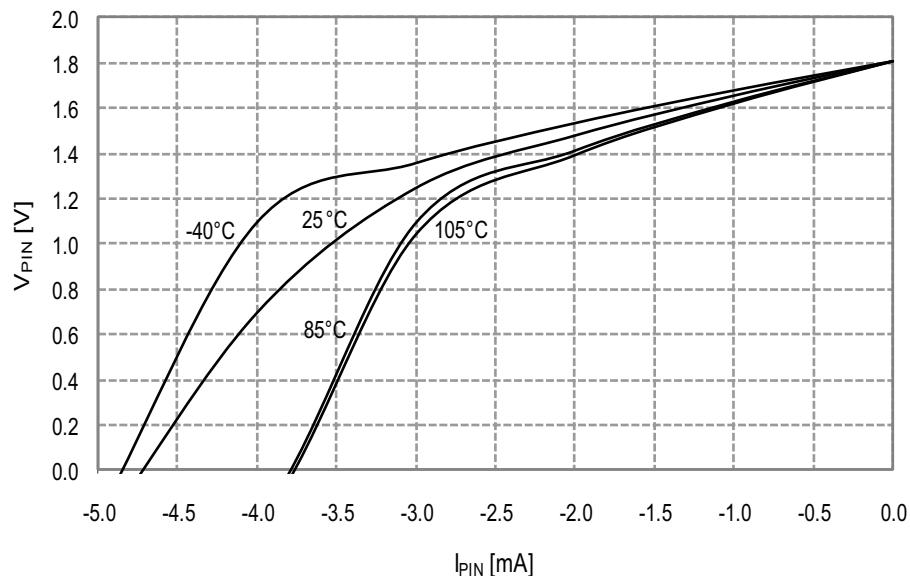
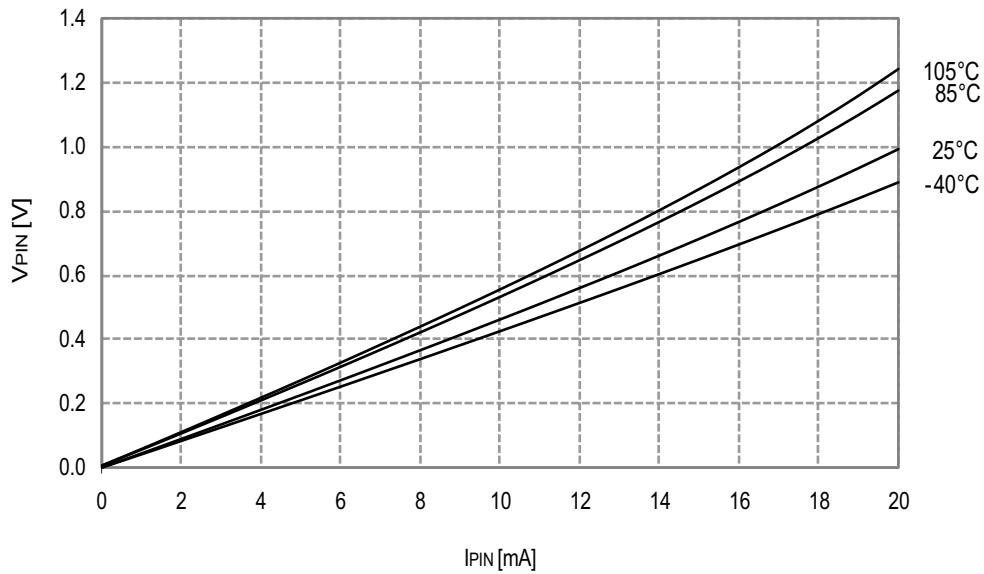


Figure 34-98. I/O Pin Output Voltage vs. Sink Current

$V_{CC} = 3.3V$



34.2.2.3 Thresholds and Hysteresis

Figure 34-99. I/O Pin Input Threshold Voltage vs. V_{CC}

V_{IH} I/O pin read as “1”

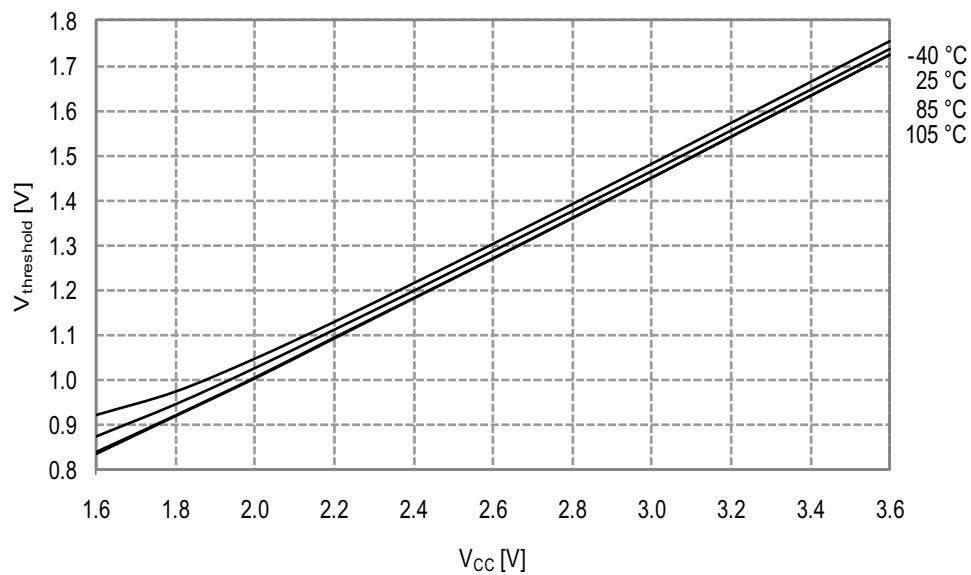


Figure 34-114. Analog Comparator Hysteresis vs. V_{CC}
Large hysteresis

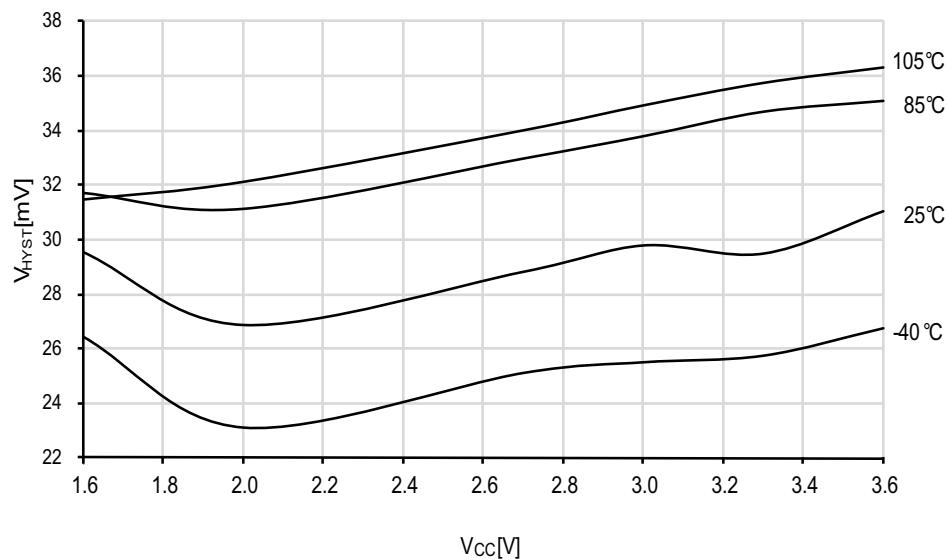


Figure 34-115. Analog Comparator Current Source vs. Calibration Value
 $V_{CC} = 3.0V$

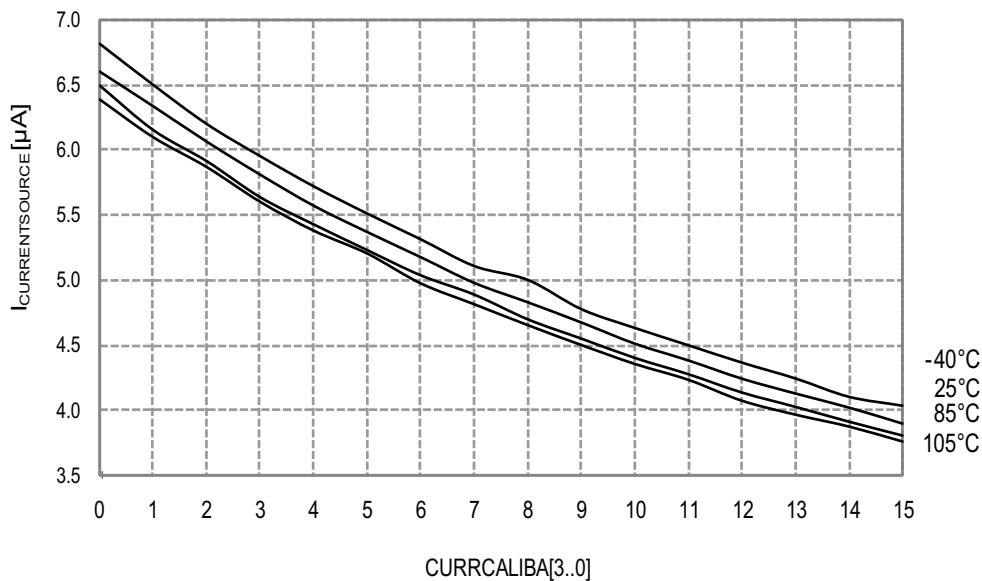
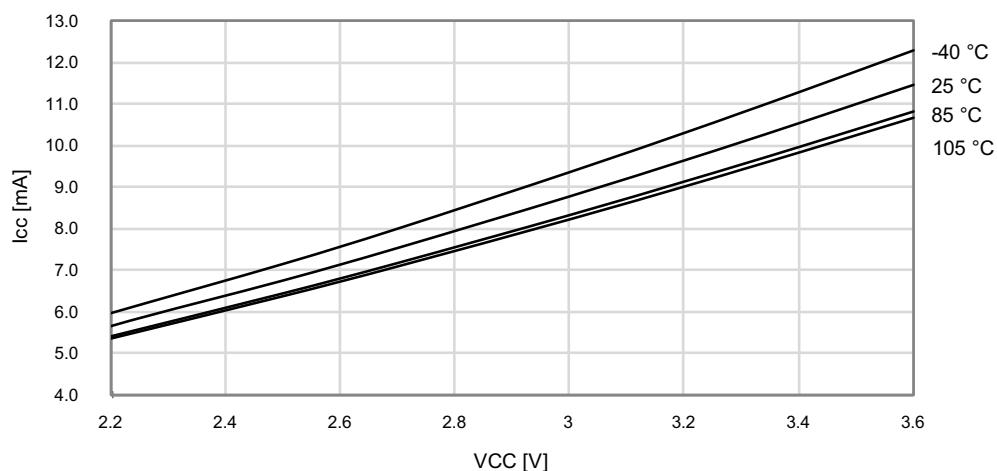


Figure 34-149. Active Mode Supply Current vs. V_{CC}

$f_{SYS} = 32\text{MHz}$ internal oscillator



34.3.1.2 Idle Mode Supply Current

Figure 34-150. Idle Mode Supply Current vs. Frequency

$f_{SYS} = 0 - 1\text{MHz}$ external clock, $T = 25^\circ\text{C}$

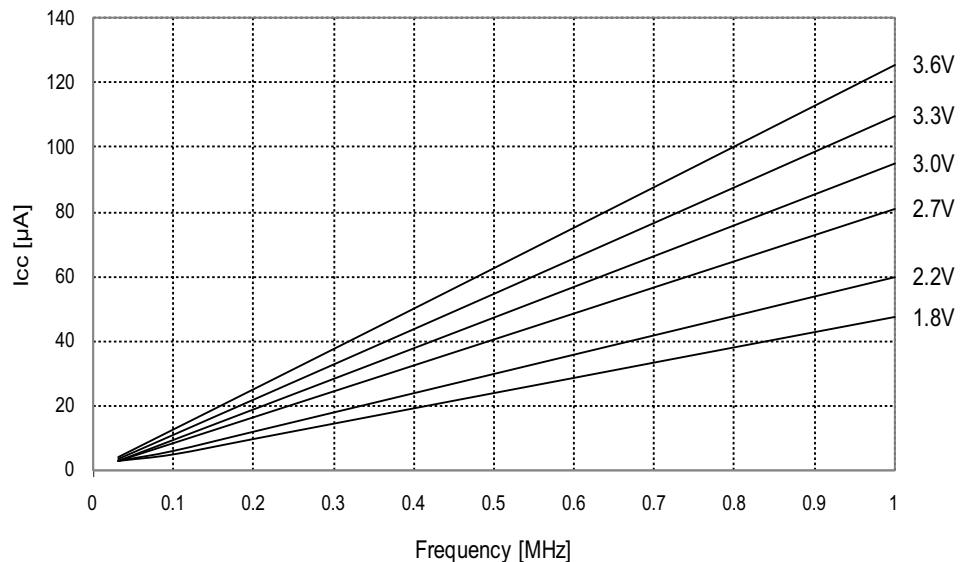


Figure 34-181. Gain Error vs. Temperature

$V_{CC} = 3.0V$, V_{REF} = external 2.0V

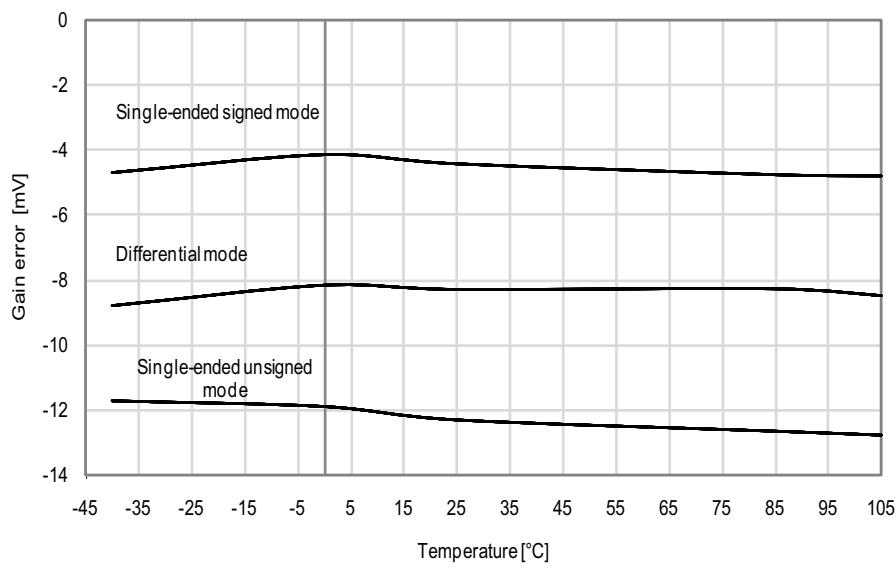


Figure 34-182. Offset Error vs. V_{CC}

$T = 25^\circ\text{C}$, V_{REF} = external 1.0V, ADC sample rate = 300ksps

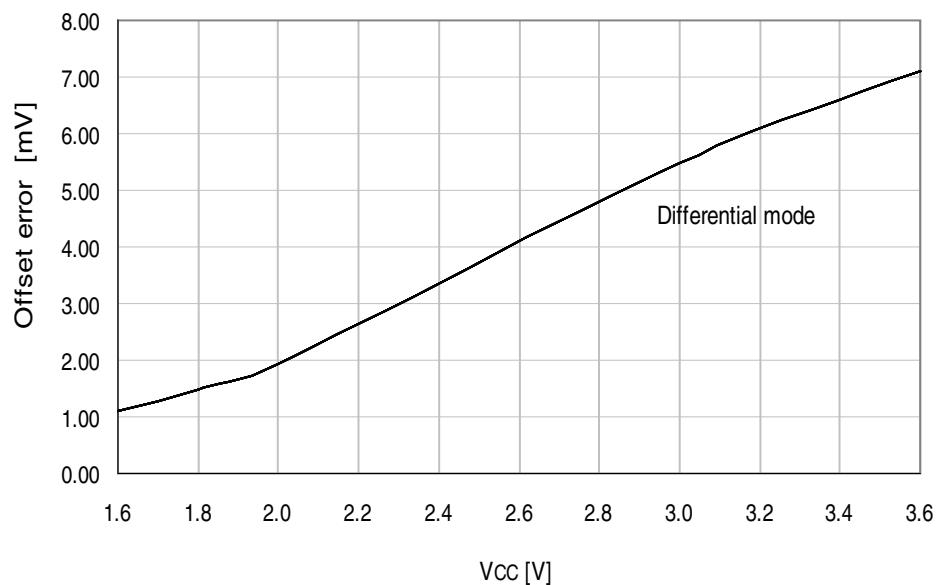
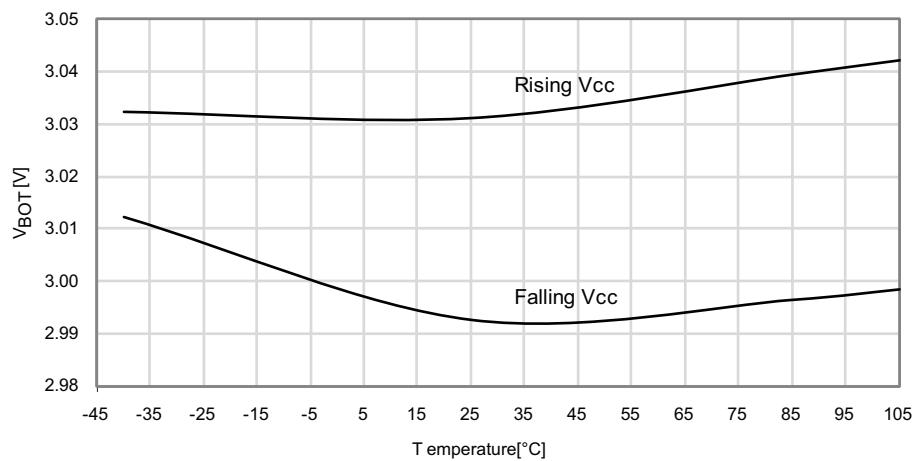


Figure 34-189. BOD Thresholds vs. Temperature
BOD level = 3.0V



34.3.7 External Reset Characteristics

Figure 34-190. Minimum Reset Pin Pulse Width vs. V_{cc}

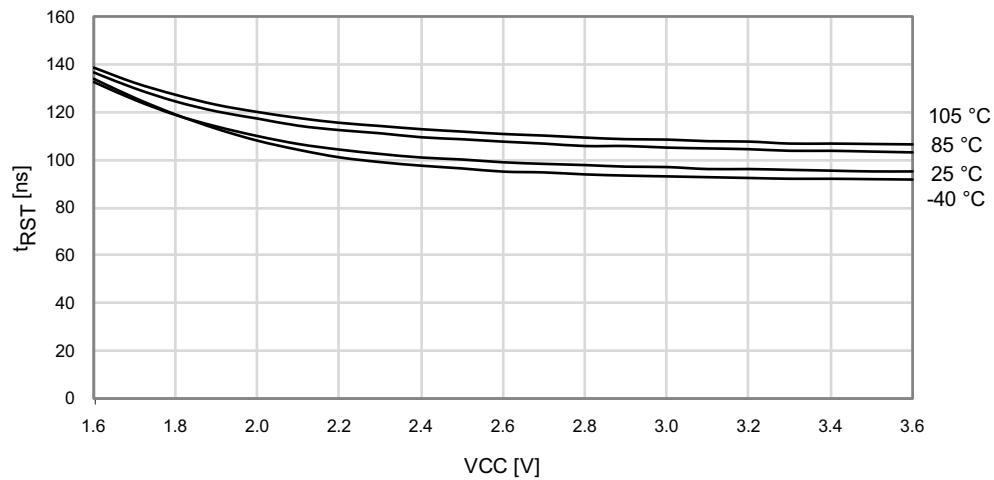
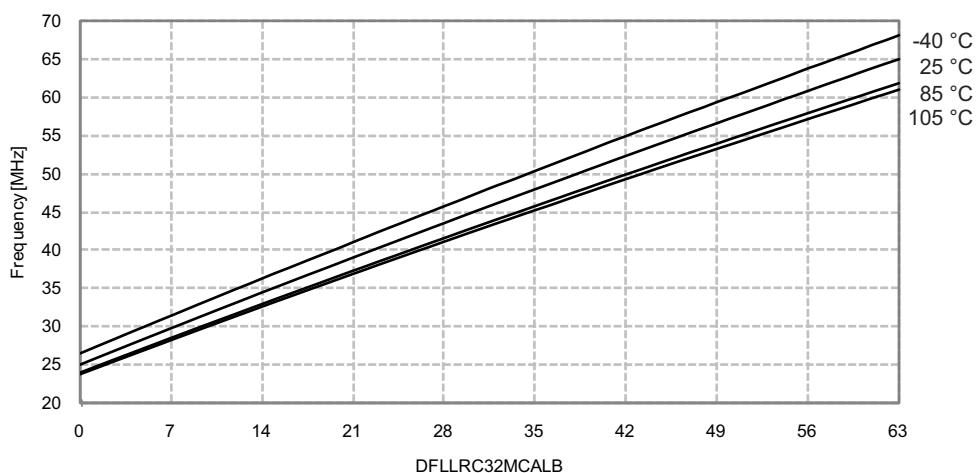


Figure 34-207. 32MHz Internal Oscillator Frequency vs. CALB Calibration Value

$V_{CC} = 3.0V$



34.3.8.5 32MHz Internal Oscillator Calibrated to 48MHz

Figure 34-208. 48MHz Internal Oscillator Frequency vs. Temperature

DFLL disabled

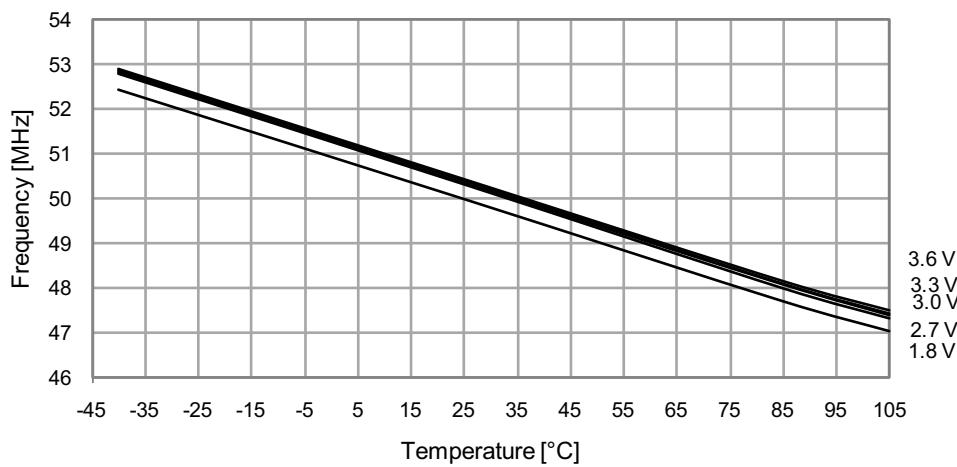
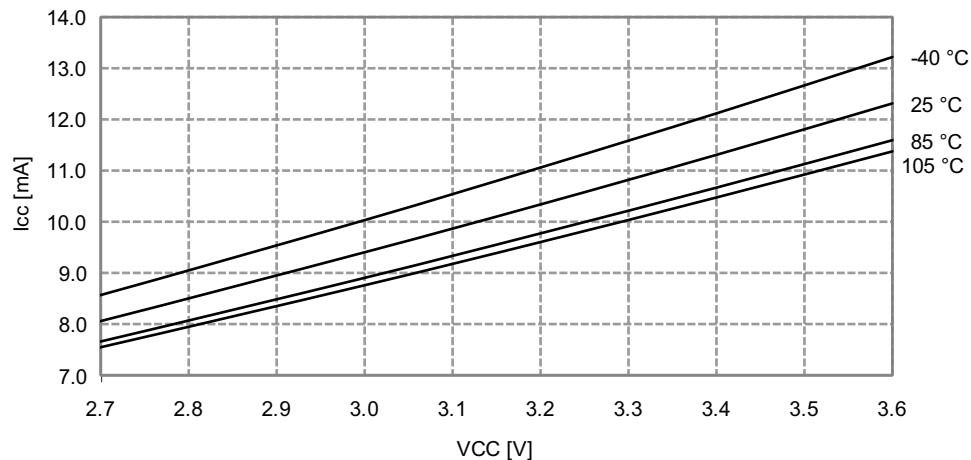


Figure 34-219. Active Mode Supply Current vs. V_{CC}

$f_{SYS} = 32\text{MHz}$ internal oscillator



34.4.1.2 Idle Mode Supply Current

Figure 34-220. Idle Mode Supply Current vs. Frequency

$f_{SYS} = 0 - 1\text{MHz}$ external clock, $T = 25^\circ\text{C}$

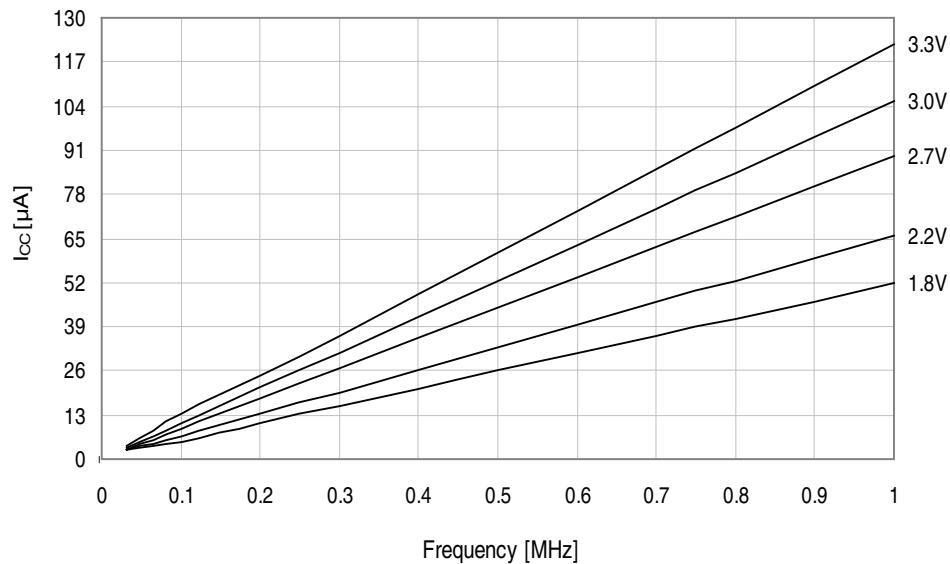


Figure 34-237. I/O Pin Output Voltage vs. Sink Current

$V_{CC} = 3.0V$

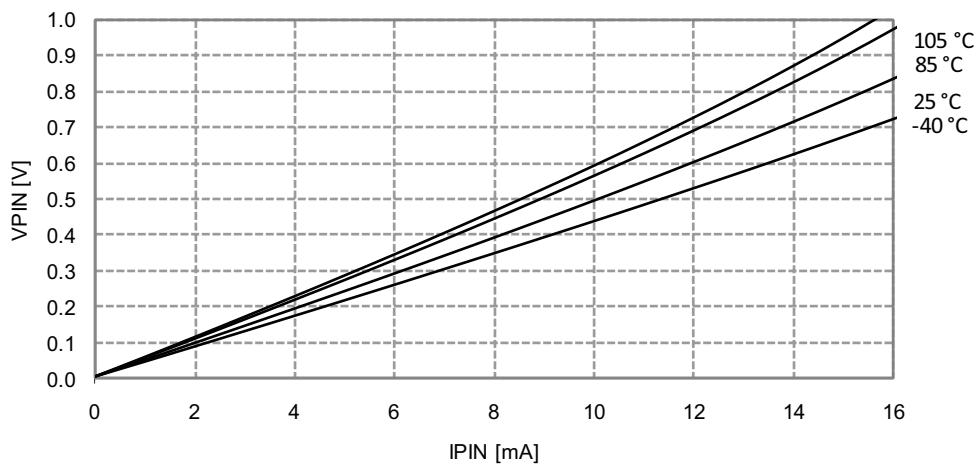


Figure 34-238. I/O Pin Output Voltage vs. Sink Current

$V_{CC} = 3.3V$

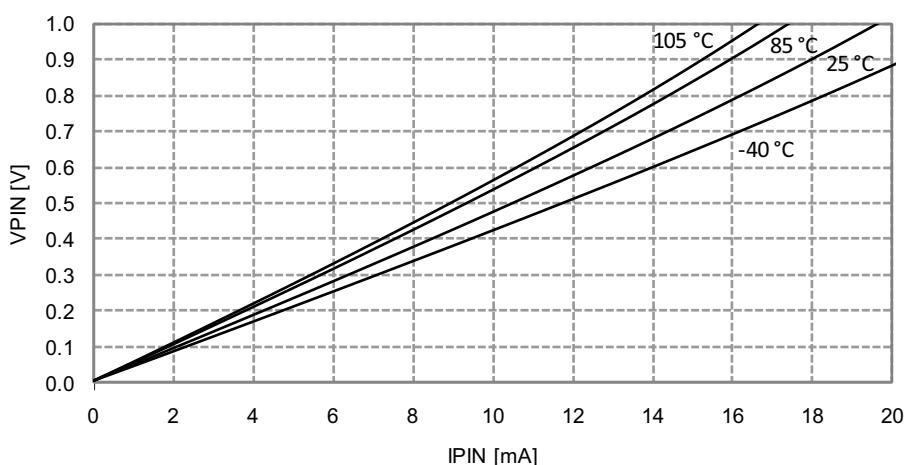


Figure 34-255. Analog Comparator Current Source vs. Calibration Value

$V_{CC} = 3.0V$

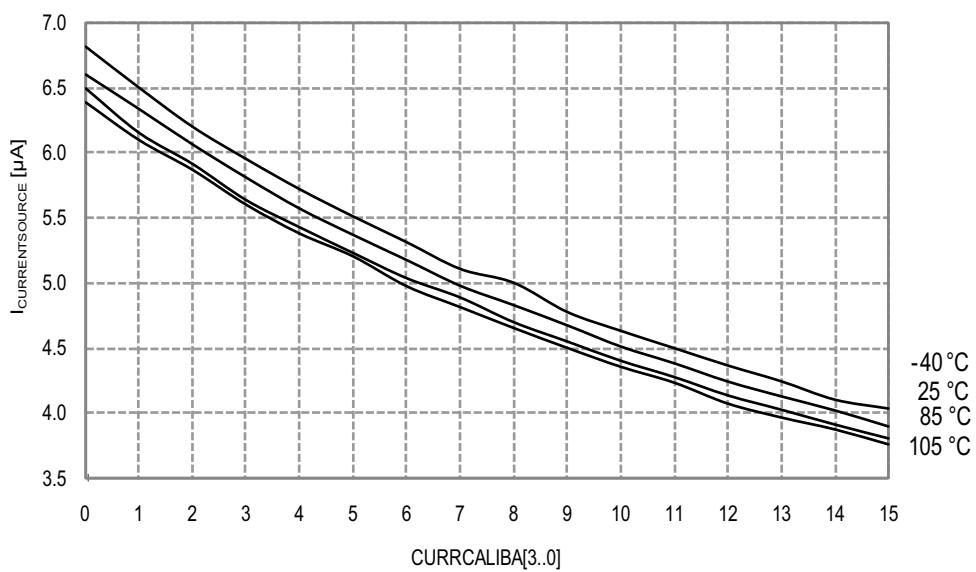


Figure 34-256. Voltage Scaler INL vs. SCALEFAC

$T = 25^{\circ}\text{C}$, $V_{CC} = 3.0V$

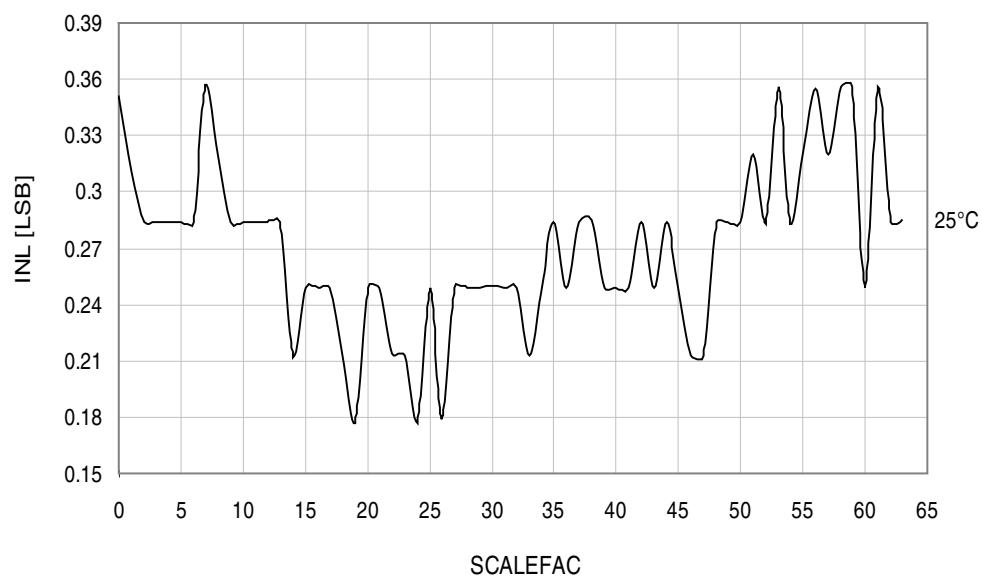


Figure 34-263. Reset Pin Pull-up Resistor Current vs. Reset Pin Voltage

$V_{CC} = 3.3V$

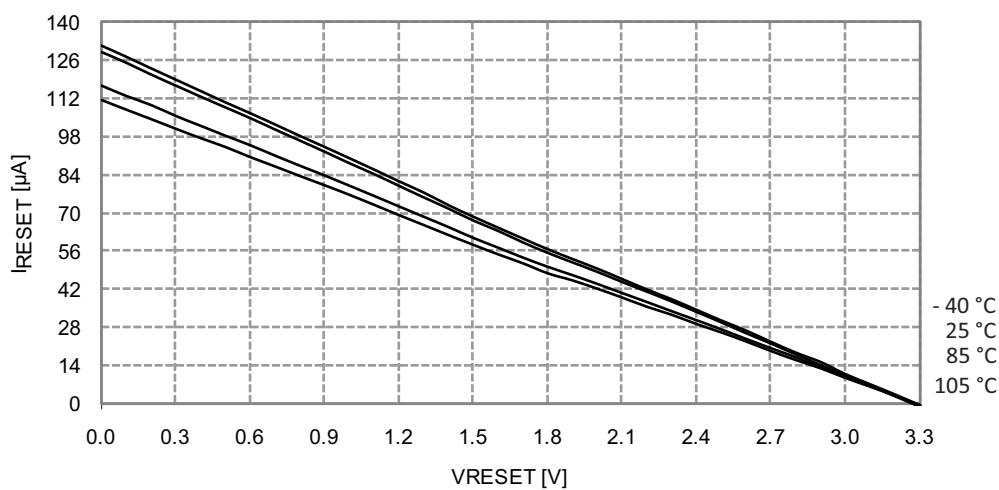
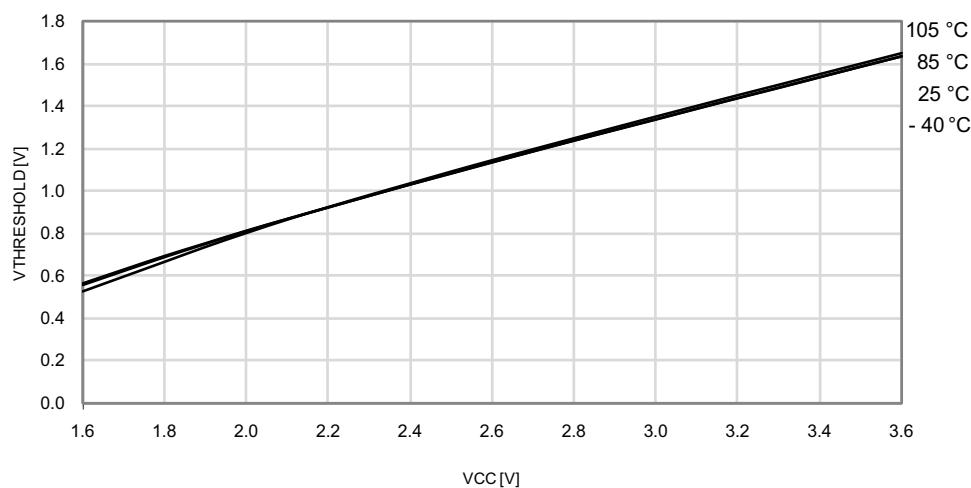


Figure 34-264. Reset Pin Input Threshold Voltage vs. V_{CC}

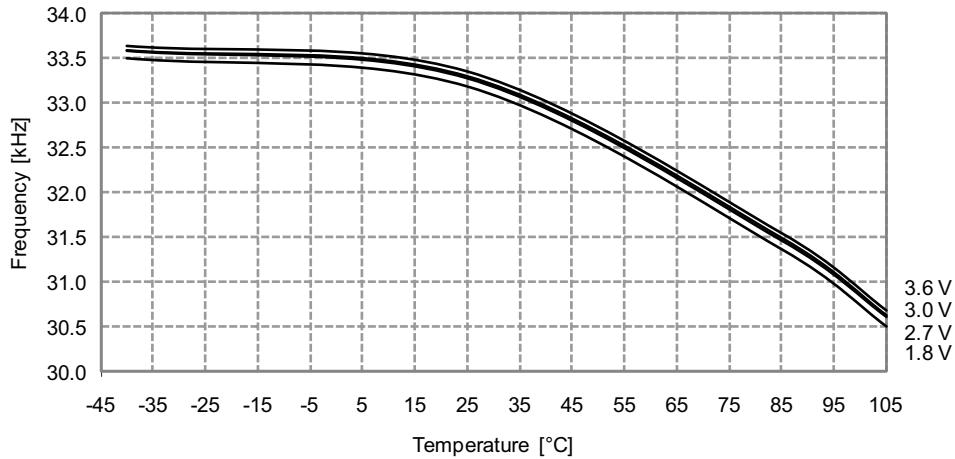
V_{IH} - Reset pin read as "1"



34.4.8 Oscillator Characteristics

34.4.8.1 Ultra Low-Power Internal Oscillator

Figure 34-265. Ultra Low-Power Internal Oscillator Frequency vs. Temperature



34.4.8.2 32.768kHz Internal Oscillator

Figure 34-266. 32.768kHz Internal Oscillator Frequency vs. Temperature

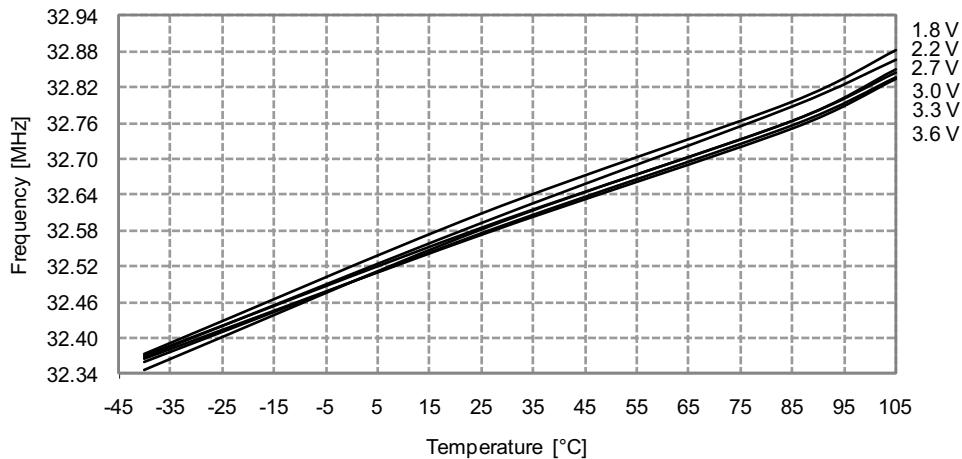


Figure 34-291. Idle Mode Supply Current vs. Frequency

$f_{SYS} = 1 - 32MHz$ external clock, $T = 25^\circ C$

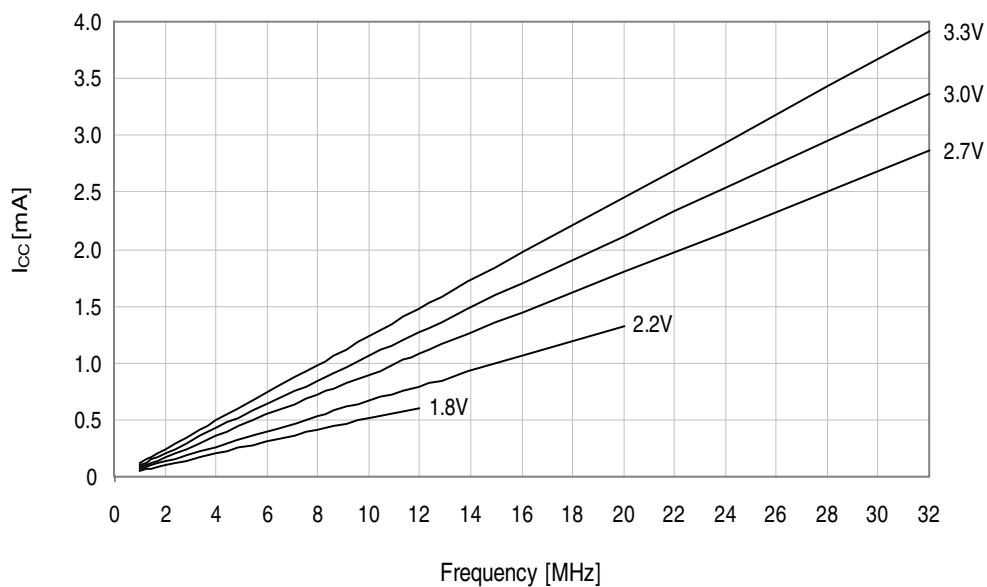


Figure 34-292. Idle Mode Supply Current vs. V_{CC}

$f_{SYS} = 32.768kHz$ internal oscillator

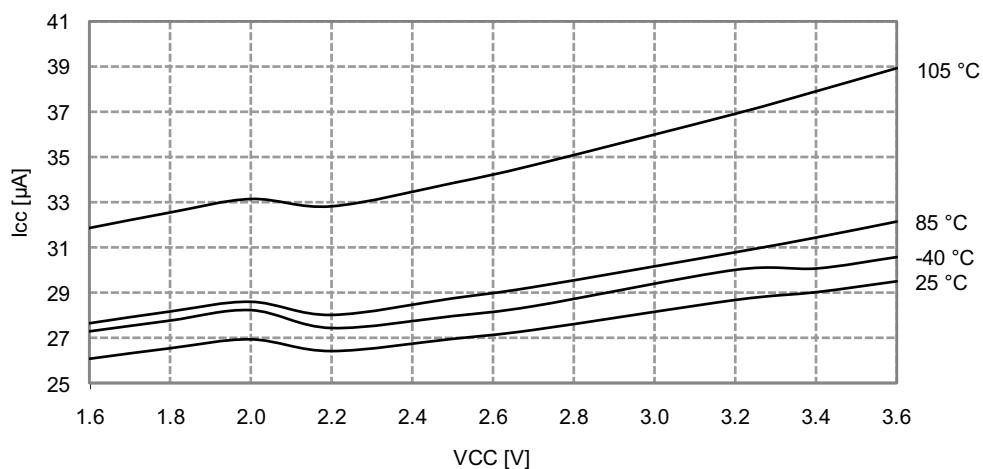


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