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Details

Product Status	Obsolete
Core Processor	AVR
Core Size	8-Bit
Speed	8MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	23
Program Memory Size	8KB (4K x 16)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	32-TQFP
Supplier Device Package	32-TQFP (7x7)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atmega8l-8ac

Instruction Execution Timing

This section describes the general access timing concepts for instruction execution. The AVR CPU is driven by the CPU clock clk_{CPU} , directly generated from the selected clock source for the chip. No internal clock division is used.

Figure 5 shows the parallel instruction fetches and instruction executions enabled by the Harvard architecture and the fast-access Register File concept. This is the basic pipelining concept to obtain up to 1 MIPS per MHz with the corresponding unique results for functions per cost, functions per clocks, and functions per power-unit.

Figure 5. The Parallel Instruction Fetches and Instruction Executions

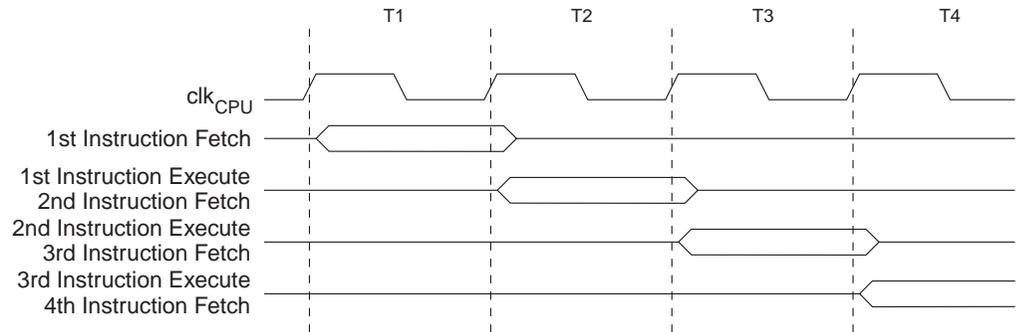
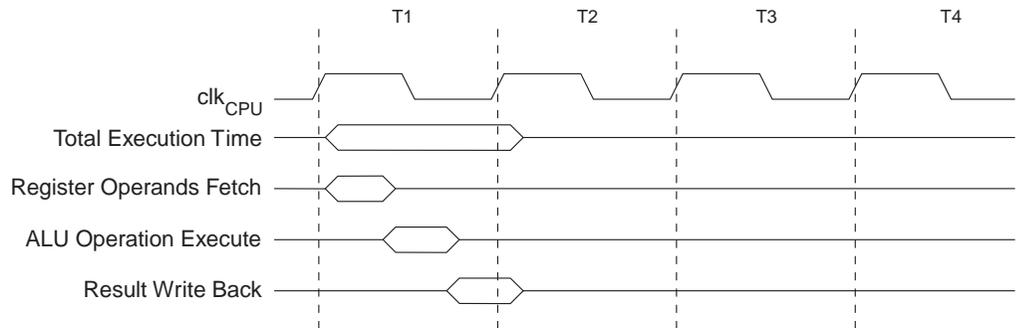


Figure 6 shows the internal timing concept for the Register File. In a single clock cycle an ALU operation using two register operands is executed, and the result is stored back to the destination register.

Figure 6. Single Cycle ALU Operation



Reset and Interrupt Handling

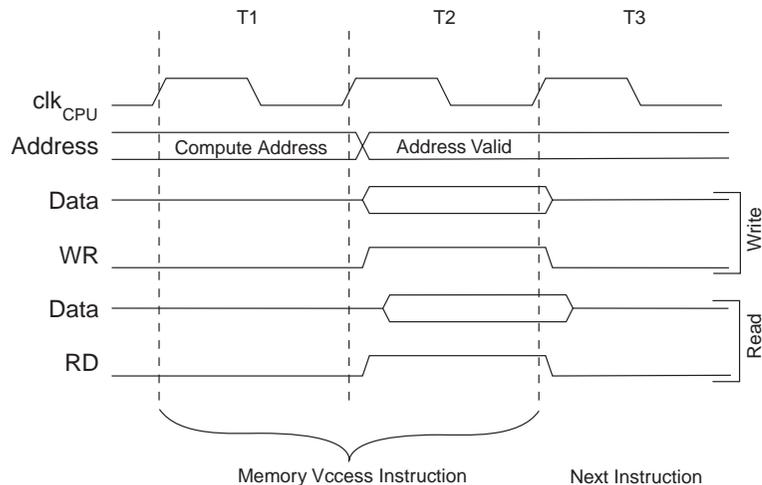
The AVR provides several different interrupt sources. These interrupts and the separate Reset Vector each have a separate Program Vector in the Program memory space. All interrupts are assigned individual enable bits which must be written logic one together with the Global Interrupt Enable bit in the Status Register in order to enable the interrupt. Depending on the Program Counter value, interrupts may be automatically disabled when Boot Lock Bits BLB02 or BLB12 are programmed. This feature improves software security. See the section “Memory Programming” on page 219 for details.

The lowest addresses in the Program memory space are by default defined as the Reset and Interrupt Vectors. The complete list of Vectors is shown in “Interrupts” on page 44. The list also determines the priority levels of the different interrupts. The lower the address the higher is the priority level. RESET has the highest priority, and next is INT0 – the External Interrupt Request 0. The Interrupt Vectors can be moved to the start

Data Memory Access Times

This section describes the general access timing concepts for internal memory access. The internal data SRAM access is performed in two clk_{CPU} cycles as described in Figure 9.

Figure 9. On-chip Data SRAM Access Cycles



EEPROM Data Memory

The ATmega8 contains 512 bytes of data EEPROM memory. It is organized as a separate data space, in which single bytes can be read and written. The EEPROM has an endurance of at least 100,000 write/erase cycles. The access between the EEPROM and the CPU is described below, specifying the EEPROM Address Registers, the EEPROM Data Register, and the EEPROM Control Register.

“Memory Programming” on page 219 contains a detailed description on EEPROM Programming in SPI- or Parallel Programming mode.

EEPROM Read/Write Access

The EEPROM Access Registers are accessible in the I/O space.

The write access time for the EEPROM is given in Table 1 on page 19. A self-timing function, however, lets the user software detect when the next byte can be written. If the user code contains instructions that write the EEPROM, some precautions must be taken. In heavily filtered power supplies, V_{CC} is likely to rise or fall slowly on Power-up/down. This causes the device for some period of time to run at a voltage lower than specified as minimum for the clock frequency used. See “Preventing EEPROM Corruption” on page 21. for details on how to avoid problems in these situations.

In order to prevent unintentional EEPROM writes, a specific write procedure must be followed. Refer to the description of the EEPROM Control Register for details on this.

When the EEPROM is read, the CPU is halted for four clock cycles before the next instruction is executed. When the EEPROM is written, the CPU is halted for two clock cycles before the next instruction is executed.

Figure 14. Reset Logic

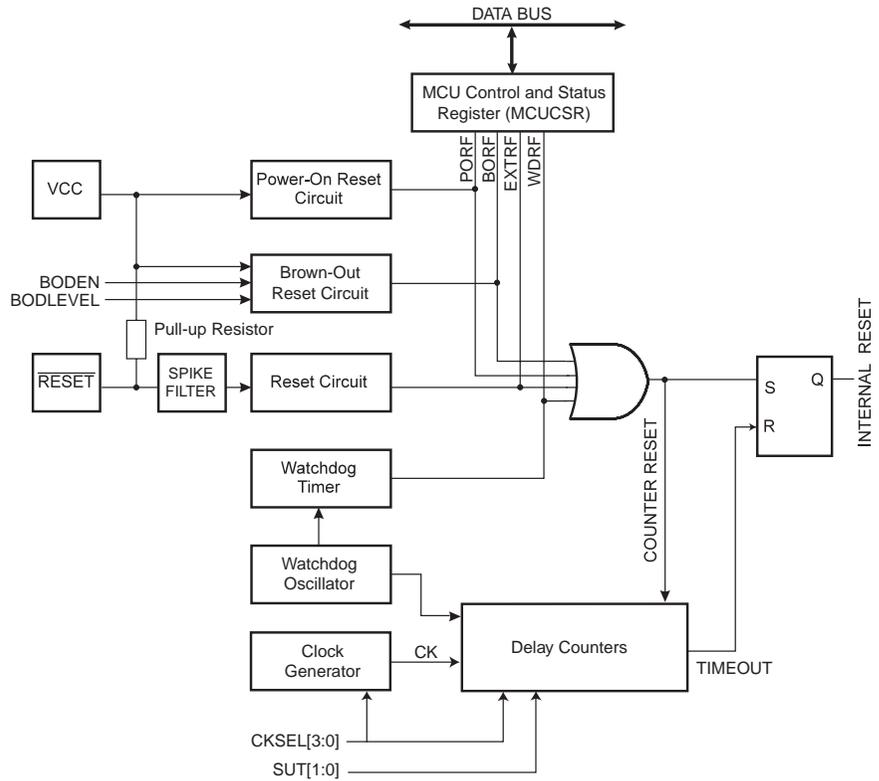


Table 15. Reset Characteristics

Symbol	Parameter	Condition	Min	Typ	Max	Units
V_{POT}	Power-on Reset Threshold Voltage (rising) ⁽¹⁾			1.4	2.3	V
	Power-on Reset Threshold Voltage (falling)			1.3	2.3	V
V_{RST}	RESET Pin Threshold Voltage		0.1		0.9	V_{CC}
t_{RST}	Minimum pulse width on RESET Pin				1.5	μs
V_{BOT}	Brown-out Reset Threshold Voltage ⁽²⁾	BODLEVEL = 1	2.4	2.6	2.9	V
		BODLEVEL = 0	3.7	4.0	4.5	
t_{BOD}	Minimum low voltage period for Brown-out Detection	BODLEVEL = 1		2		μs
		BODLEVEL = 0		2		μs
V_{HYST}	Brown-out Detector hysteresis			130		mV

- Notes:
1. The Power-on Reset will not work unless the supply voltage has been below V_{POT} (falling).
 2. V_{BOT} may be below nominal minimum operating voltage for some devices. For devices where this is the case, the device is tested down to $V_{CC} = V_{BOT}$ during the production test. This guarantees that a Brown-out Reset will occur before V_{CC} drops to a voltage where correct operation of the microcontroller is no longer guaranteed. The test is performed using BODLEVEL = 1 for ATmega8L and BODLEVEL = 0 for ATmega8. BODLEVEL = 1 is not applicable for ATmega8.

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

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

Table 20 summarizes the control signals for the pin value.

Table 20. Port Pin Configurations

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

Reading the Pin Value

Independent of the setting of Data Direction bit DDxn, the port pin can be read through the PINxn Register Bit. As shown in Figure 22, the PINxn Register bit and the preceding latch constitute a synchronizer. This is needed to avoid metastability if the physical pin changes value near the edge of the internal clock, but it also introduces a delay. Figure 23 shows a timing diagram of the synchronization when reading an externally applied pin value. The maximum and minimum propagation delays are denoted $t_{pd,max}$ and $t_{pd,min}$, respectively.

Figure 23. Synchronization when Reading an Externally Applied Pin Value

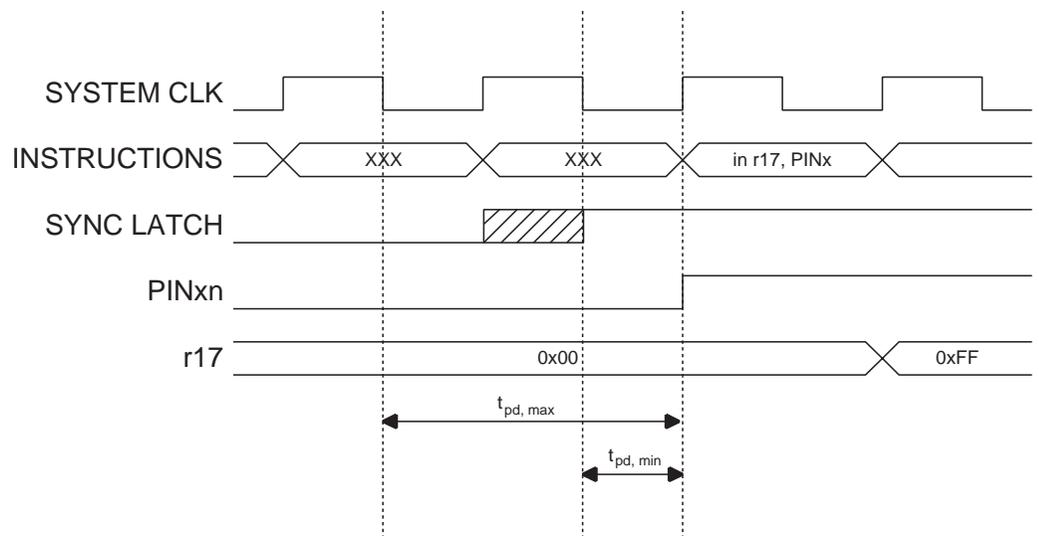


Figure 42. Timer/Counter Timing Diagram, Setting of OCF1x, with Prescaler ($f_{clk_I/O}/8$)

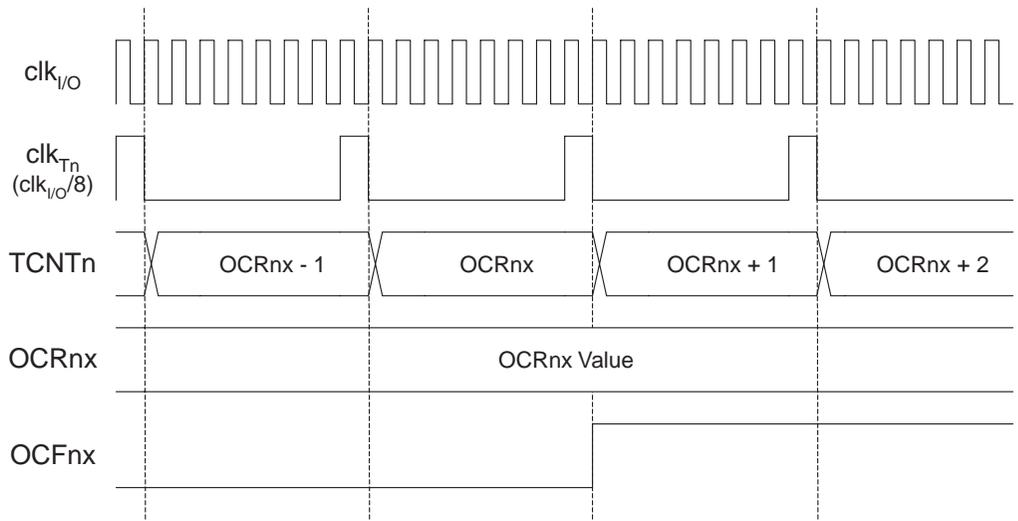


Figure 43 shows the count sequence close to TOP in various modes. When using phase and frequency correct PWM mode the OCR1x Register is updated at BOTTOM. The timing diagrams will be the same, but TOP should be replaced by BOTTOM, TOP-1 by BOTTOM+1 and so on. The same renaming applies for modes that set the TOV1 Flag at BOTTOM.

Figure 43. Timer/Counter Timing Diagram, no Prescaling

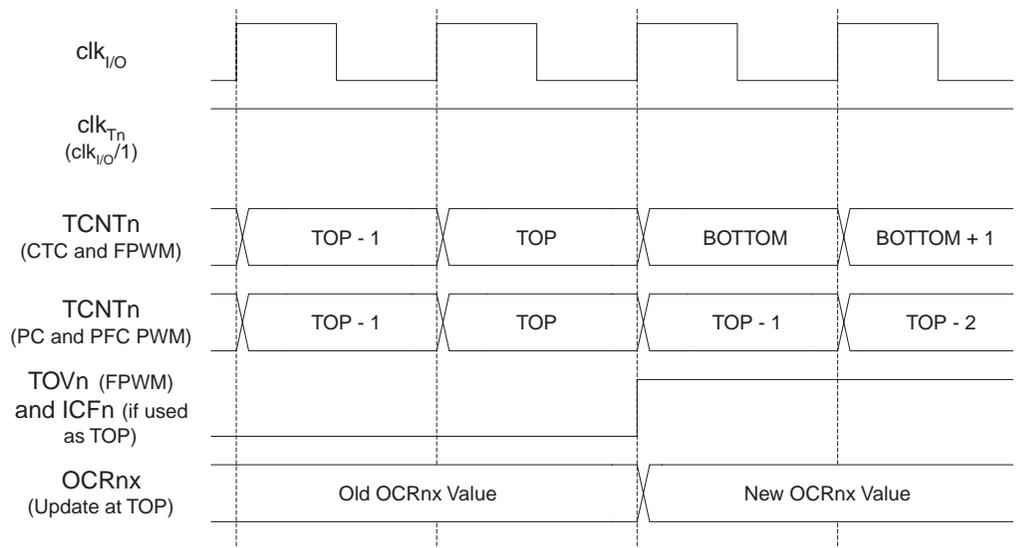


Figure 44 shows the same timing data, but with the prescaler enabled.

Registers

The Timer/Counter (TCNT2) and Output Compare Register (OCR2) are 8-bit registers. Interrupt request (shorten as Int.Req.) signals are all visible in the Timer Interrupt Flag Register (TIFR). All interrupts are individually masked with the Timer Interrupt Mask Register (TIMSK). TIFR and TIMSK are not shown in the figure since these registers are shared by other timer units.

The Timer/Counter can be clocked internally, via the prescaler, or asynchronously clocked from the TOSC1/2 pins, as detailed later in this section. The asynchronous operation is controlled by the Asynchronous Status Register (ASSR). The Clock Select logic block controls which clock source the Timer/Counter uses to increment (or decrement) its value. The Timer/Counter is inactive when no clock source is selected. The output from the clock select logic is referred to as the timer clock (clk_{T2}).

The double buffered Output Compare Register (OCR2) is compared with the Timer/Counter value at all times. The result of the compare can be used by the waveform generator to generate a PWM or variable frequency output on the Output Compare Pin (OC2). For details, see “Output Compare Unit” on page 105. The Compare Match event will also set the Compare Flag (OCF2) which can be used to generate an Output Compare interrupt request.

Definitions

Many register and bit references in this document are written in general form. A lower case “n” replaces the Timer/Counter number, in this case 2. However, when using the register or bit defines in a program, the precise form must be used (i.e., TCNT2 for accessing Timer/Counter2 counter value and so on).

The definitions in Table 41 are also used extensively throughout the document.

Table 41. Definitions

BOTTOM	The counter reaches the BOTTOM when it becomes zero (0x00).
MAX	The counter reaches its MAXimum when it becomes 0xFF (decimal 255).
TOP	The counter reaches the TOP when it becomes equal to the highest value in the count sequence. The TOP value can be assigned to be the fixed value 0xFF (MAX) or the value stored in the OCR2 Register. The assignment is dependent on the mode of operation.

Timer/Counter Clock Sources

The Timer/Counter can be clocked by an internal synchronous or an external asynchronous clock source. The clock source clk_{T2} is by default equal to the MCU clock, $clk_{I/O}$. When the AS2 bit in the ASSR Register is written to logic one, the clock source is taken from the Timer/Counter Oscillator connected to TOSC1 and TOSC2. For details on asynchronous operation, see “Asynchronous Status Register – ASSR” on page 117. For details on clock sources and prescaler, see “Timer/Counter Prescaler” on page 121.

Timer/Counter Interrupt Mask Register – TIMSK

Bit	7	6	5	4	3	2	1	0	
	OCIE2	TOIE2	TICIE1	OCIE1A	OCIE1B	TOIE1	–	TOIE0	TIMSK
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – OCIE2: Timer/Counter2 Output Compare Match Interrupt Enable**

When the OCIE2 bit is written to one and the I-bit in the Status Register is set (one), the Timer/Counter2 Compare Match interrupt is enabled. The corresponding interrupt is executed if a Compare Match in Timer/Counter2 occurs (i.e., when the OCF2 bit is set in the Timer/Counter Interrupt Flag Register – TIFR).

- **Bit 6 – TOIE2: Timer/Counter2 Overflow Interrupt Enable**

When the TOIE2 bit is written to one and the I-bit in the Status Register is set (one), the Timer/Counter2 Overflow interrupt is enabled. The corresponding interrupt is executed if an overflow in Timer/Counter2 occurs (i.e., when the TOV2 bit is set in the Timer/Counter Interrupt Flag Register – TIFR).

Timer/Counter Interrupt Flag Register – TIFR

Bit	7	6	5	4	3	2	1	0	
	OCF2	TOV2	ICF1	OCF1A	OCF1B	TOV1	–	TOV0	TIFR
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	
Initial Value	0	0	0	0	0	0	0	0	

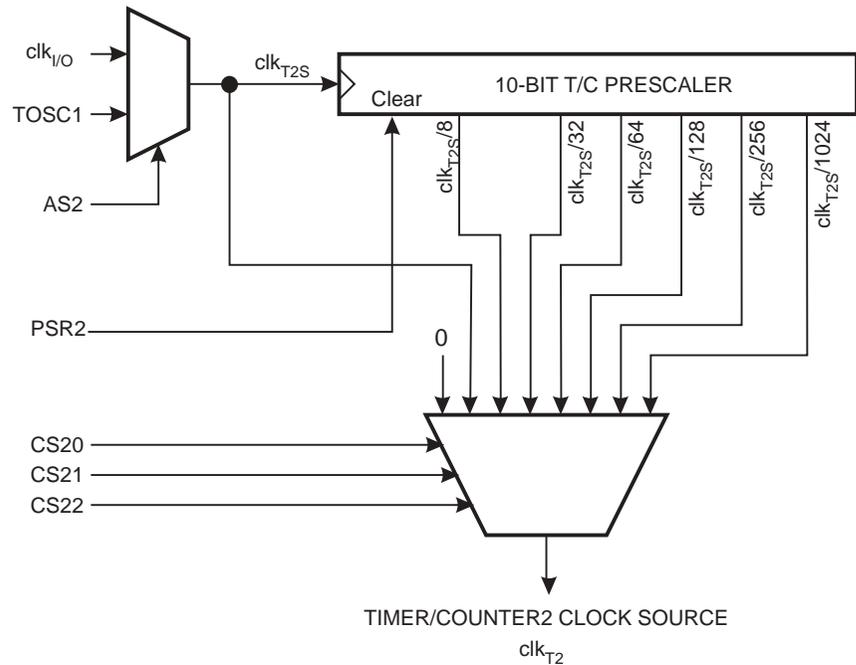
- **Bit 7 – OCF2: Output Compare Flag 2**

The OCF2 bit is set (one) when a Compare Match occurs between the Timer/Counter2 and the data in OCR2 – Output Compare Register2. OCF2 is cleared by hardware when executing the corresponding interrupt Handling Vector. Alternatively, OCF2 is cleared by writing a logic one to the flag. When the I-bit in SREG, OCIE2 (Timer/Counter2 Compare Match Interrupt Enable), and OCF2 are set (one), the Timer/Counter2 Compare Match Interrupt is executed.

- **Bit 6 – TOV2: Timer/Counter2 Overflow Flag**

The TOV2 bit is set (one) when an overflow occurs in Timer/Counter2. TOV2 is cleared by hardware when executing the corresponding interrupt Handling Vector. Alternatively, TOV2 is cleared by writing a logic one to the flag. When the SREG I-bit, TOIE2 (Timer/Counter2 Overflow Interrupt Enable), and TOV2 are set (one), the Timer/Counter2 Overflow interrupt is executed. In PWM mode, this bit is set when Timer/Counter2 changes counting direction at 0x00.

Timer/Counter Prescaler Figure 56. Prescaler for Timer/Counter2



The clock source for Timer/Counter2 is named clk_{T2S} . clk_{T2S} is by default connected to the main system I/O clock $clk_{I/O}$. By setting the AS2 bit in ASSR, Timer/Counter2 is asynchronously clocked from the TOSC1 pin. This enables use of Timer/Counter2 as a Real Time Counter (RTC). When AS2 is set, pins TOSC1 and TOSC2 are disconnected from Port B. A crystal can then be connected between the TOSC1 and TOSC2 pins to serve as an independent clock source for Timer/Counter2. The Oscillator is optimized for use with a 32.768 kHz crystal. Applying an external clock source to TOSC1 is not recommended.

For Timer/Counter2, the possible prescaled selections are: $clk_{T2S}/8$, $clk_{T2S}/32$, $clk_{T2S}/64$, $clk_{T2S}/128$, $clk_{T2S}/256$, and $clk_{T2S}/1024$. Additionally, clk_{T2S} as well as 0 (stop) may be selected. Setting the PSR2 bit in SFIOR resets the prescaler. This allows the user to operate with a predictable prescaler.

Special Function IO Register – SFIOR

Bit	7	6	5	4	3	2	1	0	SFIOR
	-	-	-	-	ACME	PUD	PSR2	PSR10	
Read/Write	R	R	R	R	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

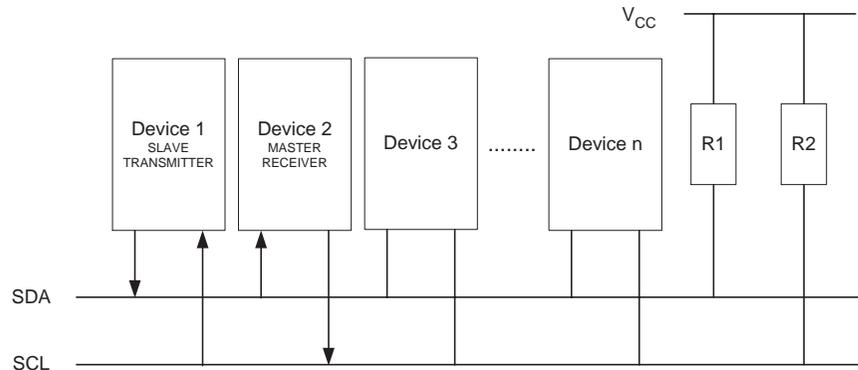
- Bit 1 – PSR2: Prescaler Reset Timer/Counter2**

When this bit is written to one, the Timer/Counter2 prescaler will be reset. The bit will be cleared by hardware after the operation is performed. Writing a zero to this bit will have no effect. This bit will always be read as zero if Timer/Counter2 is clocked by the internal CPU clock. If this bit is written when Timer/Counter2 is operating in Asynchronous mode, the bit will remain one until the prescaler has been reset.

Slave Transmitter Mode

In the Slave Transmitter mode, a number of data bytes are transmitted to a Master Receiver (see Figure 84). All the status codes mentioned in this section assume that the prescaler bits are zero or are masked to zero.

Figure 84. Data Transfer in Slave Transmitter Mode



To initiate the Slave Transmitter mode, TWAR and TWCR must be initialized as follows:

TWAR	TWA6	TWA5	TWA4	TWA3	TWA2	TWA1	TWA0	TWGCE
value	Device's Own Slave Address							

The upper seven bits are the address to which the Two-wire Serial Interface will respond when addressed by a Master. If the LSB is set, the TWI will respond to the general call address (0x00), otherwise it will ignore the general call address.

TWCR	TWINT	TWEA	TWSTA	TWSTO	TWWC	TWEN	-	TWIE
value	0	1	0	0	0	1	0	X

TWEN must be written to one to enable the TWI. The TWEA bit must be written to one to enable the acknowledgement of the device's own slave address or the general call address. TWSTA and TWSTO must be written to zero.

When TWAR and TWCR have been initialized, the TWI waits until it is addressed by its own slave address (or the general call address if enabled) followed by the data direction bit. If the direction bit is "1" (read), the TWI will operate in ST mode, otherwise SR mode is entered. After its own slave address and the write bit have been received, the TWINT Flag is set and a valid status code can be read from TWSR. The status code is used to determine the appropriate software action. The appropriate action to be taken for each status code is detailed in Table 69. The Slave Transmitter mode may also be entered if arbitration is lost while the TWI is in the Master mode (see state 0xB0).

If the TWEA bit is written to zero during a transfer, the TWI will transmit the last byte of the transfer. State 0xC0 or state 0xC8 will be entered, depending on whether the Master Receiver transmits a NACK or ACK after the final byte. The TWI is switched to the not addressed Slave mode, and will ignore the Master if it continues the transfer. Thus the Master Receiver receives all "1" as serial data. State 0xC8 is entered if the Master demands additional data bytes (by transmitting ACK), even though the Slave has transmitted the last byte (TWEA zero and expecting NACK from the Master).

While TWEA is zero, the TWI does not respond to its own slave address. However, the Two-wire Serial Bus is still monitored and address recognition may resume at any time by setting TWEA. This implies that the TWEA bit may be used to temporarily isolate the TWI from the Two-wire Serial Bus.

ADC Control and Status Register A – ADCSRA

Bit	7	6	5	4	3	2	1	0	
	ADEN	ADSC	ADFR	ADIF	ADIE	ADPS2	ADPS1	ADPS0	ADCSRA
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 – ADEN: ADC Enable**

Writing this bit to one enables the ADC. By writing it to zero, the ADC is turned off. Turning the ADC off while a conversion is in progress, will terminate this conversion.

- **Bit 6 – ADSC: ADC Start Conversion**

In Single Conversion mode, write this bit to one to start each conversion. In Free Running mode, write this bit to one to start the first conversion. The first conversion after ADSC has been written after the ADC has been enabled, or if ADSC is written at the same time as the ADC is enabled, will take 25 ADC clock cycles instead of the normal 13. This first conversion performs initialization of the ADC.

ADSC will read as one as long as a conversion is in progress. When the conversion is complete, it returns to zero. Writing zero to this bit has no effect.

- **Bit 5 – ADFR: ADC Free Running Select**

When this bit is set (one) the ADC operates in Free Running mode. In this mode, the ADC samples and updates the Data Registers continuously. Clearing this bit (zero) will terminate Free Running mode.

- **Bit 4 – ADIF: ADC Interrupt Flag**

This bit is set when an ADC conversion completes and the Data Registers are updated. The ADC Conversion Complete Interrupt is executed if the ADIE bit and the I-bit in SREG are set. ADIF is cleared by hardware when executing the corresponding interrupt Handling Vector. Alternatively, ADIF is cleared by writing a logical one to the flag. Beware that if doing a Read-Modify-Write on ADCSRA, a pending interrupt can be disabled. This also applies if the SBI and CBI instructions are used.

- **Bit 3 – ADIE: ADC Interrupt Enable**

When this bit is written to one and the I-bit in SREG is set, the ADC Conversion Complete Interrupt is activated.

```

sbiw loophi:looplo, 1          ;use subi for PAGESIZEB<=256
brne Rdloop

; return to RWW section
; verify that RWW section is safe to read
Return:
in  temp1, SPMCR
sbrs temp1, RWWSB             ; If RWWSB is set, the RWW section is
not ready yet
ret
; re-enable the RWW section
ldi spmcrrval, (1<<RWWSRE) | (1<<SPMEN)
rcallDo_spm
rjmp Return

Do_spm:
; check for previous SPM complete
Wait_spm:
in  temp1, SPMCR
sbrc temp1, SP MEN
rjmp Wait_spm
; input: spmcrrval determines SPM action
; disable interrupts if enabled, store status
in  temp2, SREG
cli
; check that no EEPROM write access is present
Wait_ee:
sbic EECR, EEWE
rjmp Wait_ee
; SPM timed sequence
out  SPMCR, spmcrrval
spm
; restore SREG (to enable interrupts if originally enabled)
out  SREG, temp2
ret

```

ATmega8 Boot Loader Parameters

In Table 82 through Table 84, the parameters used in the description of the self programming are given.

Table 82. Boot Size Configuration

BOOTSZ1	BOOTSZ0	Boot Size	Pages	Application Flash Section	Boot Loader Flash Section	End Application Section	Boot Reset Address (Start Boot Loader Section)
1	1	128 words	4	0x000 - 0xF7F	0xF80 - 0xFFF	0xF7F	0xF80
1	0	256 words	8	0x000 - 0xEFF	0xF00 - 0xFFF	0xEFF	0xF00
0	1	512 words	16	0x000 - 0xDFF	0xE00 - 0xFFF	0xDFF	0xE00
0	0	1024 words	32	0x000 - 0xBFF	0xC00 - 0xFFF	0xBFF	0xC00

Note: The different BOOTSZ Fuse configurations are shown in Figure 102.

Table 83. Read-While-Write Limit

Section	Pages	Address
Read-While-Write section (RWW)	96	0x000 - 0xBFF
No Read-While-Write section (NRWW)	32	0xC00 - 0xFFFF

For details about these two section, see “NRWW – No Read-While-Write Section” on page 207 and “RWW – Read-While-Write Section” on page 207

Table 84. Explanation of Different Variables used in Figure 103 and the Mapping to the Z-pointer

Variable		Corresponding Z-value ⁽¹⁾	Description
PCMSB	11		Most significant bit in the Program Counter. (The Program Counter is 12 bits PC[11:0])
PAGEMSB	4		Most significant bit which is used to address the words within one page (32 words in a page requires 5 bits PC [4:0]).
ZPCMSB		Z12	Bit in Z-register that is mapped to PCMSB. Because Z0 is not used, the ZPCMSB equals PCMSB + 1.
ZPAGEMSB		Z5	Bit in Z-register that is mapped to PAGEMSB. Because Z0 is not used, the ZPAGEMSB equals PAGEMSB + 1.
PCPAGE	PC[11:5]	Z12:Z6	Program counter page address: Page select, for page erase and page write
PCWORD	PC[4:0]	Z5:Z1	Program counter word address: Word select, for filling temporary buffer (must be zero during page write operation)

Note: 1. Z15:Z13: always ignored
 Z0: should be zero for all SPM commands, byte select for the LPM instruction.
 See “Addressing the Flash During Self-Programming” on page 211 for details about the use of Z-pointer during Self-Programming.

Memory Programming

Program And Data Memory Lock Bits

The ATmega8 provides six Lock Bits which can be left unprogrammed (“1”) or can be programmed (“0”) to obtain the additional features listed in Table 86. The Lock Bits can only be erased to “1” with the Chip Erase command.

Table 85. Lock Bit Byte

Lock Bit Byte	Bit No.	Description	Default Value ⁽¹⁾
	7	–	1 (unprogrammed)
	6	–	1 (unprogrammed)
BLB12	5	Boot lock bit	1 (unprogrammed)
BLB11	4	Boot lock bit	1 (unprogrammed)
BLB02	3	Boot lock bit	1 (unprogrammed)
BLB01	2	Boot lock bit	1 (unprogrammed)
LB2	1	Lock bit	1 (unprogrammed)
LB1	0	Lock bit	1 (unprogrammed)

Note: 1. “1” means unprogrammed, “0” means programmed

Table 86. Lock Bit Protection Modes⁽²⁾

Memory Lock Bits			Protection Type
LB Mode	LB2	LB1	
1	1	1	No memory lock features enabled.
2	1	0	Further programming of the Flash and EEPROM is disabled in Parallel and Serial Programming mode. The Fuse Bits are locked in both Serial and Parallel Programming mode. ⁽¹⁾
3	0	0	Further programming and verification of the Flash and EEPROM is disabled in parallel and Serial Programming mode. The Fuse Bits are locked in both Serial and Parallel Programming modes. ⁽¹⁾
BLB0 Mode	BLB02	BLB01	
1	1	1	No restrictions for SPM or LPM accessing the Application section.
2	1	0	SPM is not allowed to write to the Application section.
3	0	0	SPM is not allowed to write to the Application section, and LPM executing from the Boot Loader section is not allowed to read from the Application section. If Interrupt Vectors are placed in the Boot Loader section, interrupts are disabled while executing from the Application section.
4	0	1	LPM executing from the Boot Loader section is not allowed to read from the Application section. If Interrupt Vectors are placed in the Boot Loader section, interrupts are disabled while executing from the Application section.
BLB1 Mode	BLB12	BLB11	

Parallel Programming Parameters, Pin Mapping, and Commands

Signal Names

This section describes how to parallel program and verify Flash Program memory, EEPROM Data memory, Memory Lock Bits, and Fuse Bits in the ATmega8. Pulses are assumed to be at least 250 ns unless otherwise noted.

In this section, some pins of the ATmega8 are referenced by signal names describing their functionality during parallel programming, see Figure 104 and Table 89. Pins not described in the following table are referenced by pin names.

The XA1/XA0 pins determine the action executed when the XTAL1 pin is given a positive pulse. The bit coding is shown in Table 91.

When pulsing \overline{WR} or \overline{OE} , the command loaded determines the action executed. The different Commands are shown in Table 92.

Figure 104. Parallel Programming

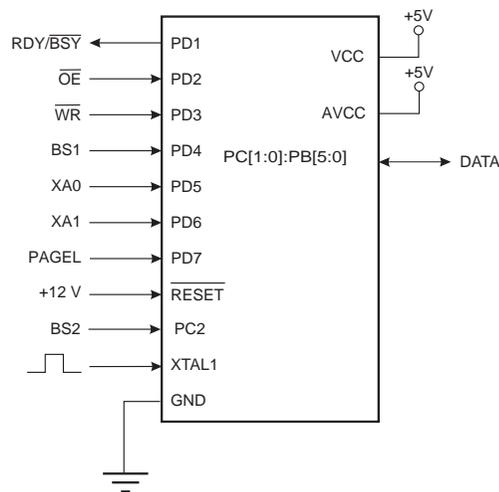


Table 89. Pin Name Mapping

Signal Name in Programming Mode	Pin Name	I/O	Function
$\overline{RDY/BSY}$	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)
BS1	PD4	I	Byte Select 1 ("0" selects Low byte, "1" selects High byte)
XA0	PD5	I	XTAL Action Bit 0
XA1	PD6	I	XTAL Action Bit 1

Data Polling Flash

When a page is being programmed into the Flash, reading an address location within the page being programmed will give the value 0xFF. At the time the device is ready for a new page, the programmed value will read correctly. This is used to determine when the next page can be written. Note that the entire page is written simultaneously and any address within the page can be used for polling. Data polling of the Flash will not work for the value 0xFF, so when programming this value, the user will have to wait for at least t_{WD_FLASH} before programming the next page. As a chip-erased device contains 0xFF in all locations, programming of addresses that are meant to contain 0xFF, can be skipped. See Table 97 for t_{WD_FLASH} value.

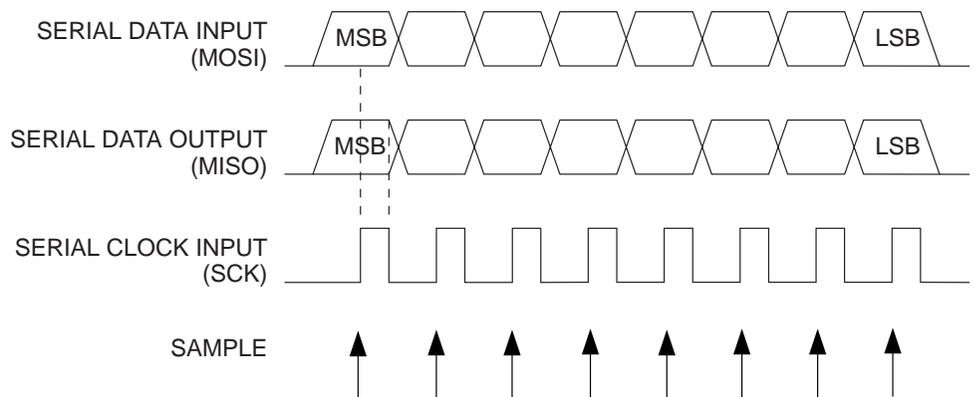
Data Polling EEPROM

When a new byte has been written and is being programmed into EEPROM, reading the address location being programmed will give the value 0xFF. At the time the device is ready for a new byte, the programmed value will read correctly. This is used to determine when the next byte can be written. This will not work for the value 0xFF, but the user should have the following in mind: As a chip-erased device contains 0xFF in all locations, programming of addresses that are meant to contain 0xFF, can be skipped. This does not apply if the EEPROM is Re-programmed without chip-erasing the device. In this case, data polling cannot be used for the value 0xFF, and the user will have to wait at least t_{WD_EEPROM} before programming the next byte. See Table 97 for t_{WD_EEPROM} value.

Table 97. Minimum Wait Delay Before Writing the Next Flash or EEPROM Location

Symbol	Minimum Wait Delay
t_{WD_FUSE}	4.5 ms
t_{WD_FLASH}	4.5 ms
t_{WD_EEPROM}	9.0 ms
t_{WD_ERASE}	9.0 ms

Figure 113. Serial Programming Waveforms



Idle Supply Current

Figure 125. Idle Supply Current vs. Frequency (0.1 - 1.0 MHz)

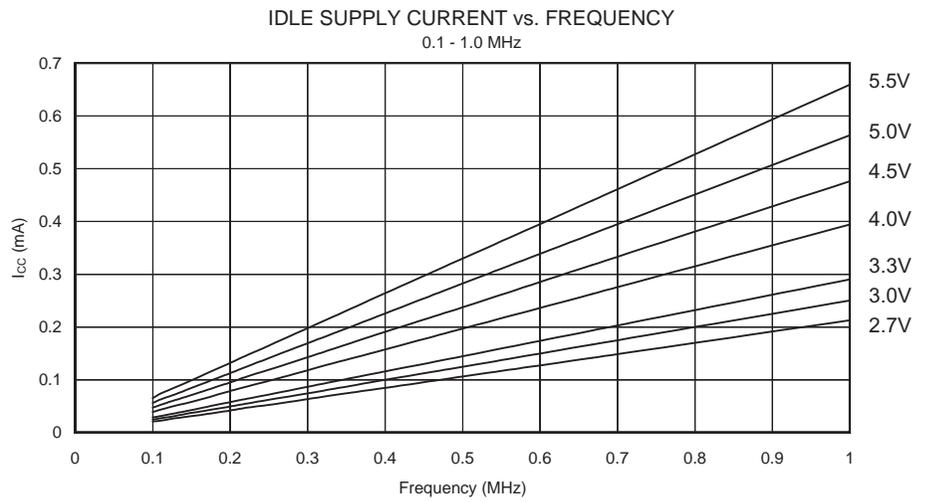


Figure 126. Idle Supply Current vs. Frequency (1 - 20 MHz)

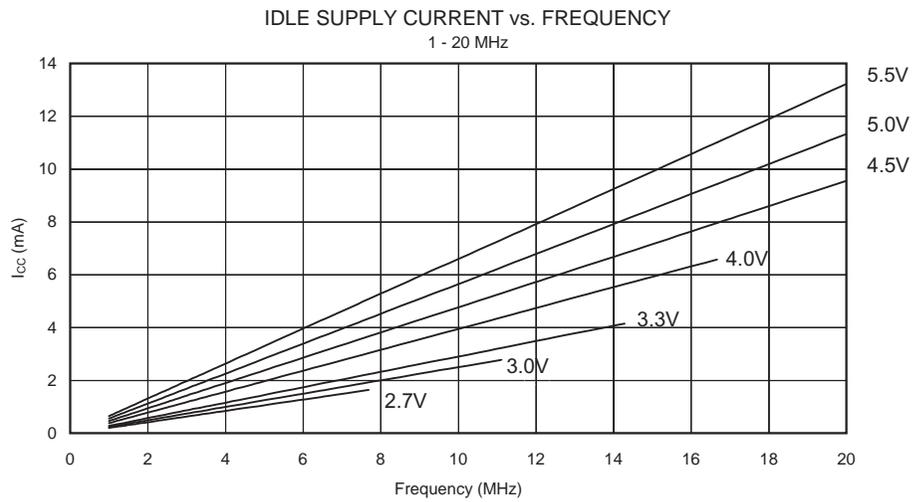


Figure 149. I/O Pin Sink Current vs. Output Voltage ($V_{CC} = 5V$)

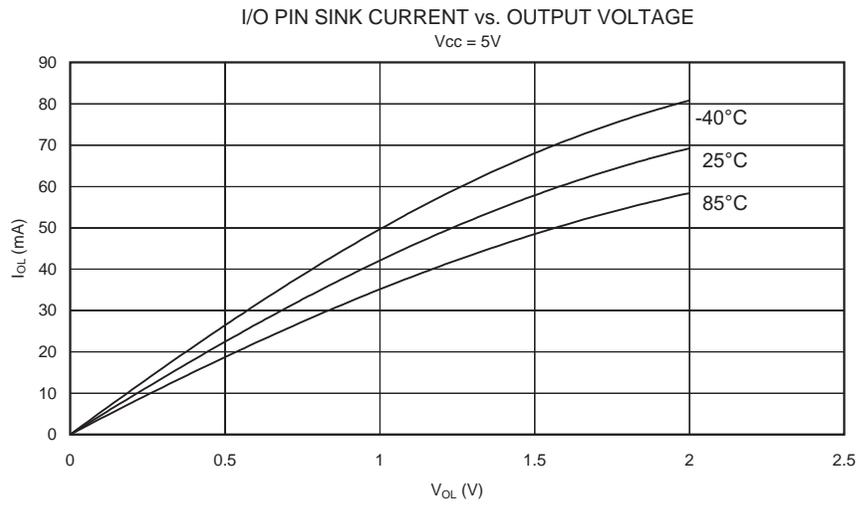


Figure 150. I/O Pin Sink Current vs. Output Voltage ($V_{CC} = 2.7V$)

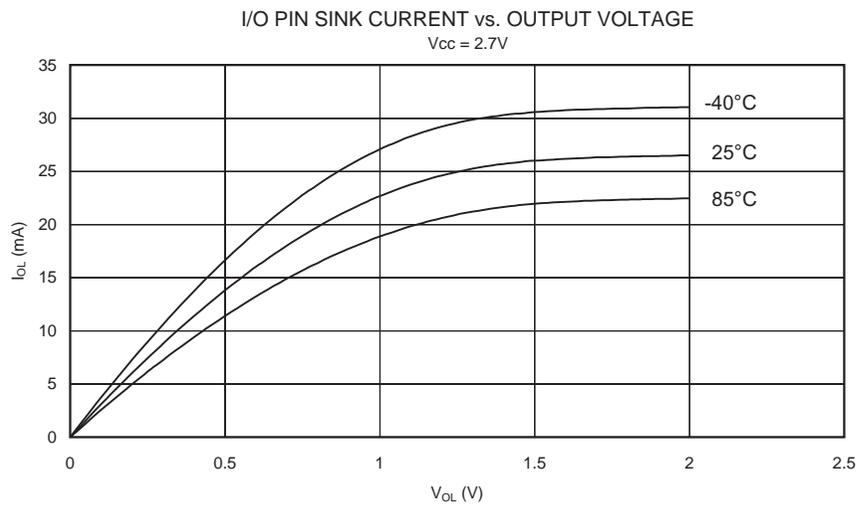


Figure 159. Reset Pin as I/O – Input Threshold Voltage vs. V_{CC} (V_{IL} , I/O Pin Read as “0”)

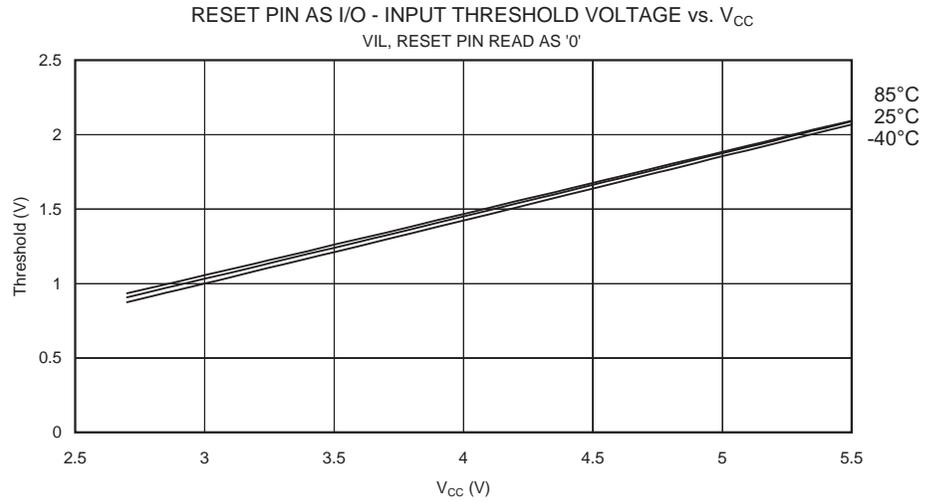


Figure 160. Reset Pin as I/O – Pin Hysteresis vs. V_{CC}

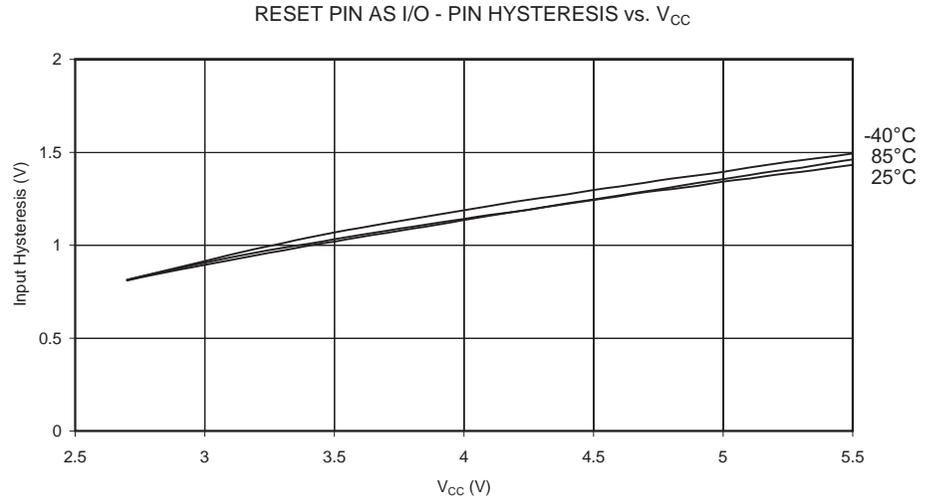


Figure 167. Analog Comparator Offset Voltage vs. Common Mode Voltage ($V_{CC} = 5V$)

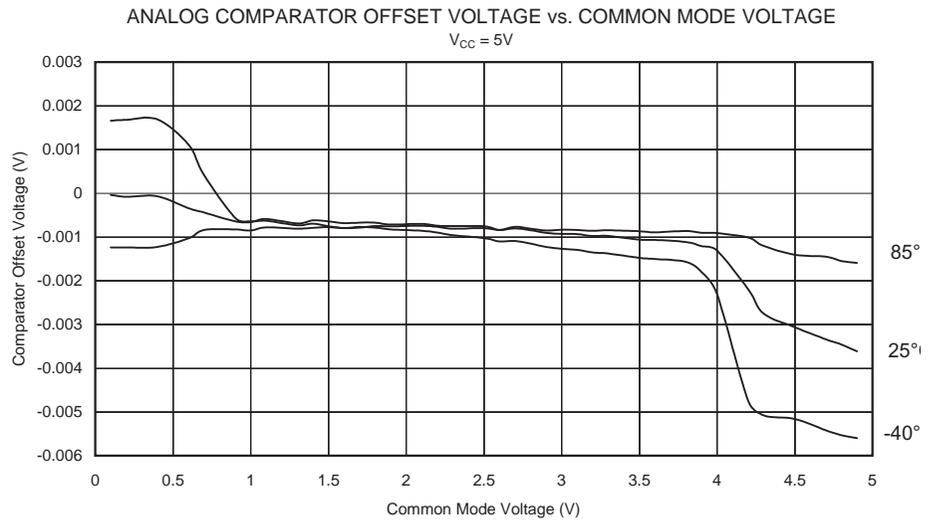


Figure 168. Analog Comparator Offset Voltage vs. Common Mode Voltage ($V_{CC} = 2.7V$)

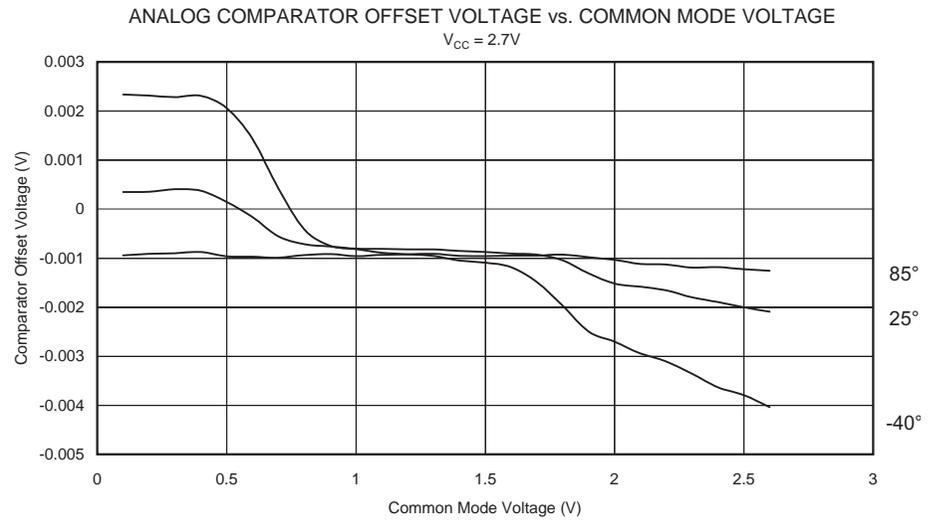


Figure 175. Calibrated 4 MHz RC Oscillator Frequency vs. Oscscal Value

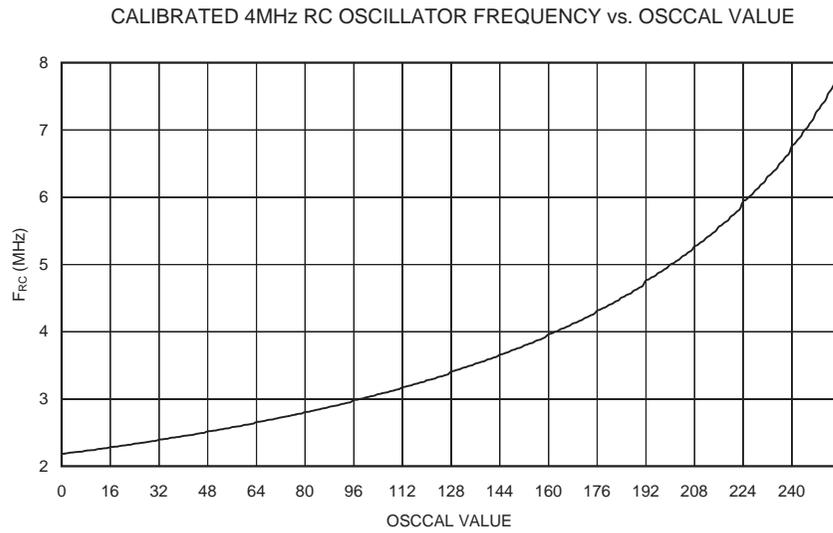


Figure 176. Calibrated 2 MHz RC Oscillator Frequency vs. Temperature

