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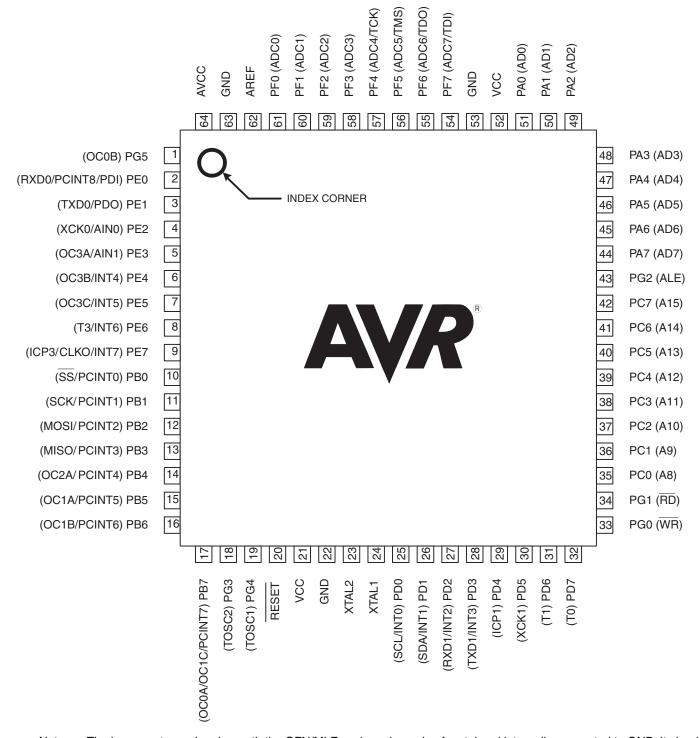
What is "Embedded - Microcontrollers"?

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

Details	
Product Status	Active
Core Processor	AVR
Core Size	8-Bit
Speed	8MHz
Connectivity	EBI/EMI, I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	86
Program Memory Size	128KB (64K x 16)
Program Memory Type	FLASH
EEPROM Size	4K x 8
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 16x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TFBGA
Supplier Device Package	100-CBGA (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atmega1280v-8cur

Figure 1-3. Pinout ATmega1281/2561



Note: The large center pad underneath the QFN/MLF package is made of metal and internally connected to GND. It should be soldered or glued to the board to ensure good mechanical stability. If the center pad is left unconnected, the package might loosen from the board.



The ATmega640/1280/1281/2560/2561 provides the following features: 64K/128K/256K bytes of In-System Programmable Flash with Read-While-Write capabilities, 4Kbytes EEPROM, 8Kbytes SRAM, 54/86 general purpose I/O lines, 32 general purpose working registers, Real Time Counter (RTC), six flexible Timer/Counters with compare modes and PWM, four USARTs, a byte oriented 2-wire Serial Interface, a 16-channel, 10-bit ADC with optional differential input stage with programmable gain, programmable Watchdog Timer with Internal Oscillator, an SPI serial port, IEEE® std. 1149.1 compliant JTAG test interface, also used for accessing the On-chip Debug system and programming and six software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, SPI port, and interrupt system to continue functioning. The Power-down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next interrupt or Hardware Reset. In Power-save mode, the asynchronous timer continues to run, allowing the user to maintain a timer base while the rest of the device is sleeping. The ADC Noise Reduction mode stops the CPU and all I/O modules except Asynchronous Timer and ADC, to minimize switching noise during ADC conversions. In Standby mode, the Crystal/Resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-up combined with low power consumption. In Extended Standby mode, both the main Oscillator and the Asynchronous Timer continue to run.

Atmel offers the QTouch[®] library for embedding capacitive touch buttons, sliders and wheels functionality into AVR microcontrollers. The patented charge-transfer signal acquisition offersrobust sensing and includes fully debounced reporting of touch keys and includes Adjacent Key Suppression[®] (AKS[®]) technology for unambiguous detection of key events. The easy-to-use QTouch Suite toolchain allows you to explore, develop and debug your own touch applications.

The device is manufactured using the Atmel high-density nonvolatile memory technology. The On-chip ISP Flash allows the program memory to be reprogrammed in-system through an SPI serial interface, by a conventional nonvolatile memory programmer, or by an On-chip Boot program running on the AVR core. The boot program can use any interface to download the application program in the application Flash memory. Software in the Boot Flash section will continue to run while the Application Flash section is updated, providing true Read-While-Write operation. By combining an 8-bit RISC CPU with In-System Self-Programmable Flash on a monolithic chip, the Atmel ATmega640/1280/1281/2560/2561 is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The ATmega640/1280/1281/2560/2561 AVR is supported with a full suite of program and system development tools including: C compilers, macro assemblers, program debugger/simulators, in-circuit emulators, and evaluation kits.



2.2 Comparison Between ATmega1281/2561 and ATmega640/1280/2560

Each device in the ATmega640/1280/1281/2560/2561 family differs only in memory size and number of pins. Table 2-1 summarizes the different configurations for the six devices.

Table 2-1. Configuration Summary

Device	Flash	EEPROM	RAM	General Purpose I/O pins	16 bits resolution PWM channels	Serial USARTs	ADC Channels
ATmega640	64KB	4KB	8KB	86	12	4	16
ATmega1280	128KB	4KB	8KB	86	12	4	16
ATmega1281	128KB	4KB	8KB	54	6	2	8
ATmega2560	256KB	4KB	8KB	86	12	4	16
ATmega2561	256KB	4KB	8KB	54	6	2	8

2.3 Pin Descriptions

2.3.1 VCC

Digital supply voltage.

2.3.2 GND

Ground.

2.3.3 Port A (PA7..PA0)

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

Port A also serves the functions of various special features of the ATmega640/1280/1281/2560/2561 as listed on page 75.

2.3.4 Port B (PB7..PB0)

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

Port B has better driving capabilities than the other ports.

Port B also serves the functions of various special features of the ATmega640/1280/1281/2560/2561 as listed on page 76.

2.3.5 Port C (PC7..PC0)

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

Port C also serves the functions of special features of the ATmega640/1280/1281/2560/2561 as listed on page 79.



2.3.6 Port D (PD7..PD0)

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

Port D also serves the functions of various special features of the ATmega640/1280/1281/2560/2561 as listed on page 80.

2.3.7 Port E (PE7..PE0)

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

Port E also serves the functions of various special features of the ATmega640/1280/1281/2560/2561 as listed on page 82.

2.3.8 Port F (PF7..PF0)

Port F serves as analog inputs to the A/D Converter.

Port F also serves as an 8-bit bi-directional I/O port, if the A/D Converter is not used. Port pins can provide internal pull-up resistors (selected for each bit). The Port F output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port F pins that are externally pulled low will source current if the pull-up resistors are activated. The Port F pins are tri-stated when a reset condition becomes active, even if the clock is not running. If the JTAG interface is enabled, the pull-up resistors on pins PF7(TDI), PF5(TMS), and PF4(TCK) will be activated even if a reset occurs.

Port F also serves the functions of the JTAG interface.

2.3.9 Port G (PG5..PG0)

Port G is a 6-bit I/O port with internal pull-up resistors (selected for each bit). The Port G output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port G pins that are externally pulled low will source current if the pull-up resistors are activated. The Port G pins are tri-stated when a reset condition becomes active, even if the clock is not running.

Port G also serves the functions of various special features of the ATmega640/1280/1281/2560/2561 as listed on page 86.

2.3.10 Port H (PH7..PH0)

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

Port H also serves the functions of various special features of the ATmega640/1280/2560 as listed on page 88.

2.3.11 Port J (PJ7..PJ0)

Port J is a 8-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port J output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port J pins that are externally pulled low will source current if the pull-up resistors are activated. The Port J pins are tri-stated when a reset condition becomes active, even if the clock is not running. Port J also serves the functions of various special features of the ATmega640/1280/2560 as listed on page 90.



3. Resources

A comprehensive set of development tools and application notes, and datasheets are available for download on http://www.atmel.com/avr.

4. About Code Examples

This documentation contains simple code examples that briefly show how to use various parts of the device. Be aware that not all C compiler vendors include bit definitions in the header files and interrupt handling in C is compiler dependent. Confirm with the C compiler documentation for more details.

These code examples assume that the part specific header file is included before compilation. For I/O registers located in extended I/O map, "IN", "OUT", "SBIS", "SBIC", "CBI", and "SBI" instructions must be replaced with instructions that allow access to extended I/O. Typically "LDS" and "STS" combined with "SBRS", "SBRC", "SBR", and "CBR".

5. 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.

6. Capacitive touch sensing

The Atmel[®] QTouch[®] Library provides a simple to use solution to realize touch sensitive interfaces on most Atmel AVR[®] microcontrollers. The QTouch Library includes support for the QTouch and QMatrix acquisition methods.

Touch sensing can be added to any application by linking the appropriate Atmel QTouch Library for the AVR Microcontroller. This is done by using a simple set of APIs to define the touch channels and sensors, and then calling the touch sensing API's to retrieve the channel information and determine the touch sensor states.

The QTouch Library is FREE and downloadable from the Atmel website at the following location: www.atmel.com/qtouchlibrary. For implementation details and other information, refer to the Atmel QTouch Library User Guide - also available for download from the Atmel website.



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0x100)	PINH	PINH7	PINH6	PINH5	PINH4	PINH3	PINH2	PINH1	PINH0	page 99
(0xFF)	Reserved	-	-	-	-	-	-	-	-	
(0xFE)	Reserved	-	-	-	-	-	-	-	-	
(0xFD)	Reserved	-	-	-	-	-	-	-	-	
(0xFC)	Reserved	-	-	-	-	-	-	-	-	
(0xFB)	Reserved	-	-	-	-	-	-	-	-	
(0xFA)	Reserved	-	-	-	-	-	-	-	-	
(0xF9)	Reserved	-	-	-	-	-	-	-	-	
(0xF8)	Reserved	-	-	-	-	-	-	-	-	
(0xF7) (0xF6)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0xF5)	Reserved	-	-	-	-	-	-	-	-	
(0xF4)	Reserved	_	_	-	_	_	_	-	_	
(0xF3)	Reserved	-	-	-	-	_	-	-	-	
(0xF2)	Reserved	-	-	-	-	-	-	-	-	
(0xF1)	Reserved	-	-	-	-	-	-	-	-	
(0xF0)	Reserved	-	-	-	-	-	-	-	-	
(0xEF)	Reserved	-	-	-	-	-	-	-	-	
(0xEE)	Reserved	-	-	-	-	-	-	-	-	
(0xED)	Reserved	-	-	-	-	-	-	-	-	
(0xEC)	Reserved	-	-	-	-	-	-	-	-	
(0xEB)	Reserved	-	-	-	-		-	-	-	
(0xEA)	Reserved	-	-	-	-	-	-	-	-	
(0xE9)	Reserved	-	-	-	-	-	-	-	-	
(0xE8)	Reserved	-	-	-	-	-	-	-	-	
(0xE7)	Reserved	-	-	-	-		-	-	-	
(0xE6)	Reserved	-	-	-	-	-	-	-	-	
(0xE5) (0xE4)	Reserved Reserved	-	-	-	-	-	-	-	-	
(0xE3)	Reserved	-	-	-	-	-	-	-	-	
(0xE2)	Reserved	-	-	-	-	_	-	-	-	
(0xE1)	Reserved	-	-	-	-		-	-	-	
(0xE0)	Reserved	-	-	-	-		-	-	-	
(0xDF)	Reserved	-	-	-	-	-	-	-	-	
(0xDE)	Reserved	-	-	-	-	-	-	-	-	
(0xDD)	Reserved	-	-	-	-		-	-	-	
(0xDC)	Reserved	-	-	-	-	-	-	-	-	
(0xDB)	Reserved	-	-	-	-	-	-	-	-	
(0xDA)	Reserved	-	-	-	-	-	-	-	-	
(0xD9)	Reserved	-	-	-	-		-	-	-	
(0xD8)	Reserved	-	-	-	-	-	-	-	-	
(0xD7)	Reserved	-	-	-	LICADTO I//	Dota Parietar	-	-	-	2000 010
(0xD6) (0xD5)	UDR2 UBRR2H	-	-	-	USAR12 I/C	Data Register	JSART2 Baud Rat	o Posistor High F	Duto	page 218 page 222
(0xD4)	UBRR2L	-	-			ate Register Low I		e negister nigit t	byte	page 222
(0xD3)	Reserved	-	-	-	-	-	-	-	-	page 222
(0xD3)	UCSR2C	UMSEL21	UMSEL20	UPM21	UPM20	USBS2	UCSZ21	UCSZ20	UCPOL2	page 235
(0xD1)	UCSR2B	RXCIE2	TXCIE2	UDRIE2	RXEN2	TXEN2	UCSZ22	RXB82	TXB82	page 234
(0xD0)	UCSR2A	RXC2	TXC2	UDRE2	FE2	DOR2	UPE2	U2X2	MPCM2	page 233
(0xCF)	Reserved	-	-	-	-	-	-	-	-	
(0xCE)	UDR1				USART1 I/C	Data Register				page 218
(0xCD)	UBRR1H	-	-	-	-	U	JSART1 Baud Rat	e Register High E	Byte	page 222
(0xCC)	UBRR1L					ate Register Low I				page 222
(0xCB)	Reserved	-	-	-	-	-	-	-	-	
(0xCA)	UCSR1C	UMSEL11	UMSEL10	UPM11	UPM10	USBS1	UCSZ11	UCSZ10	UCPOL1	page 235
(0xC9)	UCSR1B	RXCIE1	TXCIE1	UDRIE1	RXEN1	TXEN1	UCSZ12	RXB81	TXB81	page 234
(0xC8)	UCSR1A	RXC1	TXC1	UDRE1	FE1	DOR1	UPE1	U2X1	MPCM1	page 233
(0xC7)	Reserved UDR0	-	-	-	- LICADTO I/C	Doto Basista	-	-	-	noge 010
(0xC6) (0xC5)	UBRR0H	-	-	-	USARTO I/C	Data Register	JSART0 Baud Rat	a Register High	Syte	page 218 page 222
(0xC4)	UBRR0L	_				ate Register Low I		o riogisioi Migil E	.y.0	page 222
(0xC4) (0xC3)	Reserved	-	-	-				-	-	paye 222
(0xC2)	UCSR0C	UMSEL01	UMSEL00	UPM01	UPM00	USBS0	UCSZ01	UCSZ00	UCPOL0	page 235
(0xC1)	UCSR0B	RXCIE0	TXCIE0	UDRIE0	RXEN0	TXEN0	UCSZ02	RXB80	TXB80	page 234
(0xC0)	UCSR0A	RXC0	TXC0	UDRE0	FE0	DOR0	UPE0	U2X0	MPCM0	page 234
(0xBF)	Reserved	-	-	-	-	-	-	-	-	
	Reserved	-	-	-	-	-	-	-	-	
(0xBE)	neserveu									



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0x78)	ADCL				ADC Data Re	egister Low byte		•		page 286
(0x77)	Reserved	-	-	-	-	-	-	-	-	
(0x76)	Reserved	-	-	-	-	-	-	-	-	
(0x75)	XMCRB	XMBK	-	-	-	-	XMM2	XMM1	XMM0	page 38
(0x74) (0x73)	XMCRA TIMSK5	SRE -	SRL2	SRL1 ICIE5	SRL0	SRW11 OCIE5C	SRW10 OCIE5B	SRW01 OCIE5A	SRW00 TOIE5	page 36
(0x73) (0x72)	TIMSK4	-	-	ICIE5	-	OCIE4C	OCIE3B OCIE4B	OCIE4A	TOIE3	page 162 page 161
(0x71)	TIMSK3	-	-	ICIE3	-	OCIE3C	OCIE3B	OCIE3A	TOIE3	page 161
(0x70)	TIMSK2	-	-	-	-	-	OCIE2B	OCIE2A	TOIE2	page 188
(0x6F)	TIMSK1	-	-	ICIE1	-	OCIE1C	OCIE1B	OCIE1A	TOIE1	page 161
(0x6E)	TIMSK0	-	-	-	-	-	OCIE0B	OCIE0A	TOIE0	page 131
(0x6D)	PCMSK2	PCINT23	PCINT22	PCINT21	PCINT20	PCINT19	PCINT18	PCINT17	PCINT16	page 113
(0x6C)	PCMSK1	PCINT15	PCINT14	PCINT13	PCINT12	PCINT11	PCINT10	PCINT9	PCINT8	page 113
(0x6B)	PCMSK0	PCINT7	PCINT6	PCINT5	PCINT4	PCINT3	PCINT2	PCINT1	PCINT0	page 114
(0x6A) (0x69)	EICRB EICRA	ISC71 ISC31	ISC70 ISC30	ISC61 ISC21	ISC60 ISC20	ISC51 ISC11	ISC50 ISC10	ISC41 ISC01	ISC40 ISC00	page 110
(0x69)	PCICR	-	-	-	15020	-	PCIE2	PCIE1	PCIE0	page 110 page 112
(0x67)	Reserved	-	-	-	-	-	-	-	-	page 112
(0x66)	OSCCAL				Oscillator Cal	bration Register				page 48
(0x65)	PRR1	-	-	PRTIM5	PRTIM4	PRTIM3	PRUSART3	PRUSART2	PRUSART1	page 56
(0x64)	PRR0	PRTWI	PRTIM2	PRTIM0	-	PRTIM1	PRSPI	PRUSART0	PRADC	page 55
(0x63)	Reserved	-	-	-	-	-	-	-	-	
(0x62)	Reserved	-	-	-	-	-	-	-	-	
(0x61)	CLKPR	CLKPCE	-	-	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	page 48
(0x60)	WDTCSR	WDIF	WDIE	WDP3	WDCE	WDE V	WDP2	WDP1	WDP0	page 65
0x3F (0x5F) 0x3E (0x5E)	SREG SPH	SP15	T SP14	H SP13	S SP12	SP11	N SP10	Z SP9	C SP8	page 13 page 15
0x3D (0x5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	page 15
0x3C (0x5C)	EIND	-	-	-	-	-	-	-	EIND0	page 16
0x3B (0x5B)	RAMPZ	-	-	-	-	-	-	RAMPZ1	RAMPZ0	page 16
0x3A (0x5A)	Reserved	-	-	-	-	-	-	-	-	
0x39 (0x59)	Reserved	-	-	-	-	-	-	-	-	
0x38 (0x58)	Reserved	-	-	-	-	-	-	-	-	
0x37 (0x57)	SPMCSR	SPMIE	RWWSB	SIGRD	RWWSRE	BLBSET	PGWRT	PGERS	SPMEN	page 323
0x36 (0x56)	Reserved	- ITD	-	-	- DUD	-	-	- IVCEI	-	neme C4 100 00 001
0x35 (0x55) 0x34 (0x54)	MCUCR MCUSR	JTD -	-	-	PUD JTRF	WDRF	BORF	IVSEL EXTRF	IVCE PORF	page 64, 108, 96, 301 page 301
0x33 (0x53)	SMCR	-	-	-	-	SM2	SM1	SM0	SE	page 50
0x32 (0x52)	Reserved	-	-	-	-	-	-	-	-	page
0x31 (0x51)	OCDR	OCDR7	OCDR6	OCDR5	OCDR4	OCDR3	OCDR2	OCDR1	OCDR0	page 294
0x30 (0x50)	ACSR	ACD	ACBG	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	page 266
0x2F (0x4F)	Reserved	-	-	-	-	-	-	-	-	
0x2E (0x4E)	SPDR				SPI Da	ta Register	1	ı		page 199
0x2D (0x4D)	SPSR	SPIF	WCOL	-	-	-	-	-	SPI2X	page 198
0x2C (0x4C)	SPCR	SPIE	SPE	DORD	MSTR Conoral Burns	CPOL	CPHA	SPR1	SPR0	page 197
0x2B (0x4B) 0x2A (0x4A)	GPIOR2 GPIOR1					se I/O Register 2 se I/O Register 1				page 36 page 36
0x29 (0x49)	Reserved	-	-	-	-	-	-	-	-	page oo
0x28 (0x48)	OCR0B			Tin	ner/Counter0 Out	out Compare Reg	ister B			page 130
0x27 (0x47)	OCR0A				ner/Counter0 Out					page 130
0x26 (0x46)	TCNT0				Timer/Co	unter0 (8 Bit)				page 130
0x25 (0x45)	TCCR0B	FOC0A	FOC0B	-	-	WGM02	CS02	CS01	CS00	page 129
0x24 (0x44)	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	-	-	WGM01	WGM00	page 126
0x23 (0x43)	GTCCR	TSM	•	-	-	-	-	PSRASY	PSRSYNC	page 166, 189
0x22 (0x42) 0x21 (0x41)	EEARH EEARL	-	-	-	EEPROM Addres		EEPROM Address	s Hegister High B	уте	page 34 page 34
0x21 (0x41) 0x20 (0x40)	EEDR					s недізіег Low в Data Register	yıe			page 34
0x1F (0x3F)	EECR	-	-	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	page 34
0x1E (0x3E)	GPIOR0					se I/O Register 0				page 36
0x1D (0x3D)	EIMSK	INT7	INT6	INT5	INT4	INT3	INT2	INT1	INT0	page 111
0x1C (0x3C)	EIFR	INTF7	INTF6	INTF5	INTF4	INTF3	INTF2	INTF1	INTF0	page 112
0x1B (0x3B)	PCIFR	-	-	-	-		PCIF2	PCIF1	PCIF0	page 113
0x1A (0x3A)	TIFR5	-	-	ICF5	-	OCF5C	OCF5B	OCF5A	TOV5	page 162
0x19 (0x39)	TIFR4	-	-	ICF4	-	OCF4C	OCF4B	OCF4A	TOV4	page 162
0x18 (0x38)	TIFR3	-	-	ICF3	-	OCF3C	OCF3B	OCF3A	TOV3	page 162
0x17 (0x37) 0x16 (0x36)	TIFR2 TIFR1	-	-	- ICF1	-	OCF1C	OCF2B OCF1B	OCF2A OCF1A	TOV2 TOV1	page 188
0x16 (0x36) 0x15 (0x35)	TIFRI TIFR0	-	-	IUF I	-	-	OCF1B OCF0B	OCF1A OCF0A	TOV1	page 162 page 131
0.10 (0.00)	III NO	_	•	-	_	-	1 00100	COLON	1000	page 101



8. Instruction Set Summary

APPLIANT CAMP Add two Registers	Mnemonics	Operands	Description	Operation	Flags	#Clocks
ACC Ris Ris Add two Registers	ARITHMETIC AND L	OGIC INSTRUCTIONS	•			
ACOUNT Ris Ris Act will corpy to Engates Ris - Ris - Ris - Ris C				Rd ← Rd + Rr	Z. C. N. V. H	1
ADM ADM ADM Add Immediate to World Ref. Fig Ref Fig Z. C., N. V., S 2		,				
SUBBLE PR K Subtent Consistence Pac Pac Pac Fac K Z C, N, V, H 1						
Subsect Constant from Register Rec. Fig. 17.				Rd ← Rd - Rr		
SEC Ris Rr Subtent with Carry for Registers Ris C Ri		,				1
SEC Risk Subtest work Carry Corestant from Reg. Risk - Risk - C Z. C. N. V. N 2						
SIMPLE BALFAEL Subtect Immediate from Worst BARFAEL - BARFAEL Z. C. N. V. S. 1			-			1
AND	SBIW	Rdl,K		Rdh:Rdl ← Rdh:Rdl - K		2
OR Rd, K. Logoal Of Registers Re ← Box Pr Z, N, V 1 EOR Rd, K. Exclusion OR Registers Rd ← Rel Rel Pr Z, N, V 1 EOR Rd, R. Exclusion OR Registers Rd ← Rel Rel Pr Z, N, V 1 NCO Rd More Scorpherent Rd ← Rel Rel Pr Z, N, V 1 NEG Rd Town Complement Rd ← Rel Pr Z, N, V 1 SBR RdX Collega Religion Register Rd ← Rel + Rel Religion Z, N, V 1 SBR RdX Collega Religion Register Rd ← Rel + Rel + Rel + Religion Z, N, V 1 DEC Rd Decoment Rd ← Rel - 1 Z, N, V 1 TST Rd Decoment Rd ← Rel - 1 Z, N, V 1 CLI Rd Decoment Rd ← Rel - 1 Z, N, V 1 CLI Rd Decoment Rd ← Rel - 1 Z, N, V 1 CLI Rd Decoment Rd ← Religion Rd ← Religion	AND	Rd, Rr		Rd ← Rd • Rr	Z, N, V	1
OFI R.K. Logisted RR Register and Constant Rat − Rat = Rr 2_R, V 1 EGR R.M. R Exclusive OR Register Rat − Rat = Rr 2_C, R, V 1 COM Rd One Complement Rat − Rat = Rr 2_C, R, V 1 SRR RAK Set Billio in Register Rat − Rat × K 2_C, R, V 1 SRR RAK Set Billio in Register Rat − Rat × K 2_C, R, V 1 DCC Rd Mode of Rat Programs Rat − Rat × R 2_C, R, V 1 DCC Rd Docement Rat − Rat × R 2_C, V 1 TST Rd Total Control Rat − Rat × R 2_C, V 1 TST Rd Total Control Rat − Rat × R 2_R, V 1 TST Rd Total Control Rat − Rat × R 2_R, V 1 SER Rd Total Control Rat − Rat × R 2_R, V 1 SER Rd Total Control Rat − Rat × R 2_R, V 1 <td>ANDI</td> <td>Rd, K</td> <td>Logical AND Register and Constant</td> <td>Rd ← Rd • K</td> <td>Z, N, V</td> <td>1</td>	ANDI	Rd, K	Logical AND Register and Constant	Rd ← Rd • K	Z, N, V	1
EOR	OR	Rd, Rr	Logical OR Registers	Rd ← Rd v Rr	Z, N, V	1
EOR	ORI	Rd, K	Logical OR Register and Constant	Rd ← Rd v K	Z, N, V	1
NEG Rbt Two Complement Rd ← 000 − Rd Z ∈ N, V ↑ 1 SBR Bit M Class Right in Register Rd ← Rd × N ← T ← N ← T ← N ← T ← T ← T ← T ← T ←	EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z, N, V	1
SBR Rask Set Bild(s) in Register Ral ← Ral ∨ K Z, N, V 1 CBR Risk Cher Bilds) in Register Ral ← Ral + T Z, N, V 1 DBC Ral Incorrent Ral ← Ral + T Z, N, V 1 DBC Ral Incorrent Ral ← Ral + T Z, N, V 1 TST Ral Tast for Zaro or Minus Ral ← Ral + Ral Z, N, V 1 CIR Ral Tast for Zaro or Minus Ral ← Ral + Ral Z, N, V 1 CIR Ral Ral Call Sage Sage Sage Sage Sage Sage Sage Sage	СОМ	Rd		Rd ← 0xFF – Rd	Z, C, N, V	1
BRAK Clear Birgs) in Register Rid + (butter, K) 2, N, V 1	NEG	Rd	Two's Complement	Rd ← 0x00 – Rd	Z, C, N, V, H	1
BIC Bid	SBR	Rd,K	Set Bit(s) in Register	Rd ← Rd v K	Z, N, V	1
DEC Rd	CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z, N, V	1
Test	INC	Rd	Increment	Rd ← Rd + 1	Z, N, V	1
CLR Rd Clear Register Rd End Z. M. V 1 SER Rd Set Register Rd Autre None 1 MULS Rd, Rr Multiply Unsigned R1 Filo c. Rd x Rr Z. C 2 MULSU Rd, Rr Multiply Signed R1 Filo c. Rd x Rr Z. C 2 MULSU Rd, Rr Multiply Signed with Unsigned R1 Filo c. Rd x Rr Z. C 2 FMULS RB, Rr Fractional Multiply Signed R1 Filo c. Rd x Rr Z. C 2 FMULS RB, Rr Fractional Multiply Signed with Unsigned R1 Filo c. (Rd x Rp) <<1 Z. C 2 FMULS RB, Rr Fractional Multiply Signed with Unsigned R1 Filo c. (Rd x Rp) <<1 Z. C 2 FMULS RB, Rr Fractional Multiply Signed with Unsigned R1 Filo c. Rd x Rp) <<1 Z. C 2 FMULS RB, Rr Fractional Multiply Signed with Unsigned R1 Filo c. Rd x Rp) <<1 Z. C 2 FMULS RB, Rr RB Call c. Rd x Rp) RC T R RD	DEC	Rd	Decrement	Rd ← Rd – 1	Z, N, V	1
SeR	TST	Rd	Test for Zero or Minus	Rd ← Rd • Rd	Z, N, V	1
MULS	CLR	Rd	Clear Register	$Rd \leftarrow Rd \oplus Rd$	Z, N, V	1
MULS	SER	Rd	Set Register	Rd ← 0xFF	None	1
MULSU	MUL	Rd, Rr	Multiply Unsigned	R1:R0 ← Rd x Rr	Z, C	2
FMULL Rd, Rr	MULS	Rd, Rr	Multiply Signed	R1:R0 ← Rd x Rr	Z, C	2
FMULS Rd, Rr	MULSU	Rd, Rr			Z, C	2
BANUCH INSTRUCTIONS	FMUL	Rd, Rr	Fractional Multiply Unsigned	R1:R0 ← (Rd x Rr) << 1	Z, C	2
RJMP K Relative Jump PC← PC + K + 1 None 2	FMULS	Rd, Rr	Fractional Multiply Signed	R1:R0 ← (Rd x Rr) << 1	Z, C	2
RUMP K	FMULSU	Rd, Rr	Fractional Multiply Signed with Unsigned	R1:R0 ← (Rd x Rr) << 1	Z, C	2
LMMP	BRANCH INSTRUCT	TIONS				
ELMP	RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
JMP	IJMP		Indirect Jump to (Z)	PC ← Z	None	2
RCALL K	EIJMP		Extended Indirect Jump to (Z)	PC ←(EIND:Z)	None	2
Indirect Call to (Z)	JMP	k	Direct Jump	PC ← k	None	3
EICALL Extended Indirect Call to (Z) PC ←(EIND:Z) None 4 CALL K Direct Subroutine Call PC ← K None 5 RET Subroutine Return PC ← STACK None 5 RETI Interrupt Return PC ← STACK None 5 RETI Interrupt Return PC ← STACK I 5 CPSE Rd.Rr Compare Skip if Equal if (Rd = Rr) PC ← PC + 2 or 3 None 1/2/3 CP Rd.Rr Compare Rd − Rr Z, N, V, C, H 1 CPC Rd.Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPC Rd.Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPC Rd.K Compare Register with Immediate Rd − K Z, N, V, C, H 1 CPI Rd.K Compare Register with Immediate Rd − K Z, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBRS Rr, b Skip if Bit in Register Cleared if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register Cleared if (R(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register Cleared if (R(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register I Set if (R(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register I Set if (R(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register I Set if (SREG(s) = 1) then PC ← PC + k + 1 None 1/2 SBRBC S, k Branch if Status Flag Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC S Branch if Grant Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if Grant Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if Grant Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if Grant Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if Grant Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if I Munu Set if (SREG(s) = 0) then PC ← PC + k + 1 None 1/2 SBRC K Branch if Hunu Set if (SREG(s) = 0) t	RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	4
CALL k Direct Subroutine Call PC ← K None 5 RET Subroutine Return PC ← STACK None 5 RETI Interrupt Return PC ← STACK I 5 CPSE Rd,Rr Compare, Skip if Equal if (Rd = Rr) PC ← PC + 2 or 3 None 1/2/3 CP Rd,Rr Compare With Carry Rd – Rr – C Z, N, V, C, H 1 CPC Rd,Rr Compare with Carry Rd – Rr – C Z, N, V, C, H 1 CPI Rd,K Compare With Carry Rd – Rr – C Z, N, V, C, H 1 CPI Rd,K Compare Register with Immediate Rd – K Z, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBRS Rr, b Skip if Bit in VO Register Cleared if (R(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (RP(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBRS S, k	ICALL		Indirect Call to (Z)	PC ← Z	None	4
RET	EICALL		Extended Indirect Call to (Z)	PC ←(EIND:Z)	None	4
RETI	CALL	k	Direct Subroutine Call	PC ← k	None	5
CPSE Rd,Rr Compare, Skip if Equal if (Rd = Rr) PC ← PC + 2 or 3 None 1/2/3 CP Rd,Rr Compare Rd − Rr Z, N, V, C, H 1 CPC Rd,Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPI Rd,K Compare Register with Immediate Rd − K 2, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register Cleared if (P(b)=1) PC ← PC + 2 or 3 None 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 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 1/2/3 SBIS P, b Skip if Bit in Regist	RET		Subroutine Return	PC ← STACK	None	5
CP Rd,Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPC Rd,Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPI Rd,K Compare Register with Immediate Rd − K Z, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 11/2/3 SBRS Rr, b Skip if Bit in I/O Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 11/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 11/2/3 SBIS P, b Skip if Bit in I/O Register Is Set if (P(b)=1) PC ← PC + 2 or 3 None 11/2/3 SBIS P, b Skip if Bit in I/O Register Is Set if (P(b)=1) PC ← PC + 2 or 3 None 11/2/3 BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None 11/2/3 BRBC s, k Branch if Status Flag Cleared if (SEG(s) = 0) then PC ← PC + k + 1 None 1/2 BRC k	RETI		Interrupt Return	PC ← STACK	1	5
CPC Rd,Rr Compare with Carry Rd − Rr − C Z, N, V, C, H 1 CPI Rd,K Compare Register with Immediate Rd − K Z, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 11/2/3 SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None 11/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 11/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None 11/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + 2 or 3 None 11/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + C + C + C + C + C + C + C + C + C	CPSE	Rd,Rr	Compare, Skip if Equal	if (Rd = Rr) PC ← PC + 2 or 3	None	1/2/3
CPI Rd,K Compare Register with Immediate Rd – K Z, N, V, C, H 1 SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=1) PC ← PC + 2 or 3 None 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 1/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + C+ 2 or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + C+ C+ or 3 None 1/2/3 SBIS P, b Skip if Bit in I/O Register is Set if (P(b)=1) PC ← PC + C+ C+ or 3 None 1/2/3 BBS s, k Branch if Status Flag Set if (P(b)=1) PC ← PC + C+ C+ I None 1/2 BRBC s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None 1/2	СР	Rd,Rr	Compare	Rd – Rr	Z, N, V, C, H	1
SBRC Rr, b Skip if Bit in Register Cleared if (Rr(b)=0) PC ← PC + 2 or 3 None 1/2/3 SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 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 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 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 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 1/2/3 SBIS S, k Branch if Carl Register is Set if (P(b)=1) PC ← PC + 2 or 3 None 1/2/3 BRD S, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC + k + 1 None 1/2 BRBC s, k Branch if Status Flag Set if (C = 1) then PC ← PC + k + 1 None 1/2	CPC	Rd,Rr	Compare with Carry	Rd – Rr – C	Z, N, V, C, H	1
SBRS Rr, b Skip if Bit in Register is Set if (Rr(b)=1) PC ← PC + 2 or 3 None 1/2/3 SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 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 1/2/3 BRBS s, k Branch if Status Flag Set if (SREG(s)=1) then PC ← PC + k + 1 None 1/2/3 BRBC s, k Branch if Status Flag Cleared if (SREG(s)=1) then PC ← PC + k + 1 None 1/2 BREQ k Branch if Equal if (Z=1) then PC ← PC + k + 1 None 1/2 BRNE k Branch if Not Equal if (Z=0) then PC ← PC + k + 1 None 1/2 BRCS k Branch if Carry Set if (C=1) then PC ← PC + k + 1 None 1/2 BRCS k Branch if Carry Cleared if (C=0) then PC ← PC + k + 1 None 1/2 BRC k Branch if Gary Cleared if (C=0) then PC ← PC + k + 1 None 1/2 BRH k Branch if Minus <td>CPI</td> <td>Rd,K</td> <td>Compare Register with Immediate</td> <td>Rd – K</td> <td>Z, N, V, C, H</td> <td>1</td>	CPI	Rd,K	Compare Register with Immediate	Rd – K	Z, N, V, C, H	1
SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 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 1/2/3 BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC+k+1 None 1/2 BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC+k+1 None 1/2 BREQ k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC+k+1 None 1/2 BRNE k Branch if Not Equal if (Z = 1) then PC ← PC + k+1 None 1/2 BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k+1 None 1/2 BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k+1 None 1/2 BRCC k Branch if Garry Cleared if (C = 0) then PC ← PC + k+1 None 1/2 BRSH k Branch if Jame or Higher if (C = 0) then PC ← PC + k+1 None 1/2 BRMI k Branch if Minus <td>SBRC</td> <td>Rr, b</td> <td>Skip if Bit in Register Cleared</td> <td>if (Rr(b)=0) PC ← PC + 2 or 3</td> <td></td> <td>1/2/3</td>	SBRC	Rr, b	Skip if Bit in Register Cleared	if (Rr(b)=0) PC ← PC + 2 or 3		1/2/3
SBIC P, b Skip if Bit in I/O Register Cleared if (P(b)=0) PC ← PC + 2 or 3 None 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 1/2/3 BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC ← PC+k+1 None 1/2 BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC+k+1 None 1/2 BREQ k Branch if Status Flag Cleared if (SREG(s) = 0) then PC ← PC+k+1 None 1/2 BRNE k Branch if Not Equal if (Z = 1) then PC ← PC + k+1 None 1/2 BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k+1 None 1/2 BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k+1 None 1/2 BRCC k Branch if Garry Cleared if (C = 0) then PC ← PC + k+1 None 1/2 BRSH k Branch if Jame or Higher if (C = 0) then PC ← PC + k+1 None 1/2 BRMI k Branch if Minus <td>SBRS</td> <td></td> <td>Skip if Bit in Register is Set</td> <td>, , , ,</td> <td></td> <td>1/2/3</td>	SBRS		Skip if Bit in Register is Set	, , , ,		1/2/3
BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC←PC+k+1 None 1/2 BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None 1/2 BREQ k Branch if Equal if (Z = 1) then PC ← PC + k + 1 None 1/2 BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None 1/2 BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k + 1 None 1/2 BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None 1/2 BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None 1/2 BRLO k Branch if Lower if (C = 0) then PC ← PC + k + 1 None 1/2 BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None 1/2 BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None 1/2 BRLT k Branch if Less Than Zero, Signed if (N ⊕						
BRBS s, k Branch if Status Flag Set if (SREG(s) = 1) then PC←PC+k+1 None 1/2 BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None 1/2 BREQ k Branch if Equal if (Z = 1) then PC ← PC + k + 1 None 1/2 BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None 1/2 BRCS k Branch if Carry Set if (C = 0) then PC ← PC + k + 1 None 1/2 BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None 1/2 BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None 1/2 BRLO k Branch if Lower if (C = 0) then PC ← PC + k + 1 None 1/2 BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None 1/2 BRPL k Branch if Greater or Equal, Signed if (N = 0) then PC ← PC + k + 1 None 1/2 BRLT k Branch if Less Than Zero, Signed if (N ⊕			Skip if Bit in I/O Register is Set		None	1/2/3
BRBC s, k Branch if Status Flag Cleared if (SREG(s) = 0) then PC←PC+k+1 None 1/2 BREQ k Branch if Equal if (Z = 1) then PC ← PC + k + 1 None 1/2 BRNE k Branch if Not Equal if (Z = 0) then PC ← PC + k + 1 None 1/2 BRCS k Branch if Carry Set if (C = 1) then PC ← PC + k + 1 None 1/2 BRCC k Branch if Carry Cleared if (C = 0) then PC ← PC + k + 1 None 1/2 BRSH k Branch if Same or Higher if (C = 0) then PC ← PC + k + 1 None 1/2 BRLO k Branch if Lower if (C = 0) then PC ← PC + k + 1 None 1/2 BRMI k Branch if Minus if (N = 1) then PC ← PC + k + 1 None 1/2 BRPL k Branch if Plus if (N = 0) then PC ← PC + k + 1 None 1/2 BRGE k Branch if Less Than Zero, Signed if (N ⊕ V = 0) then PC ← PC + k + 1 None 1/2 BRHS k Branch if Half Carry Flag Set if (H = 0) then PC ← P				if (SREG(s) = 1) then PC←PC+k + 1		
BRNE k Branch if Not Equal if $(Z = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRCS k Branch if Carry Set if $(C = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRCC k Branch if Carry Cleared if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRSH k Branch if Same or Higher if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLO k Branch if Lower if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRMI k Branch if Minus if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRPL k Branch if Plus if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRGE k Branch if Greater or Equal, Signed if $(N = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLT k Branch if Less Than Zero, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHS k Branch if Half Carry Flag Set if $(H = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Set if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2	BRBC		Branch if Status Flag Cleared		None	1/2
BRCS k Branch if Carry Set if $(C=1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRCC k Branch if Carry Cleared if $(C=0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRSH k Branch if Same or Higher if $(C=0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLO k Branch if Lower if $(C=0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRMI k Branch if Minus if $(C=1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRPL k Branch if Plus if $(N=1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRGE k Branch if Greater or Equal, Signed if $(N=0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLT k Branch if Less Than Zero, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHS k Branch if Half Carry Flag Set if $(H=1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if $(T=1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Set if $(T=1)$ then $PC \leftarrow PC + k + 1$ None 1/2	BREQ	k	Branch if Equal	if (Z = 1) then PC ← PC + k + 1	None	1/2
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BRSH k Branch if Same or Higher if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLO k Branch if Lower if $(C = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRMI k Branch if Minus if $(N = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRPL k Branch if Plus if $(N = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRGE k Branch if Greater or Equal, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLT k Branch if Less Than Zero, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHS k Branch if Half Carry Flag Set if $(H = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHC k Branch if Half Carry Flag Cleared if $(H = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Cleared if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2	BRCS	k	Branch if Carry Set	if (C = 1) then PC ← PC + k + 1	None	1/2
BRSH k Branch if Same or Higher if $(C = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLO k Branch if Lower if $(C = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRMI k Branch if Minus if $(N = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRPL k Branch if Plus if $(N = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRGE k Branch if Greater or Equal, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRLT k Branch if Less Than Zero, Signed if $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHS k Branch if Half Carry Flag Set if $(H = 1)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRHC k Branch if Half Carry Flag Cleared if $(H = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Cleared if $(T = 0)$ then $PC \leftarrow PC + k + 1$ None 1/2	BRCC	k	Branch if Carry Cleared	if (C = 0) then PC \leftarrow PC + k + 1	None	1/2
BRLOkBranch if Lowerif $(C=1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRMIkBranch if Minusif $(N=1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRPLkBranch if Plusif $(N=0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRGEkBranch if Greater or Equal, Signedif $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRLTkBranch if Less Than Zero, Signedif $(N \oplus V = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHSkBranch if Half Carry Flag Setif $(H = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHCkBranch if Half Carry Flag Clearedif $(H = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTSkBranch if T Flag Setif $(T = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTCkBranch if T Flag Clearedif $(T = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$		k	,	if (C = 0) then PC ← PC + k + 1		1/2
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BRPLkBranch if Plusif $(N = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRGEkBranch if Greater or Equal, Signedif $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRLTkBranch if Less Than Zero, Signedif $(N \oplus V = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHSkBranch if Half Carry Flag Setif $(H = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHCkBranch if Half Carry Flag Clearedif $(H = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTSkBranch if T Flag Setif $(T = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTCkBranch if T Flag Clearedif $(T = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$	BRMI	k	Branch if Minus		None	1/2
BRGEkBranch if Greater or Equal, Signedif $(N \oplus V = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRLTkBranch if Less Than Zero, Signedif $(N \oplus V = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHSkBranch if Half Carry Flag Setif $(H = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHCkBranch if Half Carry Flag Clearedif $(H = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTSkBranch if T Flag Setif $(T = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTCkBranch if T Flag Clearedif $(T = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$		k		, ,		1/2
BRLTkBranch if Less Than Zero, Signedif $(N \oplus V = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHSkBranch if Half Carry Flag Setif $(H = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRHCkBranch if Half Carry Flag Clearedif $(H = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTSkBranch if T Flag Setif $(T = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTCkBranch if T Flag Clearedif $(T = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$	BRGE	k	Branch if Greater or Equal, Signed	if (N \oplus V= 0) then PC \leftarrow PC + k + 1		1/2
BRHC k Branch if Half Carry Flag Cleared if (H = 0) then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if (T = 1) then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Cleared if (T = 0) then $PC \leftarrow PC + k + 1$ None 1/2	BRLT	k	Branch if Less Than Zero, Signed	if $(N \oplus V= 1)$ then PC \leftarrow PC + k + 1	None	1/2
BRHC k Branch if Half Carry Flag Cleared if (H = 0) then $PC \leftarrow PC + k + 1$ None 1/2 BRTS k Branch if T Flag Set if (T = 1) then $PC \leftarrow PC + k + 1$ None 1/2 BRTC k Branch if T Flag Cleared if (T = 0) then $PC \leftarrow PC + k + 1$ None 1/2		k	•	· ·		
BRTSkBranch if T Flag Setif $(T = 1)$ then $PC \leftarrow PC + k + 1$ None $1/2$ BRTCkBranch if T Flag Clearedif $(T = 0)$ then $PC \leftarrow PC + k + 1$ None $1/2$		k				1/2
BRTC k Branch if T Flag Cleared if (T = 0) then PC ← PC + k + 1 None 1/2	BRTS	k	Branch if T Flag Set	if (T = 1) then PC ← PC + k + 1	None	1/2
		k		, ,		
				, ,		



Ordering Information 9.

9.1 ATmega640

Speed [MHz] ⁽²⁾	Power Supply	Ordering Code	Package ⁽¹⁾⁽³⁾	Operation Range
8	1.8 - 5.5V	ATmega640V-8AU ATmega640V-8AUR ⁽⁴⁾ ATmega640V-8CU ATmega640V-8CUR ⁽⁴⁾	100A 100A 100C1 100C1	Industrial (-40°C to 85°C)
16	2.7 - 5.5V	ATmega640-16AU ATmega640-16AUR ⁽⁴⁾ ATmega640-16CU ATmega640-16CUR ⁽⁴⁾	100A 100A 100C1 100C1	industrial (*40 0 to 65 0)

- Notes: 1. This device can also be supplied in wafer form. Contact your local Atmel sales office for detailed ordering information and minimum quantities.
 - 2. See "Speed Grades" on page 357.
 - 3. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
 - 4. Tape & Reel.

Package Type					
100A	100-lead, Thin (1.0mm) Plastic Gull Wing Quad Flat Package (TQFP)				
100C1	100-ball, Chip Ball Grid Array (CBGA)				



ATmega1281 9.3

Speed [MHz] ⁽²⁾	Power Supply	Ordering Code	Package ⁽¹⁾⁽³⁾	Operation Range	
8	ATmega1281V-8AU ATmega1281V-8AUR ⁽⁴⁾ ATmega1281V-8MU ATmega1281V-8MUR ⁽⁴⁾		64A 64A 64M2 64M2	Industrial	
16	2.7 - 5.5V	ATmega1281-16AU ATmega1281-16AUR ⁽⁴⁾ ATmega1281-16MU ATmega1281-16MUR ⁽⁴⁾	64A 64A 64M2 64M2	(-40°C to 85°C)	

- Notes: 1. This device can also be supplied in wafer form. Contact your local Atmel sales office for detailed ordering information and minimum quantities.
 - 2. See "Speed Grades" on page 357.
 - 3. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
 - 4. Tape & Reel.

	Package Type
64A	64-lead, Thin (1.0mm) Plastic Gull Wing Quad Flat Package (TQFP)
64M2	64-pad, 9mm × 9mm × 1.0mm Body, Quad Flat No-lead/Micro Lead Frame Package (QFN/MLF)



9.5 ATmega2561

Speed [MHz] ⁽²⁾	Power Supply	Ordering Code	Package ⁽¹⁾⁽³⁾	Operation Range		
8	ATmega2561V-8AU ATmega2561V-8AUR ⁽⁴⁾ ATmega2561V-8MU ATmega2561V-8MUR ⁽⁴⁾		1.8V - 5.5V ATmega2561V-8AUR ⁽⁴⁾ ATmega2561V-8MU		64A 64A 64M2 64M2	Industrial
16	4.5V - 5.5V	ATmega2561-16AU ATmega2561-16AUR ⁽⁴⁾ ATmega2561-16MU ATmega2561-16MUR ⁽⁴⁾	64A 64A 64M2 64M2	(-40°C to 85°C)		

Notes: 1. This device can also be supplied in wafer form. Contact your local Atmel sales office for detailed ordering information and minimum quantities.

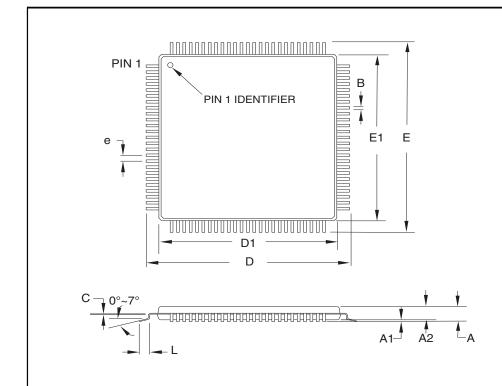
- 2. See "Speed Grades" on page 357.
- 3. Pb-free packaging, complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 4. Tape & Reel.

	Package Type
64A	64-lead, Thin (1.0mm) Plastic Gull Wing Quad Flat Package (TQFP)
64M2	64-pad, 9mm × 9mm × 1.0mm Body, Quad Flat No-lead/Micro Lead Frame Package (QFN/MLF)



10. Packaging Information

10.1 100A



COMMON DIMENSIONS

(Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	_	_	1.20	
A1	0.05	_	0.15	
A2	0.95	1.00	1.05	
D	15.75	16.00	16.25	
D1	13.90	14.00	14.10	Note 2
Е	15.75	16.00	16.25	
E1	13.90	14.00	14.10	Note 2
В	0.17	_	0.27	
С	0.09	_	0.20	
L	0.45	_	0.75	
е				

Notes:

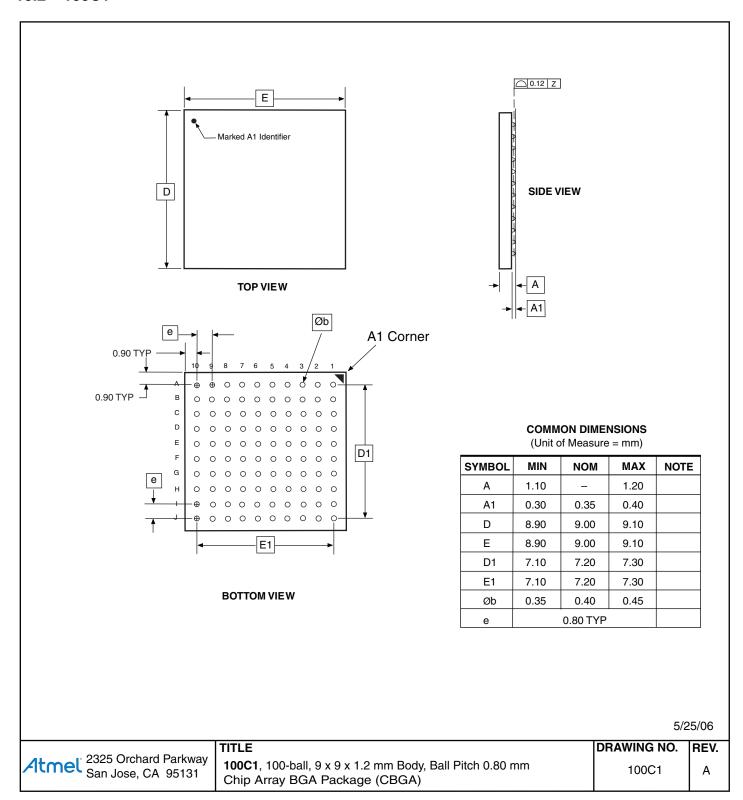
- 1. This package conforms to JEDEC reference MS-026, Variation AED.
- Dimensions D1 and E1 do not include mold protrusion. Allowable protrusion is 0.25 mm per side. Dimensions D1 and E1 are maximum plastic body size dimensions including mold mismatch.
- 3. Lead coplanarity is 0.08 mm maximum.

2010-10-20

	TITLE	DRAWING NO.	REV.
Atmel Package Drawing Contact: packagedrawings@atmel.com	100A , 100-lead, 14 x 14 mm Body Size, 1.0 mm Body Thickness, 0.5 mm Lead Pitch, Thin Profile Plastic Quad Flat Package (TQFP)	100A	D

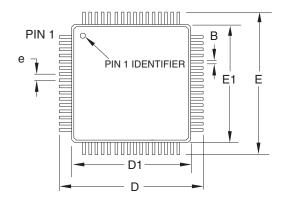


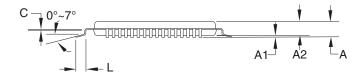
10.2 100C1





10.3 64A





COMMON DIMENSIONS

(Unit of measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	_	_	1.20	
A1	0.05	_	0.15	
A2	0.95	1.00	1.05	
D	15.75	16.00	16.25	
D1	13.90	14.00	14.10	Note 2
Е	15.75	16.00	16.25	
E1	13.90	14.00	14.10	Note 2
В	0.30	_	0.45	
С	0.09	_	0.20	
L	0.45	_	0.75	
е	0.80 TYP			

2010-10-20

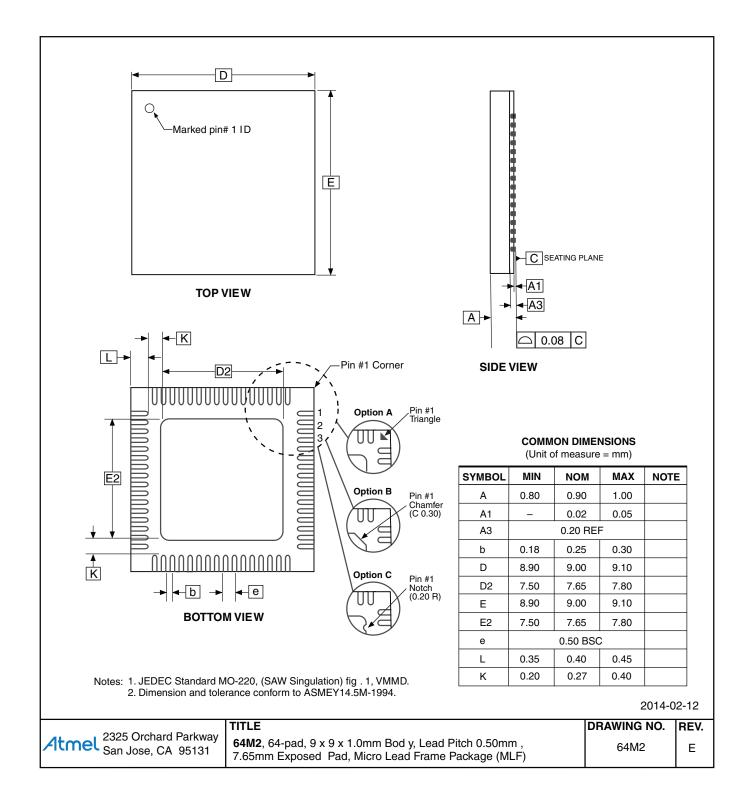
Notes:

- 1. This package conforms to JEDEC reference MS-026, Variation AEB.
- 2. Dimensions D1 and E1 do not include mold protrusion. Allowable protrusion is 0.25mm per side. Dimensions D1 and E1 are maximum plastic body size dimensions including mold mismatch.
- 3. Lead coplanarity is 0.10mm maximum.

	TITLE	DRAWING NO.	REV.		
Atmel 2325 Orchard Parkway San Jose, CA 95131	64A , 64-lead, 14 x 14mm Body Size, 1.0mm Body Thickness, 0.8mm Lead Pitch. Thin Profile Plastic Quad Flat Package (TQFP)	64A	С		



10.4 64M2





11.10 ATmega2560 rev. C

· High current consumption in sleep mode

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected sleep mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/Workaround

Before entering sleep, interrupts not used to wake the part from the sleep mode should be disabled.

11.11 ATmega2560 rev. B

Not sampled.

11.12 ATmega2560 rev. A

- Non-Read-While-Write area of flash not functional
- · Part does not work under 2.4 volts
- Incorrect ADC reading in differential mode
- Internal ADC reference has too low value
- . IN/OUT instructions may be executed twice when Stack is in external RAM
- EEPROM read from application code does not work in Lock Bit Mode 3

1. Non-Read-While-Write area of flash not functional

The Non-Read-While-Write area of the flash is not working as expected. The problem is related to the speed of the part when reading the flash of this area.

Problem Fix/Workaround

- Only use the first 248K of the flash.
- If boot functionality is needed, run the code in the Non-Read-While-Write area at maximum 1/4th of the maximum frequency of the device at any given voltage. This is done by writing the CLKPR register before entering the boot section of the code.

2. Part does not work under 2.4 volts

The part does not execute code correctly below 2.4 volts.

Problem Fix/Workaround

Do not use the part at voltages below 2.4 volts.

3. Incorrect ADC reading in differential mode

The ADC has high noise in differential mode. It can give up to 7 LSB error.

Problem Fix/Workaround

Use only the 7 MSB of the result when using the ADC in differential mode.

4. Internal ADC reference has too low value

The internal ADC reference has a value lower than specified.

Problem Fix/Workaround

- Use AVCC or external reference.
- The actual value of the reference can be measured by applying a known voltage to the ADC when using the internal reference. The result when doing later conversions can then be calibrated.



5. IN/OUT instructions may be executed twice when Stack is in external RAM

If either an IN or an OUT instruction is executed directly before an interrupt occurs and the stack pointer is located in external ram, the instruction will be executed twice. In some cases this will cause a problem, for example:

- If reading SREG it will appear that the I-flag is cleared.
- If writing to the PIN registers, the port will toggle twice.
- If reading registers with interrupt flags, the flags will appear to be cleared.

Problem Fix/Workaround

There are two application workarounds, where selecting one of them, will be omitting the issue:

- Replace IN and OUT with LD/LDS/LDD and ST/STS/STD instructions.
- Use internal RAM for stack pointer.

6. EEPROM read from application code does not work in Lock Bit Mode 3

When the Memory Lock Bits LB2 and LB1 are programmed to mode 3, EEPROM read does not work from the application code.

Problem Fix/Workaround

Do not set Lock Bit Protection Mode 3 when the application code needs to read from EEPROM.

11.13 ATmega2561 rev. F

- ADC differential input amplification by 46dB (200x) not functional
- ADC differential input amplification by 46dB (200x) not functional Problem Fix/Workaround

None.

11.14 ATmega2561 rev. E

No known errata.

11.15 ATmega2561 rev. D

Not sampled.

11.16 ATmega2561 rev. C

· High current consumption in sleep mode.

1. High current consumption in sleep mode

If a pending interrupt cannot wake the part up from the selected sleep mode, the current consumption will increase during sleep when executing the SLEEP instruction directly after a SEI instruction.

Problem Fix/Workaround

Before entering sleep, interrupts not used to wake the part from the sleep mode should be disabled.

11.17 ATmega2561 rev. B

Not sampled.



11.18 ATmega2561 rev. A

- Non-Read-While-Write area of flash not functional
- · Part does not work under 2.4 Volts
- Incorrect ADC reading in differential mode
- Internal ADC reference has too low value
- IN/OUT instructions may be executed twice when Stack is in external RAM
- EEPROM read from application code does not work in Lock Bit Mode 3

1. Non-Read-While-Write area of flash not functional

The Non-Read-While-Write area of the flash is not working as expected. The problem is related to the speed of the part when reading the flash of this area.

Problem Fix/Workaround

- Only use the first 248K of the flash.
- If boot functionality is needed, run the code in the Non-Read-While-Write area at maximum 1/4th of the maximum frequency of the device at any given voltage. This is done by writing the CLKPR register before entering the boot section of the code.

2. Part does not work under 2.4 volts

The part does not execute code correctly below 2.4 volts.

Problem Fix/Workaround

Do not use the part at voltages below 2.4 volts.

3. Incorrect ADC reading in differential mode

The ADC has high noise in differential mode. It can give up to 7 LSB error.

Problem Fix/Workaround

Use only the 7 MSB of the result when using the ADC in differential mode.

4. Internal ADC reference has too low value

The internal ADC reference has a value lower than specified.

Problem Fix/Workaround

- Use AVCC or external reference.
- The actual value of the reference can be measured by applying a known voltage to the ADC when using the internal reference. The result when doing later conversions can then be calibrated.

5. IN/OUT instructions may be executed twice when Stack is in external RAM

If either an IN or an OUT instruction is executed directly before an interrupt occurs and the stack pointer is located in external ram, the instruction will be executed twice. In some cases this will cause a problem, for example:

- If reading SREG it will appear that the I-flag is cleared.
- If writing to the PIN registers, the port will toggle twice.
- If reading registers with interrupt flags, the flags will appear to be cleared.

Problem Fix/Workaround

There are two application workarounds, where selecting one of them, will be omitting the issue:

- Replace IN and OUT with LD/LDS/LDD and ST/STS/STD instructions.



- Use internal RAM for stack pointer.

6. EEPROM read from application code does not work in Lock Bit Mode 3

When the Memory Lock Bits LB2 and LB1 are programmed to mode 3, EEPROM read does not work from the application code.

Problem Fix/Workaround

Do not set Lock Bit Protection Mode 3 when the application code needs to read from EEPROM.















Atmel Corporation

1600 Technology Drive, San Jose, CA 95110 USA

T: (+1)(408) 441.0311

F: (+1)(408) 436.4200

www.atmel.com

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