Welcome to E-XFL.COM

What is "Embedded - Microcontrollers"?

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

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	AVR
Core Size	8/16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, DMA, LCD, POR, PWM, WDT
Number of I/O	53
Program Memory Size	64KB (32K 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	100-TQFP
Supplier Device Package	100-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/atxmega64b1-an

7.11 JTAG Disable

It is possible to disable the JTAG interface from the application software. This will prevent all external JTAG access to the device until the next device reset or until JTAG is enabled again from the application software. As long as JTAG is disabled, the I/O pins required for JTAG can be used as normal I/O pins.

7.12 I/O Memory Protection

Some features in the device are regarded as critical for safety in some applications. Due to this, it is possible to lock the I/O register related to the clock system, the event system, and the advanced waveform extensions. As long as the lock is enabled, all related I/O registers are locked and they can not be written from the application software. The lock registers themselves are protected by the configuration change protection mechanism.

7.13 Flash and EEPROM Page Size

The flash program memory and EEPROM data memory are organized in pages. The pages are word accessible for the flash and byte accessible for the EEPROM.

Table 7-2 on page 16 shows the Flash Program Memory organization. Flash write and erase operations are performed on one page at a time, while reading the Flash is done one byte at a time. For Flash access the Z-pointer (Z[m:n]) is used for addressing. The most significant bits in the address (FPAGE) give the page number and the least significant address bits (FWORD) give the word in the page.

Table 7-2. Number of Words and Pages in the Flash

Devices	PC size	Flash	Page size	FWORD	FPAGE	Application		Boot	
	bits	bytes	words			Size	No. of pages	Size	No. of pages
ATxmega64B1	16	64K + 4K	128	Z[7:1]	Z[16:8]	64K	256	4K	16
ATxmega128B1	17	128K + 8K	128	Z[8:1]	Z[17:9]	128K	512	8K	32

Table 7-3 on page 16 shows EEPROM memory organization for the XMEGA B1 devices. EEEPROM write and erase operations can be performed one page or one byte at a time, while reading the EEPROM is done one byte at a time. For EEPROM access the NVM address register (ADDR[m:n]) is used for addressing. The most significant bits in the address (E2PAGE) give the page number and the least significant address bits (E2BYTE) give the byte in the page.

Table 7-3. Number of Bytes and Pages in the EEPROM

Devices	EEPROM	Page size	E2BYTE	E2PAGE	No. of pages
	Size	Bytes			
ATxmega64B1	2K	32	ADDR[4:0]	ADDR[10:5]	64
ATxmega128B1	2K	32	ADDR[4:0]	ADDR[10:5]	64

9. Event System

9.1 Features

- System for direct peripheral-to-peripheral communication and signaling
- Peripherals can directly send, receive, and react to peripheral events
  - CPU and DMA controller independent operation
  - 100% predictable signal timing
  - Short and guaranteed response time
- Four event channels for up to four different and parallel signal routings and configurations
- Events can be sent and/or used by most peripherals, clock system, and software
- Additional functions include
  - Quadrature decoders
  - Digital filtering of I/O pin state
- Works in active mode and idle sleep mode

9.2 Overview

The event system enables direct peripheral-to-peripheral communication and signaling. It allows a change in one peripheral's state to automatically trigger actions in other peripherals. It is designed to provide a predictable system for short and predictable response times between peripherals. It allows for autonomous peripheral control and interaction without the use of interrupts, CPU, or DMA controller resources, and is thus a powerful tool for reducing the complexity, size and execution time of application code. It also allows for synchronized timing of actions in several peripheral modules.

A change in a peripheral's state is referred to as an event, and usually corresponds to the peripheral's interrupt conditions. Events can be directly passed to other peripherals using a dedicated routing network called the event routing network. How events are routed and used by the peripherals is configured in software.

Figure 9-1 on page 19 shows a basic diagram of all connected peripherals. The event system can directly connect together analog and digital converters, analog comparators, I/O port pins, the real-time counter, timer/counters, IR communication module (IRCOM), and USB interface. It can also be used to trigger DMA transactions (DMA controller). Events can also be generated from software and the peripheral clock.

17. TC2 –16-bit Timer/Counter Type 2

17.1 Features

- A system of two 8-bit timer/counters
  - Low-byte timer/counter
  - High-byte timer/counter
- Eight compare channels
  - Four compare channels for the low-byte timer/counter
  - Four compare channels for the high-byte timer/counter
- Waveform generation
  - Single slope pulse width modulation
- Timer underflow interrupts/events
- One compare match interrupt/event per compare channel for the low-byte timer/counter
- Can be used with the event system for count control
- Can be used to trigger DMA transactions
- High-resolution extension increases frequency and waveform resolution by 4x or 8x

17.2 Overview

A timer/counter 2 is realized when a timer/counter 0 is set in split mode. It is a system of two 8-bit timer/counters, each with four compare channels. This results in eight configurable pulse width modulation (PWM) channels with individually controlled duty cycles, and is intended for applications that require a high number of PWM channels.

The two 8-bit timer/counters in this system are referred to as the low-byte timer/counter and high-byte timer/counter, respectively. The difference between them is that only the low-byte timer/counter can be used to generate compare match interrupts, events and DMA triggers.

The two 8-bit timer/counters have a shared clock source and separate period and compare settings. They can be clocked and timed from the peripheral clock, with optional prescaling, or from the event system. The counters are always counting down.

The timer/counter 2 is set back to timer/counter 0 by setting it in normal mode; hence, one timer/counter can exist only as either type 0 or type 2.

PORTC and PORTE each has one Timer/Counter 2. Notation of these are TCC2 (Time/Counter C2) and TCE2 respectively.

21. USB – Universal Serial Bus Interface

21.1 Features

- One USB 2.0 full speed (12Mbps) and low speed (1.5Mbps) device compliant interface
- Integrated on-chip USB transceiver, no external components needed
- 16 endpoint addresses with full endpoint flexibility for up to 31 endpoints
  - One input endpoint per endpoint address
  - One output endpoint per endpoint address
- Endpoint address transfer type selectable to:
  - Control transfers
  - Interrupt transfers
  - Bulk transfers
  - Isochronous transfers
- Configurable data payload size per endpoint, up to 1023 bytes
- Endpoint configuration and data buffers located in internal SRAM
  - Configurable location for endpoint configuration data
  - Configurable location for each endpoint's data buffer
- Built-in direct memory access (DMA) to internal SRAM for:
  - Endpoint configurations
  - Reading and writing endpoint data
- Ping-pong operation for higher throughput and double buffered operation
  - Input and output endpoint data buffers used in a single direction
  - CPU/DMA controller can update data buffer during transfer
- Multi-packet transfer for reduced interrupt load and software intervention
  - Data payload exceeding maximum packet size is transferred in one continuous transfer
  - No interrupts or software interaction on packet transaction level
- Transaction complete FIFO for workflow management when using multiple endpoints
  - Tracks all completed transactions in a first-come, first-served work queue
- Clock selection independent of system clock source and selection
- Minimum 1.5MHz CPU clock required for low speed USB operation
- Minimum 12MHz CPU clock required for full speed operation
- Connection to event system
- On chip debug possibilities during USB transactions

21.2 Overview

The USB module is a USB 2.0 full speed (12Mbps) and low speed (1.5Mbps) device compliant interface.

The USB supports 16 endpoint addresses. All endpoint addresses have one input and one output endpoint, for a total of 31 configurable endpoints and one control endpoint. Each endpoint address is fully configurable and can be configured for any of the four transfer types: control, interrupt, bulk, or isochronous. The data payload size is also selectable, and it supports data payloads up to 1023 bytes.

No dedicated memory is allocated for or included in the USB module. Internal SRAM is used to keep the configuration for each endpoint address and the data buffer for each endpoint. The memory locations used for endpoint configurations and data buffers are fully configurable. The amount of memory allocated is fully dynamic, according to the number of endpoints in use and the configuration of these. The USB module has built-in direct memory access (DMA), and will read/write data from/to the SRAM when a USB transaction takes place.

To maximize throughput, an endpoint address can be configured for ping-pong operation. When done, the input and output endpoints are both used in the same direction. The CPU or DMA controller can then read/write one data buffer while the USB module writes/reads the others, and vice versa. This gives double buffered communication.

25. IRCOM – IR Communication Module

25.1 Features

- Pulse modulation/demodulation for infrared communication
- IrDA compatible for baud rates up to 115.2kbps
- Selectable pulse modulation scheme
  - 3/16 of the baud rate period
  - Fixed pulse period, 8-bit programmable
  - Pulse modulation disabled
- Built-in filtering
- Can be connected to and used by any USART

25.2 Overview

XMEGA devices contain an infrared communication module (IRCOM) that is IrDA compatible for baud rates up to 115.2kbps. It can be connected to any USART to enable infrared pulse encoding/decoding for that USART.

28. LCD - Liquid Crystal Display Controller

28.1 Features

- Display capacity up to 40 segment and up to four common terminals
- Supports up to 16 GPIOs
- Shadow display memory gives full freedom in segment update
- ASCII character mapping
- Swap capability option on segment and/or common terminal buses
- Supports from static up to 1/4 duty
- Supports static and 1/3 bias
- LCD driver active in power save mode for low power operation
- Software selectable low power waveform
- Flexible selection of frame frequency
- Programmable blink mode and frequency on two segment terminals
- Uses Only 32kHz RTC clock source
- On-chip LCD power supply
- Software contrast adjustment control
- Equal source and sink capability to Increase glass life time
- Extended interrupt mode for display update or wake-up from sleep mode

28.2 Overview

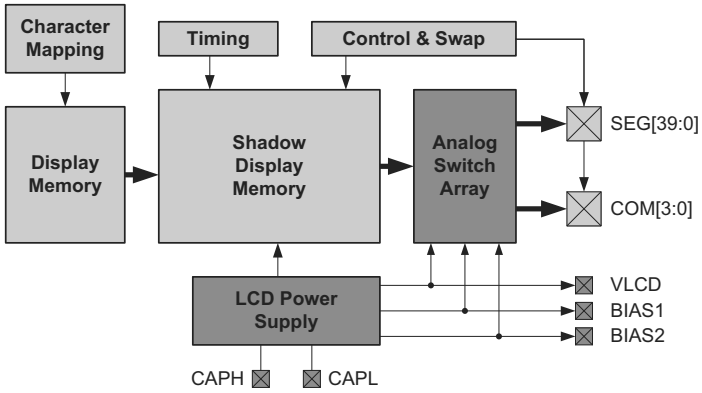
The LCD controller is intended for monochrome passive liquid crystal display (LCD) with up to four common terminals and up to 40 Segments terminals. If the application does not need all the LCD segments available on the XMEGA, up to 16 of the unused LCD pins can be used as general purpose I/O pins.

The LCD controller can be clocked by an internal or an external asynchronous 32kHz clock source. This 32kHz oscillator source selection is the same as for the real time counter (RTC).

Dedicated Low Power Waveform, Contrast Control, Extended Interrupt Mode, Selectable Frame Frequency and Blink functionality are supported to off-load the CPU, reduce interrupts and reduce power consumption.

To reduce hardware design complexity, the LCD includes integrated LCD buffers, an integrated power supply voltage and an innovative SWAP mode. Using SWAP mode, the hardware designers have more flexibility during board layout as they can rearrange the pin sequence on Segment and/or Common Terminal Buses.

Figure 28-1. LCD Overview



31. Programming and Debugging

31.1 Features

- Programming
  - External programming through PDI or JTAG interfaces
    - Minimal protocol overhead for fast operation
    - Built-in error detection and handling for reliable operation
  - Boot loader support for programming through any communication interface
- Debugging
  - Non-intrusive, real-time, on-chip debug system
  - No software or hardware resources required from device except pin connection
  - Program flow control
    - Go, Stop, Reset, Step Into, Step Over, Step Out, Run-to-Cursor
  - Unlimited number of user program breakpoints
  - Unlimited number of user data breakpoints, break on:
    - Data location read, write, or both read and write
    - Data location content equal or not equal to a value
    - Data location content is greater or smaller than a value
    - Data location content is within or outside a range
  - No limitation on device clock frequency
- Program and Debug Interface (PDI)
  - Two-pin interface for external programming and debugging
  - Uses the Reset pin and a dedicated pin
  - No I/O pins required during programming or debugging
- JTAG interface
  - Four-pin, IEEE Std. 1149.1 compliant interface for programming and debugging
  - Boundary scan capabilities according to IEEE Std. 1149.1 (JTAG)

31.2 Overview

The Program and Debug Interface (PDI) is an Atmel proprietary interface for external programming and on-chip debugging of a device.

The PDI supports fast programming of nonvolatile memory (NVM) spaces; flash, EEPOM, fuses, lock bits, and the user signature row.

Debug is supported through an on-chip debug system that offers non-intrusive, real-time debug. It does not require any software or hardware resources except for the device pin connection. Using the Atmel tool chain, it offers complete program flow control and support for an unlimited number of program and complex data breakpoints. Application debug can be done from a C or other high-level language source code level, as well as from an assembler and disassembler level.

Programming and debugging can be done through two physical interfaces. The primary one is the PDI physical layer, which is available on all devices. This is a two-pin interface that uses the Reset pin for the clock input (PDI_CLK) and one other dedicated pin for data input and output (PDI_DATA). A JTAG interface is also available on most devices, and this can be used for programming and debugging through the four-pin JTAG interface. The JTAG interface is IEEE Std. 1149.1 compliant, and supports boundary scan. Any external programmer or on-chip debugger/emulator can be directly connected to either of these interfaces. Unless otherwise stated, all references to the PDI assume access through the PDI physical layer.

34. Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
Arithmetic and Logic Instructions					
ADD	Rd, Rr	Add without Carry	Rd ← Rd + Rr	Z,C,N,V,S,H	1
ADC	Rd, Rr	Add with Carry	Rd ← Rd + Rr + C	Z,C,N,V,S,H	1
ADIW	Rd, K	Add Immediate to Word	Rd ← Rd + 1:Rd + K	Z,C,N,V,S	2
SUB	Rd, Rr	Subtract without Carry	Rd ← Rd - Rr	Z,C,N,V,S,H	1
SUBI	Rd, K	Subtract Immediate	Rd ← Rd - K	Z,C,N,V,S,H	1
SBC	Rd, Rr	Subtract with Carry	Rd ← Rd - Rr - C	Z,C,N,V,S,H	1
SBCI	Rd, K	Subtract Immediate with Carry	Rd ← Rd - K - C	Z,C,N,V,S,H	1
SBIW	Rd, K	Subtract Immediate from Word	Rd + 1:Rd ← Rd + 1:Rd - K	Z,C,N,V,S	2
AND	Rd, Rr	Logical AND	Rd ← Rd • Rr	Z,N,V,S	1
ANDI	Rd, K	Logical AND with Immediate	Rd ← Rd • K	Z,N,V,S	1
OR	Rd, Rr	Logical OR	Rd ← Rd v Rr	Z,N,V,S	1
ORI	Rd, K	Logical OR with Immediate	Rd ← Rd v K	Z,N,V,S	1
EOR	Rd, Rr	Exclusive OR	Rd ← Rd ⊕ Rr	Z,N,V,S	1
COM	Rd	One’s Complement	Rd ← $FF - Rd	Z,C,N,V,S	1
NEG	Rd	Two’s Complement	Rd ← $00 - Rd	Z,C,N,V,S,H	1
SBR	Rd,K	Set Bit(s) in Register	Rd ← Rd v K	Z,N,V,S	1
CBR	Rd,K	Clear Bit(s) in Register	Rd ← Rd • ($FFh - K)	Z,N,V,S	1
INC	Rd	Increment	Rd ← Rd + 1	Z,N,V,S	1
DEC	Rd	Decrement	Rd ← Rd - 1	Z,N,V,S	1
TST	Rd	Test for Zero or Minus	Rd ← Rd • Rd	Z,N,V,S	1
CLR	Rd	Clear Register	Rd ← Rd ⊕ Rd	Z,N,V,S	1
SER	Rd	Set Register	Rd ← $FF	None	1
MUL	Rd,Rr	Multiply Unsigned	R1:R0 ← Rd x Rr (UU)	Z,C	2
MULS	Rd,Rr	Multiply Signed	R1:R0 ← Rd x Rr (SS)	Z,C	2
MULSU	Rd,Rr	Multiply Signed with Unsigned	R1:R0 ← Rd x Rr (SU)	Z,C	2
FMUL	Rd,Rr	Fractional Multiply Unsigned	R1:R0 ← Rd x Rr<<1 (UU)	Z,C	2
FMULS	Rd,Rr	Fractional Multiply Signed	R1:R0 ← Rd x Rr<<1 (SS)	Z,C	2
FMULSU	Rd,Rr	Fractional Multiply Signed with Unsigned	R1:R0 ← Rd x Rr<<1 (SU)	Z,C	2
DES	K	Data Encryption	if (H = 0) then R15:R0 ← Encrypt(R15:R0, K) else if (H = 1) then R15:R0 ← Decrypt(R15:R0, K)		1/2
Branch instructions					
RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
IJMP		Indirect Jump to (Z)	PC(15:0) ← Z, PC(21:16) ← 0	None	2
EIJMP		Extended Indirect Jump to (Z)	PC(15:0) ← Z, PC(21:16) ← EIND	None	2
JMP	k	Jump	PC ← k	None	3

Mnemonics	Operands	Description	Operation	Flags	#Clocks
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ		Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ← 0	Z	1
SEI		Global Interrupt Enable	I ← 1	I	1
CLI		Global Interrupt Disable	I ← 0	I	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Two’s Complement Overflow	V ← 1	V	1
CLV		Clear Two’s Complement Overflow	V ← 0	V	1
SET		Set T in SREG	T ← 1	T	1
CLT		Clear T in SREG	T ← 0	T	1
SEH		Set Half Carry Flag in SREG	H ← 1	H	1
CLH		Clear Half Carry Flag in SREG	H ← 0	H	1
MCU control instructions					
BREAK		Break	(See specific descr. for BREAK)	None	1
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep)	None	1
WDR		Watchdog Reset	(see specific descr. for WDR)	None	1

Notes: 1. Cycle times for Data memory accesses assume internal memory accesses, and are not valid for accesses via the external RAM interface.
2. One extra cycle must be added when accessing Internal SRAM.

Symbol	Parameter	Condition		Min.	Typ.	Max.	Units
I_{CC}	Power-save power consumption(2)	RTC on ULP clock, WDT, sampled BOD and LCD enabled, and all pixels ON, T = 25°C	V_{CC} = 1.8V		4.6		µA
			V_{CC} = 3.0V		5.2		
		RTC on 1.024kHz low power 32.768kHz TOSC, LCD enabled and all pixels ON T = 25°C	V_{CC} = 1.8V		3.9		
			V_{CC} = 3.0V		4.3		
		RTC from low power 32.768kHz TOSC, LCD enabled and all pixels ON, T = 25°C	V_{CC} = 1.8V		4.0		
			V_{CC} = 3.0V		4.5		
	Reset power consumption	Current through $\overline{\text{RESET}}$ pin substracted	V_{CC} = 3.0V		420		

Notes: 1. All Power Reduction Registers set.
2. Maximum limits are based on characterization and not tested in production.

Table 36-29. SPI Timing Characteristics and Requirements

Symbol	Parameter	Condition	Min.	Typ.	Max.	Units
t_{SCK}	SCK period	Master		(See Table 21-4 in XMEGA B Manual)		ns
t_{SCKW}	SCK high/low width	Master		0.5*SCK		
t_{SCKR}	SCK rise time	Master		2.7		
t_{SCKF}	SCK fall time	Master		2.7		
t_{MIS}	MISO setup to SCK	Master		11		
t_{MIH}	MISO hold after SCK	Master		0		
t_{MOS}	MOSI setup SCK	Master		0.5*SCK		
t_{MOH}	MOSI hold after SCK	Master		1		
t_{SSCK}	Slave SCK period	Slave	4*t Clk_{PER}			
t_{SSCKW}	SCK high/low width	Slave	2*t Clk_{PER}			
t_{SSCKR}	SCK rise time	Slave			1600	
t_{SSCKF}	SCK fall time	Slave			1600	
t_{SIS}	MOSI setup to SCK	Slave	3			
t_{SIH}	MOSI hold after SCK	Slave	t Clk_{PER}			
t_{SSS}	$\overline{SS}$ setup to SCK	Slave	21			
t_{SSH}	$\overline{SS}$ hold after SCK	Slave	20			
t_{SOS}	MISO setup SCK	Slave		8		
t_{SOH}	MISO hold after SCK	Slave		13		
t_{SOSS}	MISO setup after $\overline{SS}$ low	Slave		11		
t_{SOSH}	MISO hold after $\overline{SS}$ high	Slave		8		

Figure 37-3. Active Mode Supply Current vs. V_{CC}

f_{SYS} = 32.768kHz internal oscillator.

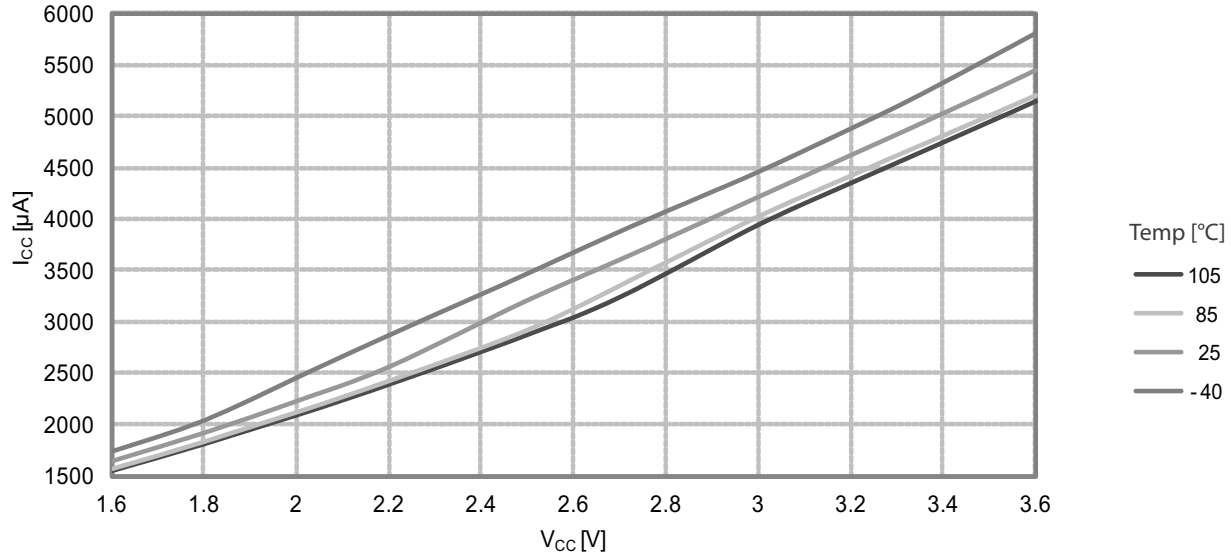


Figure 37-4. Active Mode Supply Current vs. V_{CC}

f_{SYS} = 2MHz internal oscillator.

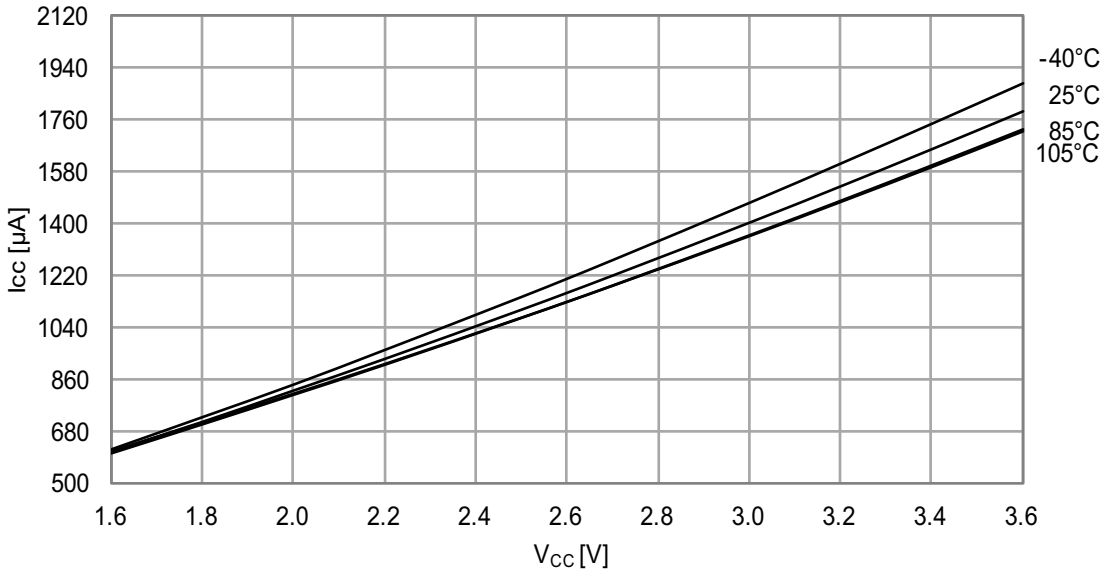


Figure 37-11.Idle Mode Supply Current vs. V_{CC}

f_{SYS} = 32MHz internal oscillator prescaled to 8MHz.

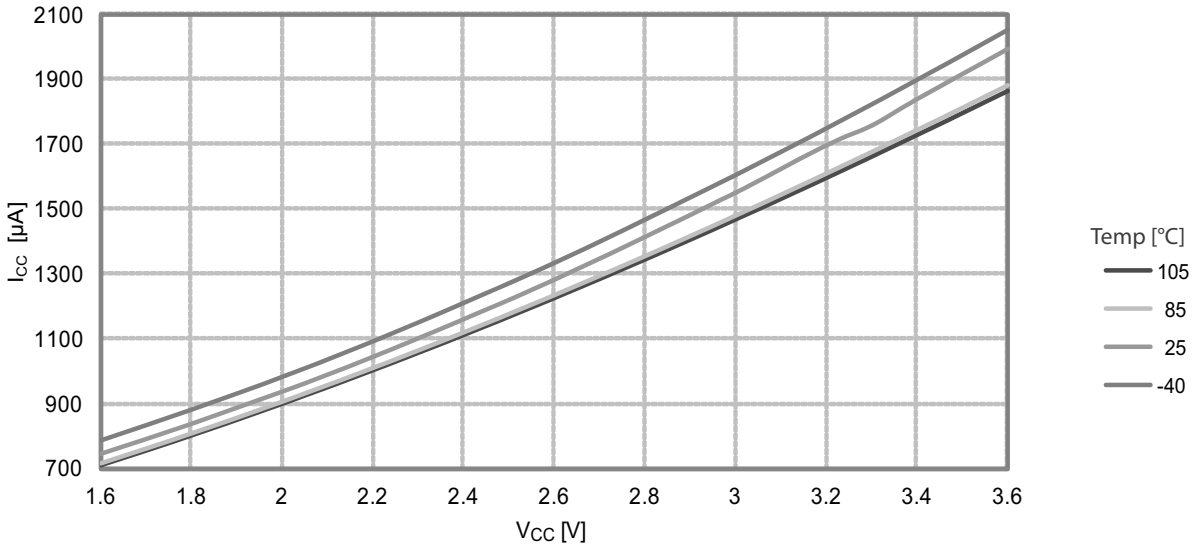


Figure 37-12.Idle Mode Current vs. V_{CC}

***f_{SYS} = 32MHz internal oscillator*.**

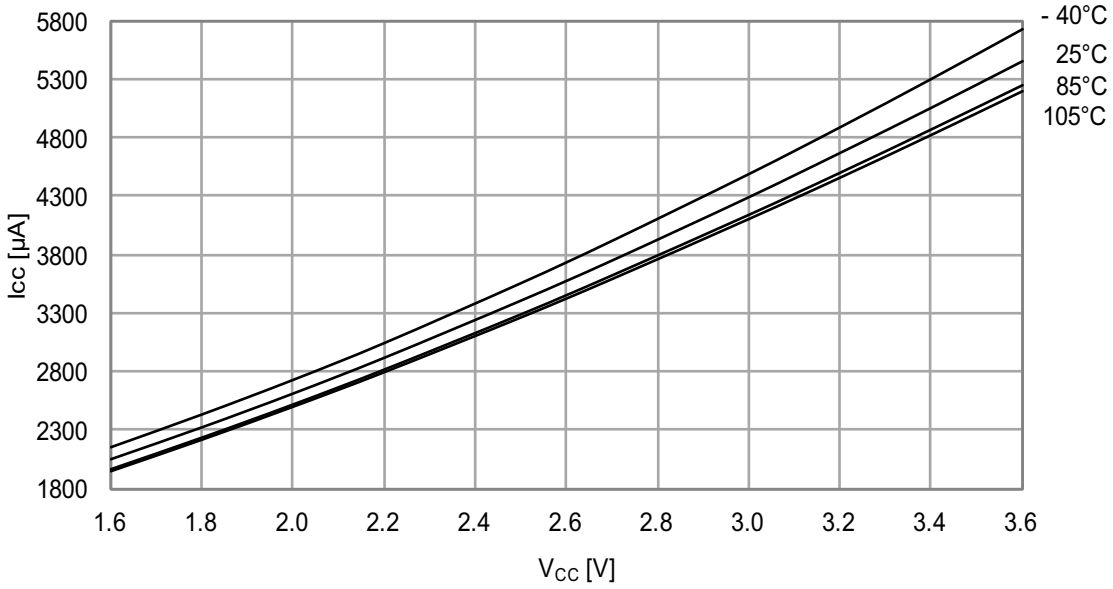


Figure 37-23. I/O Pin Output Voltage vs. Sink Current

V_{CC} = 1.8V.

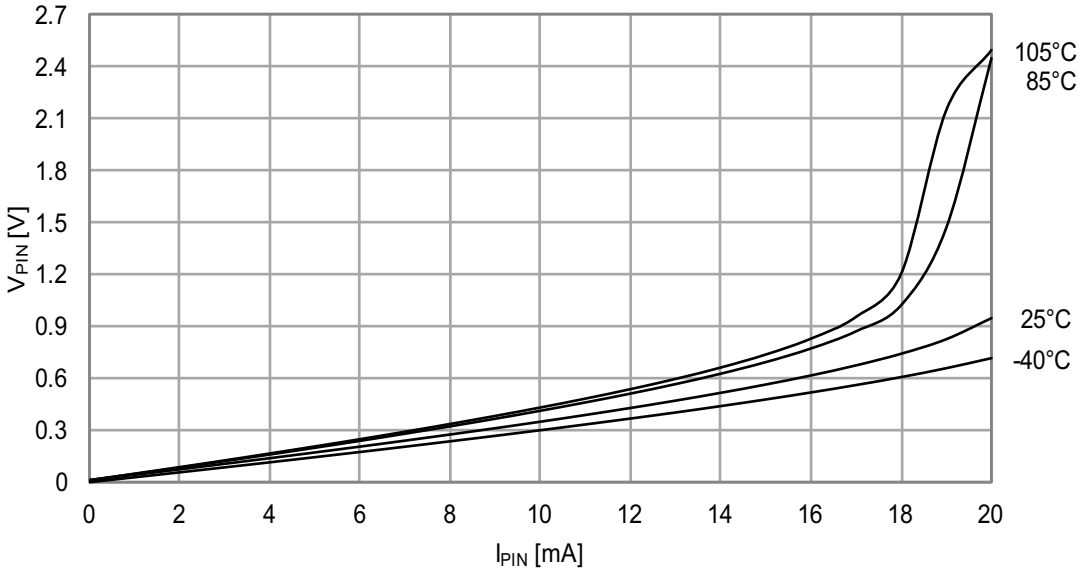


Figure 37-24. I/O Pin Output Voltage vs. Sink Current

V_{CC} = 3.0V.

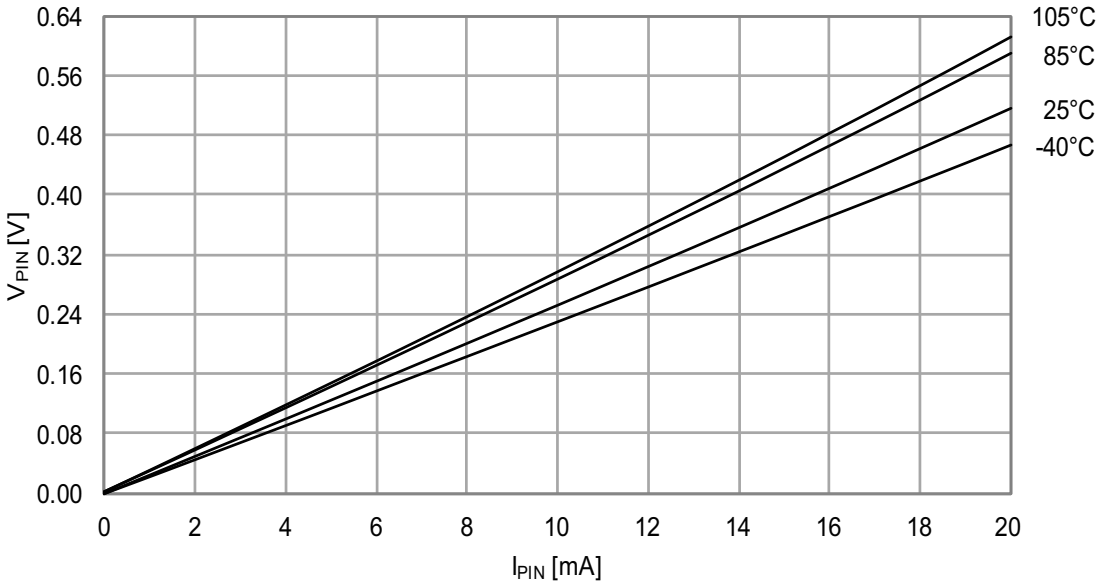
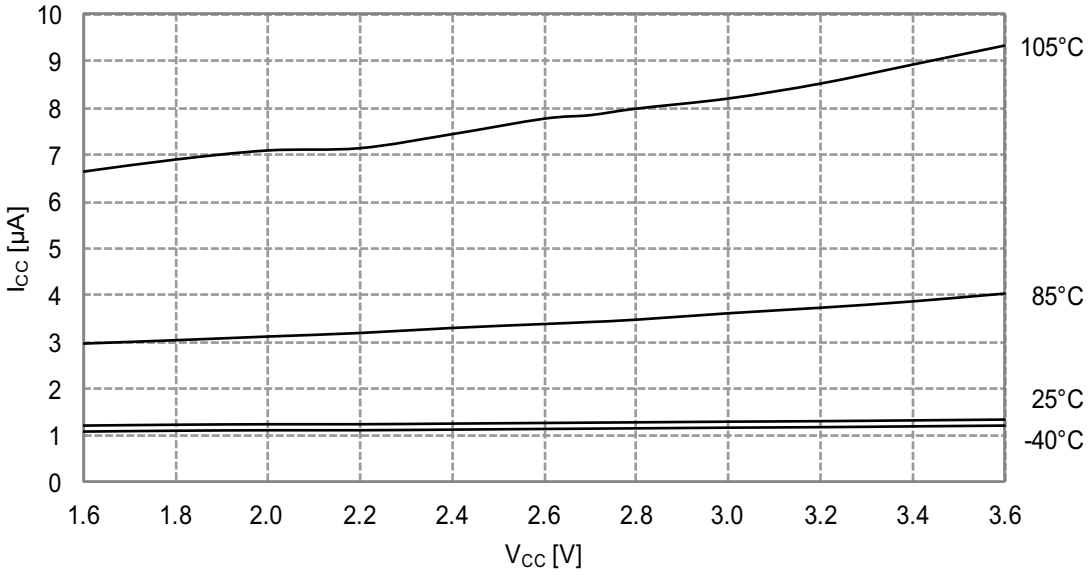


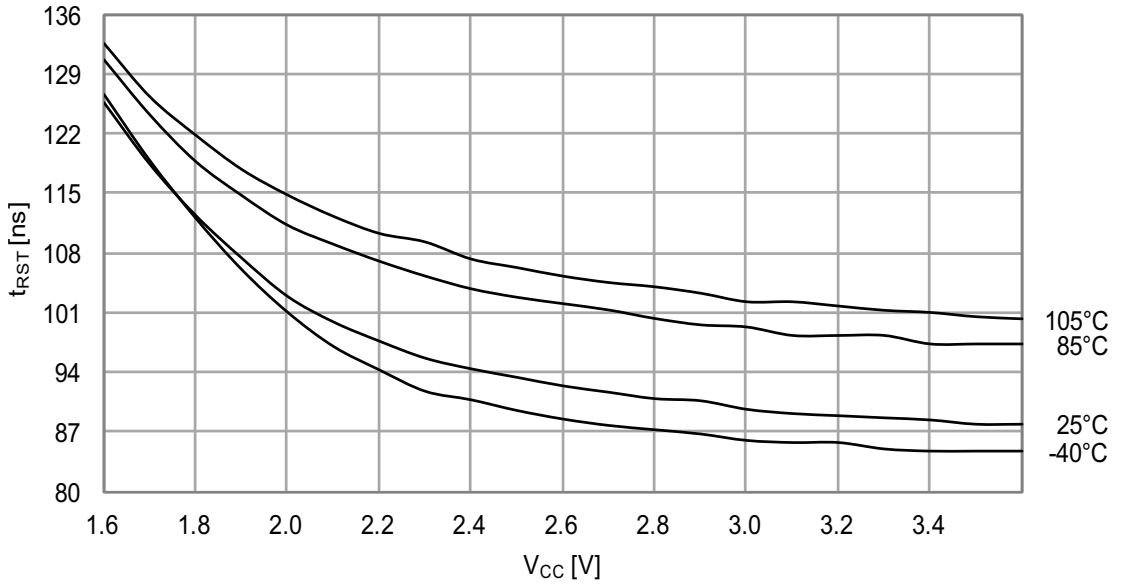
Figure 37-55. BOD Current Consumption vs. V_{CC}

***Sampled mode, BOD level = 1.6V*.**



37.7 External Reset Characteristics

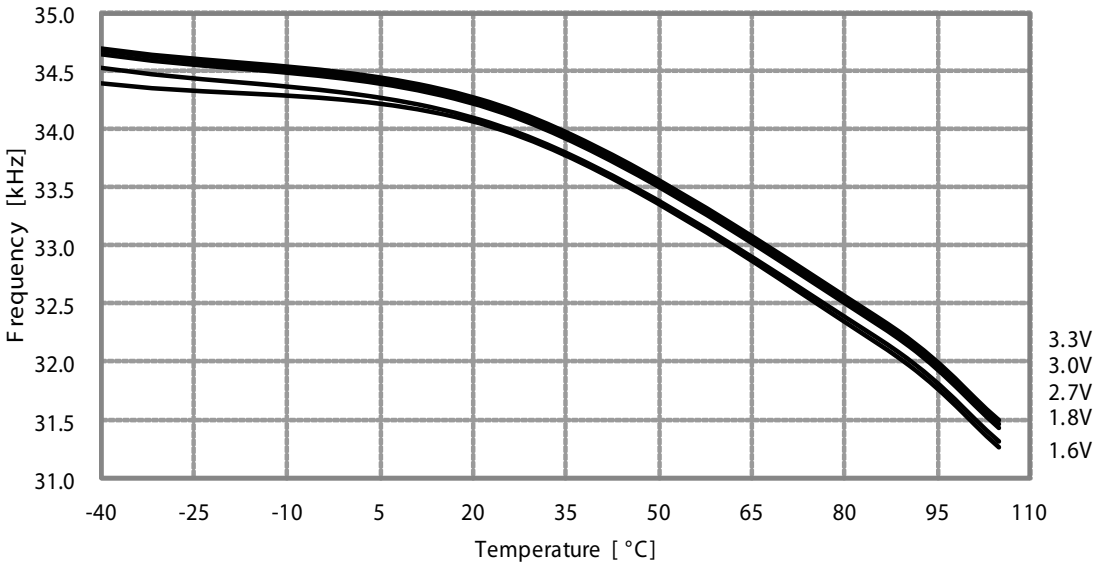
Figure 37-56. Minimum Reset Pin Pulse Width vs. V_{CC}



37.8 Oscillator Characteristics

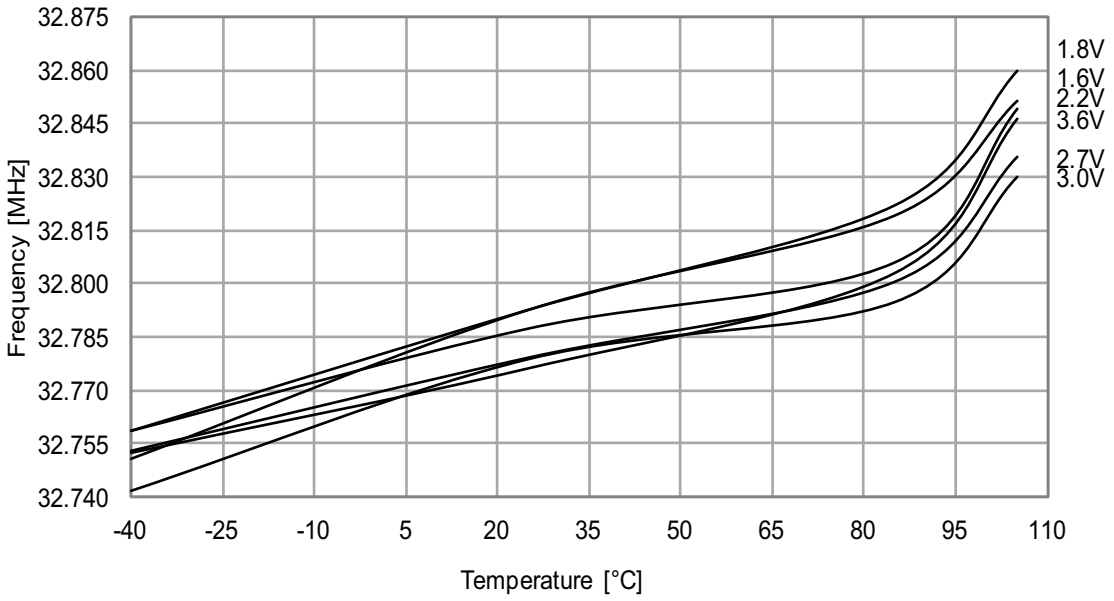
37.8.1 Ultra Low-power Internal Oscillator

Figure 37-62. Ultra Low-power Internal Oscillator Frequency vs. Temperature.



37.8.2 32.768kHz Internal Oscillator

Figure 37-63. 32.768kHz Internal Oscillator Frequency vs. Temperature.



37.8.3 2MHz Internal Oscillator

Figure 37-66. 2MHz Internal Oscillator Frequency vs. Temperature
***DFLL disabled*.**

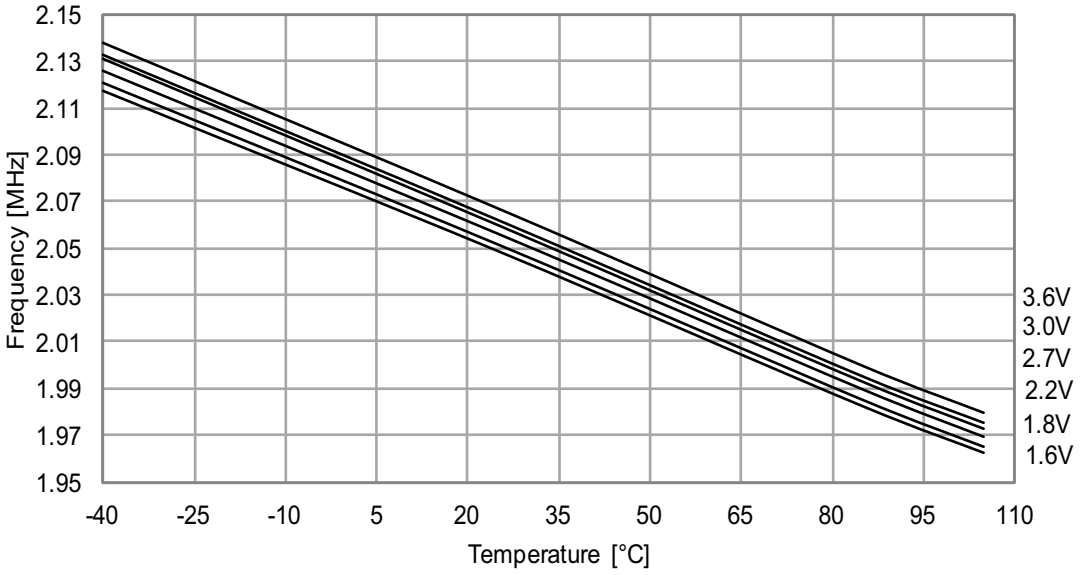


Figure 37-67. 2MHz Internal Oscillator Frequency vs. Temperature
***DFLL enabled*.**

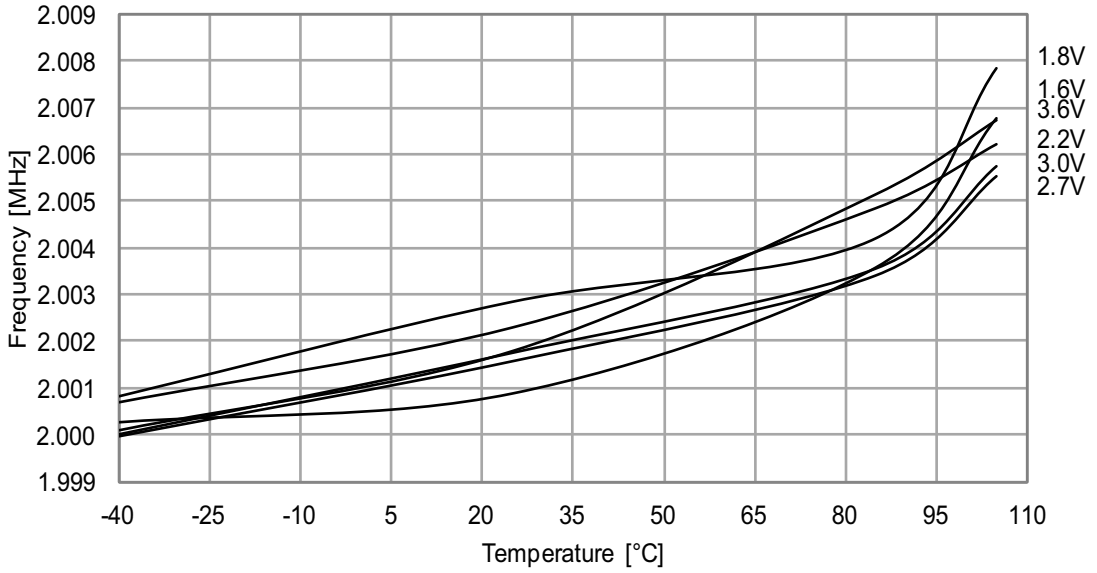


Figure 37-68. 2MHz Internal Oscillator CALA Calibration Step Size

V_{CC} = 3V.

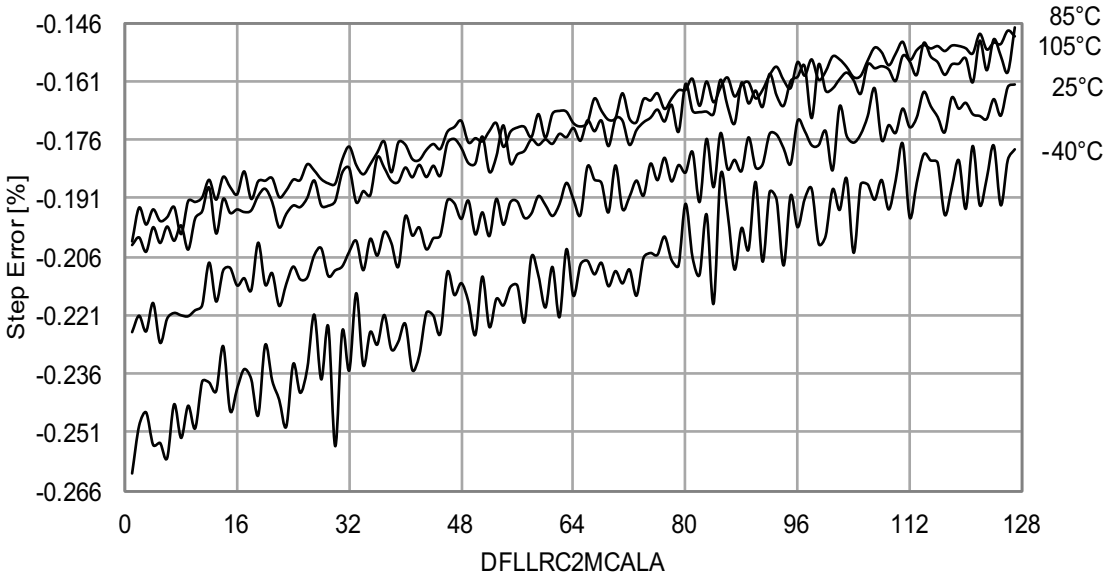
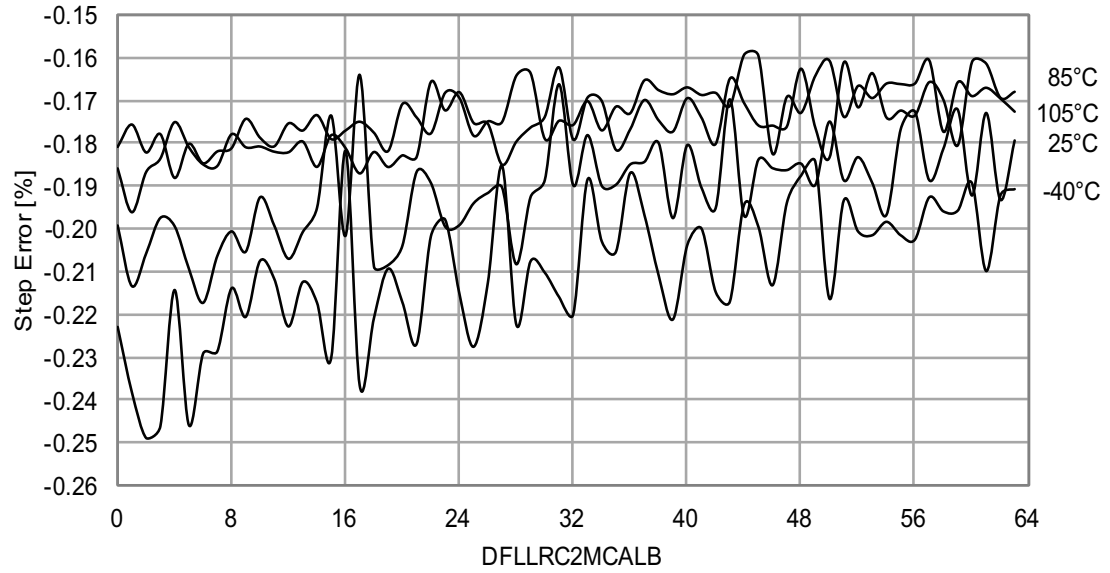


Figure 37-69. 2MHz Internal Oscillator CALB Calibration Step Size

V_{CC} = 3V, DFLL enabled.



37.10 LCD Characteristics

Figure 37-81. I_{CC} vs. Frame Rate

32Hz Low Power Frame Rate from 32.768kHz TOSC, w/ and w/o pixel load, V_{CC} = 1.8V, T = 25°C.

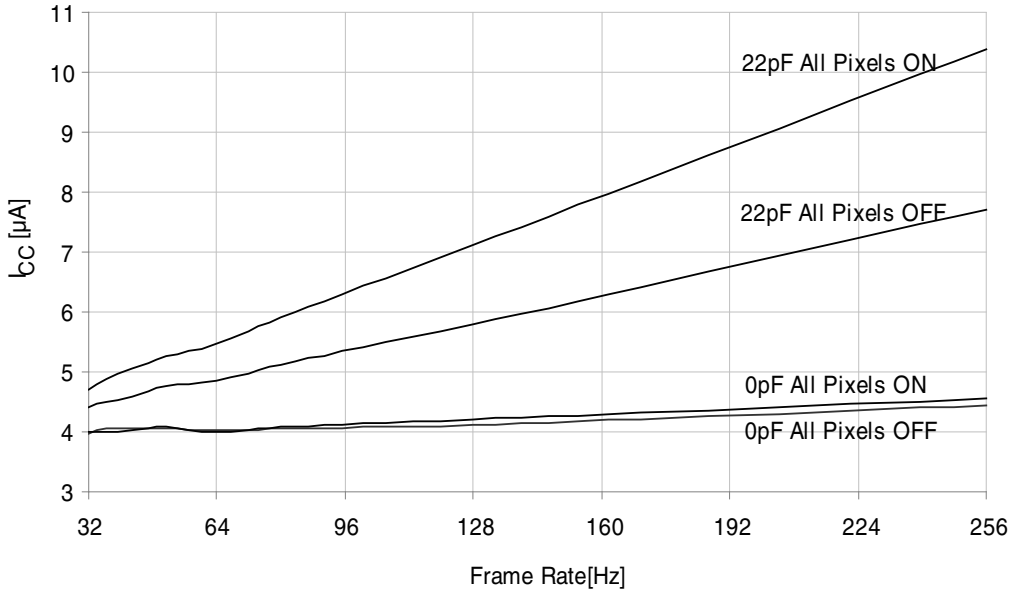


Figure 37-82. I_{CC} vs. Frame Rate

32Hz Low Power Frame Rate from 32.768kHz TOSC, w/ and w/o pixel load, V_{CC} = 3.0V, T = 25°C.