Features

- High-performance, Low-power AVR® 8-bit Microcontroller
- Advanced RISC Architecture
 - 131 Powerful Instructions Most Single-clock Cycle Execution
 - 32 x 8 General Purpose Working Registers
 - Fully Static Operation
 - Up to 16 MIPS Throughput at 16 MHz
 - On-chip 2-cycle Multiplier
- Nonvolatile Program and Data Memories
 - 16K Bytes of In-System Self-Programmable Flash

Endurance: 10,000 Write/Erase Cycles

- Optional Boot Code Section with Independent Lock Bits In-System Programming by On-chip Boot Program
 - True Read-While-Write Operation
- 512 Bytes EEPROM

Endurance: 100,000 Write/Erase Cycles

- 1K Byte Internal SRAM
- Programming Lock for Software Security
- JTAG (IEEE std. 1149.1 Compliant) Interface
 - Boundary-scan Capabilities According to the JTAG Standard
 - Extensive On-chip Debug Support
 - Programming of Flash, EEPROM, Fuses, and Lock Bits through the JTAG Interface
- Peripheral Features
 - Two 8-bit Timer/Counters with Separate Prescalers and Compare Modes
 - One 16-bit Timer/Counter with Separate Prescaler, Compare Mode, and Capture Mode
 - Real Time Counter with Separate Oscillator
 - Four PWM Channels
 - 8-channel, 10-bit ADC
 - 8 Single-ended Channels
 - 7 Differential Channels in TQFP Package Only
 - 2 Differential Channels with Programmable Gain at 1x, 10x, or 200x
 - Byte-oriented Two-wire Serial Interface
 - Programmable Serial USART
 - Master/Slave SPI Serial Interface
 - Programmable Watchdog Timer with Separate On-chip Oscillator
 - On-chip Analog Comparator
- Special Microcontroller Features
 - Power-on Reset and Programmable Brown-out Detection
 - Internal Calibrated RC Oscillator
 - External and Internal Interrupt Sources
 - Six Sleep Modes: Idle, ADC Noise Reduction, Power-save, Power-down, Standby and Extended Standby
- I/O and Packages
 - 32 Programmable I/O Lines
 - 40-pin PDIP, 44-lead TQFP, and 44-pad MLF
- Operating Voltages
 - 2.7 5.5V for ATmega16L
 - 4.5 5.5V for ATmega16
- Speed Grades
 - 0 8 MHz for ATmega16L
 - 0 16 MHz for ATmega16
- Power Consumption @ 1 MHz, 3V, and 25°C for ATmega16L
 - Active: 1.1 mA
 - Idle Mode: 0.35 mA
 - Power-down Mode: < 1 μA



8-bit AVR®
Microcontroller with 16K Bytes In-System
Programmable Flash

ATmega16 ATmega16L

Summary

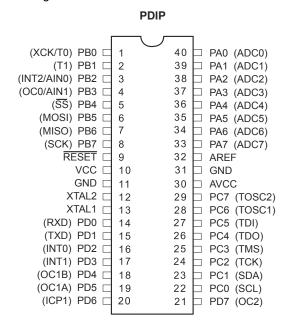


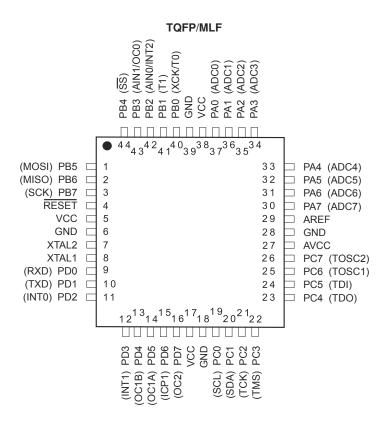
2466HS-AVR-12/03



Pin Configurations

Figure 1. Pinouts ATmega16





Disclaimer

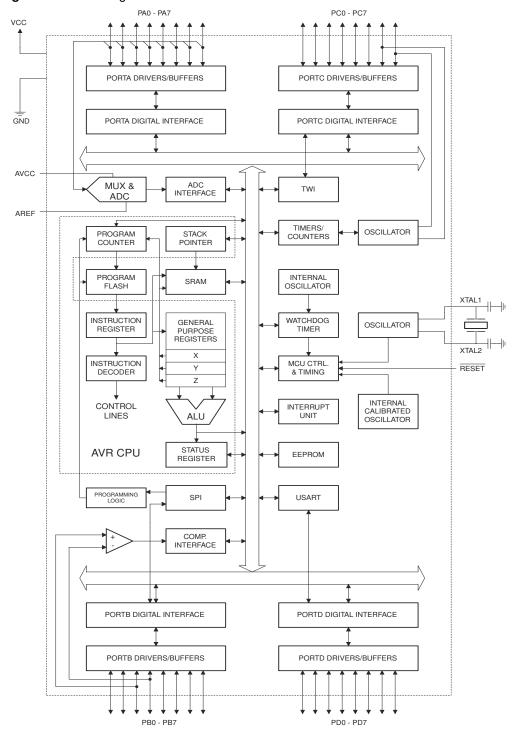
Typical values contained in this datasheet are based on simulations and characterization of other AVR microcontrollers manufactured on the same process technology. Min and Max values will be available after the device is characterized.

Overview

The ATmega16 is a low-power CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the ATmega16 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

Block Diagram

Figure 2. Block Diagram







The AVR core combines a rich instruction set with 32 general purpose working registers. All the 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle. The resulting architecture is more code efficient while achieving throughputs up to ten times faster than conventional CISC microcontrollers.

The ATmega16 provides the following features: 16K bytes of In-System Programmable Flash Program memory with Read-While-Write capabilities, 512 bytes EEPROM, 1K byte SRAM, 32 general purpose I/O lines, 32 general purpose working registers, a JTAG interface for Boundary-scan, On-chip Debugging support and programming, three flexible Timer/Counters with compare modes, Internal and External Interrupts, a serial programmable USART, a byte oriented Two-wire Serial Interface, an 8-channel, 10-bit ADC with optional differential input stage with programmable gain (TQFP package only), a programmable Watchdog Timer with Internal Oscillator, an SPI serial port, and six software selectable power saving modes. The Idle mode stops the CPU while allowing the USART, Two-wire interface, A/D Converter, 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 External 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.

The device is manufactured using Atmel's 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 ATmega16 is a powerful microcontroller that provides a highly-flexible and cost-effective solution to many embedded control applications.

The ATmega16 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.

Pin Descriptions

VCC Digital supply voltage.

GND Ground.

Port A (PA7..PA0) Port A serves as the analog inputs to the A/D Converter.

Port A 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 A output buffers have symmetrical drive characteristics with both high sink and source capability. When pins PA0 to PA7 are used as inputs and are externally pulled low, they will source current if the internal 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 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 also serves the functions of various special features of the ATmega16 as listed on page 56.

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. If the JTAG interface is enabled, the pull-up resistors on pins PC5(TDI), PC3(TMS) and PC2(TCK) will be activated even if a reset occurs.

Port C also serves the functions of the JTAG interface and other special features of the ATmega16 as listed on page 59.

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 ATmega16 as listed on page 61.

RESET

Reset Input. A low level on this pin for longer than the minimum pulse length will generate a reset, even if the clock is not running. The minimum pulse length is given in Table 15 on page 36. Shorter pulses are not guaranteed to generate a reset.

XTAL1

Input to the inverting Oscillator amplifier and input to the internal clock operating circuit.

XTAL2

Output from the inverting Oscillator amplifier.

AVCC

AVCC is the supply voltage pin for Port A and the A/D Converter. It should be externally connected to V_{CC} , even if the ADC is not used. If the ADC is used, it should be conserved by V_{CC} , the same a filter

nected to V_{CC} through a low-pass filter.

AREF

AREF is the analog reference pin for the A/D Converter.





Register Summary

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Page |
|---|----------------|-----------------|---------------------------|--------------------------|---------------|---------------|---------------|---------------|---------------|-----------------------|
| \$3F (\$5F) | SREG | | Т | Н | S | V | N | Z | С | 7 |
| \$3E (\$5E) | SPH | _ | _ | _ | _ | _ | SP10 | SP9 | SP8 | 10 |
| \$3D (\$5D) | SPL | SP7 | SP6 | SP5 | SP4 | SP3 | SP2 | SP1 | SP0 | 10 |
| \$3C (\$5C) | OCR0 | Timer/Counter | 0 Output Compar | re Register | | | | | | 83 |
| \$3B (\$5B) | GICR | INT1 | INT0 | INT2 | _ | - | - | IVSEL | IVCE | 46, 67 |
| \$3A (\$5A) | GIFR | INTF1 | INTF0 | INTF2 | - | - | - | - | - | 68 |
| \$39 (\$59) | TIMSK | OCIE2 | TOIE2 | TICIE1 | OCIE1A | OCIE1B | TOIE1 | OCIE0 | TOIE0 | 83, 114, 132 |
| \$38 (\$58) | TIFR | OCF2 | TOV2 | ICF1 | OCF1A | OCF1B | TOV1 | OCF0 | TOV0 | 84, 115, 132 |
| \$37 (\$57) | SPMCR | SPMIE | RWWSB | - TIMOT A | RWWSRE | BLBSET | PGWRT | PGERS | SPMEN | 249 |
| \$36 (\$56) | TWCR MCUCR | TWINT SM2 | TWEA | TWSTA SM1 | TWSTO SM0 | TWWC | TWEN ISC10 | ISC01 | TWIE | 178 |
| \$35 (\$55) \$34 (\$54) | MCUCSR | JTD | SE ISC2 | SIVII | JTRF | ISC11 WDRF | BORF | EXTRF | ISC00 PORF | 30, 66 39, 67, 229 |
| \$33 (\$53) | TCCR0 | FOC0 | WGM00 | COM01 | COM00 | WGM01 | CS02 | CS01 | CS00 | 81 |
| \$32 (\$52) | TCNT0 | Timer/Counter | | 0010101 | CONICO | Walliot | 0002 | 0001 | 0000 | 83 |
| | OSCCAL | 1 | bration Register | | | | | | | 28 |
| \$31 ⁽¹⁾ (\$51) ⁽¹⁾ | OCDR | On-Chip Debu | | | | | | | | 225 |
| \$30 (\$50) | SFIOR | ADTS2 | ADTS1 | ADTS0 | _ | ACME | PUD | PSR2 | PSR10 | 55,86,133,199,219 |
| \$2F (\$4F) | TCCR1A | COM1A1 | COM1A0 | COM1B1 | COM1B0 | FOC1A | FOC1B | WGM11 | WGM10 | 109 |
| \$2E (\$4E) | TCCR1B | ICNC1 | ICES1 | - | WGM13 | WGM12 | CS12 | CS11 | CS10 | 112 |
| \$2D (\$4D) | TCNT1H | | r1 – Counter Regi | | | | | | | 113 |
| \$2C (\$4C) | TCNT1L | | r1 – Counter Regi | | | | | | | 113 |
| \$2B (\$4B) | OCR1AH | | | are Register A Hi | | | | | | 113 |
| \$2A (\$4A) | OCR1AL | | | are Register A Lo | | | | | | 113 |
| \$29 (\$49) | OCR1BH | | | are Register B Hi | • • | | | | | 113 |
| \$28 (\$48) | OCR1BL | 1 | | are Register B Lo | | | | | | 113 |
| \$27 (\$47) | ICR1H ICR1L | 1 | | Register High By | | | | | | 114 114 |
| \$26 (\$46) \$25 (\$45) | TCCR2 | FOC2 | WGM20 | Register Low By COM21 | COM20 | WGM21 | CS22 | CS21 | CS20 | 127 |
| \$23 (\$43) | TCNT2 | Timer/Counter | 1 | CONIZT | CONZU | WGIVIZI | 0322 | 0321 | U320 | 129 |
| \$23 (\$43) | OCR2 | | r2 Output Compar | re Register | | | | | | 129 |
| \$22 (\$42) | ASSR | _ | _ | _ | _ | AS2 | TCN2UB | OCR2UB | TCR2UB | 130 |
| \$21 (\$41) | WDTCR | - | - | - | WDTOE | WDE | WDP2 | WDP1 | WDP0 | 41 |
| #00(2) (#40)(2) | UBRRH | URSEL | - | - | _ | | UBF | RR[11:8] | | 165 |
| \$20 ⁽²⁾ (\$40) ⁽²⁾ | UCSRC | URSEL | UMSEL | UPM1 | UPM0 | USBS | UCSZ1 | UCSZ0 | UCPOL | 164 |
| \$1F (\$3F) | EEARH | - | - | - | - | - | - | - | EEAR8 | 17 |
| \$1E (\$3E) | EEARL | EEPROM Add | lress Register Lov | w Byte | | | | | | 17 |
| \$1D (\$3D) | EEDR | EEPROM Data | a Register | 1 | | 1 | 1 | ı | | 17 |
| \$1C (\$3C) | EECR | - | - | - | - | EERIE | EEMWE | EEWE | EERE | 17 |
| \$1B (\$3B) | PORTA | PORTA7 | PORTA6 | PORTA5 | PORTA4 | PORTA3 | PORTA2 | PORTA1 | PORTA0 | 64 |
| \$1A (\$3A) | DDRA PINA | DDA7 PINA7 | DDA6 PINA6 | DDA5 PINA5 | DDA4 PINA4 | DDA3 PINA3 | DDA2 PINA2 | DDA1 PINA1 | DDA0 PINA0 | 64 64 |
| \$19 (\$39) \$18 (\$38) | PORTB | PORTB7 | PORTB6 | PORTB5 | PORTB4 | PORTB3 | PORTB2 | PORTB1 | PORTB0 | 64 |
| \$17 (\$37) | DDRB | DDB7 | DDB6 | DDB5 | DDB4 | DDB3 | DDB2 | DDB1 | DDB0 | 64 |
| \$16 (\$36) | PINB | PINB7 | PINB6 | PINB5 | PINB4 | PINB3 | PINB2 | PINB1 | PINB0 | 64 |
| \$15 (\$35) | PORTC | PORTC7 | PORTC6 | PORTC5 | PORTC4 | PORTC3 | PORTC2 | PORTC1 | PORTC0 | 65 |
| \$14 (\$34) | DDRC | DDC7 | DDC6 | DDC5 | DDC4 | DDC3 | DDC2 | DDC1 | DDC0 | 65 |
| \$13 (\$33) | PINC | PINC7 | PINC6 | PINC5 | PINC4 | PINC3 | PINC2 | PINC1 | PINC0 | 65 |
| \$12 (\$32) | PORTD | PORTD7 | PORTD6 | PORTD5 | PORTD4 | PORTD3 | PORTD2 | PORTD1 | PORTD0 | 65 |
| \$11 (\$31) | DDRD | DDD7 | DDD6 | DDD5 | DDD4 | DDD3 | DDD2 | DDD1 | DDD0 | 65 |
| \$10 (\$30) | PIND | PIND7 | PIND6 | PIND5 | PIND4 | PIND3 | PIND2 | PIND1 | PIND0 | 65 |
| \$0F (\$2F) | SPDR | SPI Data Reg | | - | | | | | | 140 |
| \$0E (\$2E) | SPSR | SPIF | WCOL | _ | _ | _ | - | _ | SPI2X | 140 |
| \$0D (\$2D) | SPCR | SPIE | SPE | DORD | MSTR | CPOL | CPHA | SPR1 | SPR0 | 138 |
| \$0C (\$2C) | UDR | USART I/O D | | 1:55- | | 505 | 55 | 1101 | 1400:: | 161 |
| \$0B (\$2B) | UCSRA | RXC | TXC | UDRE | FE | DOR | PE LICEZO | U2X | MPCM | 162 |
| \$0A (\$2A) \$09 (\$29) | UCSRB UBRRL | RXCIE | TXCIE Rate Register Lo | UDRIE | RXEN | TXEN | UCSZ2 | RXB8 | TXB8 | 163 165 |
| \$09 (\$29) | ACSR | ACD ACD | ACBG | ACO | ACI | ACIE | ACIC | ACIS1 | ACIS0 | 200 |
| \$08 (\$28) | ADMUX | REFS1 | REFS0 | ADLAR | MUX4 | MUX3 | MUX2 | MUX1 | MUX0 | 215 |
| \$06 (\$26) | ADCSRA | ADEN | ADSC | ADATE | ADIF | ADIE | ADPS2 | ADPS1 | ADPS0 | 217 |
| \$05 (\$25) | ADCH | 1 | gister High Byte | | | | | , | | 218 |
| \$04 (\$24) | ADCL | 1 | gister Low Byte | | | | | | | 218 |
| | TWDR | | al Interface Data I | Pagistar | | | | | | |
| \$03 (\$23) | IWDh | I WO-WITE SETTE | ai iiileiiace Dala i | negistei | | | | | | 180 |

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Page |
|-------------|------|----------------|---|-------|-------|-------|-------|-------|-------|------|
| \$01 (\$21) | TWSR | TWS7 | TWS6 | TWS5 | TWS4 | TWS3 | - | TWPS1 | TWPS0 | 179 |
| \$00 (\$20) | TWBR | Two-wire Seria | Two-wire Serial Interface Bit Rate Register | | | | | | | 178 |

- Notes: 1. When the OCDEN Fuse is unprogrammed, the OSCCAL Register is always accessed on this address. Refer to the debugger specific documentation for details on how to use the OCDR Register.
 - 2. Refer to the USART description for details on how to access UBRRH and UCSRC.
 - 3. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.
 - 4. Some of the Status Flags are cleared by writing a logical one to them. Note that the CBI and SBI instructions will operate on all bits in the I/O Register, writing a one back into any flag read as set, thus clearing the flag. The CBI and SBI instructions work with registers \$00 to \$1F only.





Instruction Set Summary

| Mnemonics | Operands | Description | Operation | Flags | #Clocks |
|--|--|--|--|--|---|
| ARITHMETIC AND | LOGIC INSTRUCTION | S | | • | • |
| ADD | Rd, Rr | Add two Registers | $Rd \leftarrow Rd + Rr$ | Z,C,N,V,H | 1 |
| ADC | Rd, Rr | Add with Carry two Registers | $Rd \leftarrow Rd + Rr + C$ | Z,C,N,V,H | 1 |
| ADIW | Rdl,K | Add Immediate to Word | Rdh:Rdl ← Rdh:Rdl + K | Z,C,N,V,S | 2 |
| SUB | Rd, Rr | Subtract two Registers | Rd ← Rd - Rr | Z,C,N,V,H | 1 |
| SUBI | Rd, K | Subtract Constant from Register | $Rd \leftarrow Rd - K$ | Z,C,N,V,H | 1 |
| SBC | Rd, Rr | Subtract with Carry two Registers | Rd ← Rd - Rr - C | Z,C,N,V,H | 1 |
| SBCI | Rd, K | Subtract with Carry Constant from Reg. | Rd ← Rd - K - C | Z,C,N,V,H | 1 |
| SBIW | Rdl,K | Subtract Immediate from Word | Rdh:Rdl ← Rdh:Rdl - K | Z,C,N,V,S | 2 |
| AND | Rd, Rr | Logical AND Registers | Rd ← Rd • Rr | Z,N,V | 1 |
| ANDI | Rd, K | Logical AND Register and Constant | $Rd \leftarrow Rd \bullet K$ | Z,N,V | 1 |
| OR | Rd, Rr | Logical OR Registers | Rd ← Rd v Rr | Z,N,V | 1 |
| ORI | Rd, K | Logical OR Register and Constant | Rd ← Rd v K | Z,N,V | 1 |
| EOR | Rd, Rr | Exclusive OR Registers | $Rd \leftarrow Rd \oplus Rr$ | Z,N,V | 1 |
| COM | Rd | One's Complement | Rd ← \$FF – Rd | Z,C,N,V | 1 |
| NEG | Rd | Two's Complement | Rd ← \$00 – Rd | Z,C,N,V,H | 1 |
| SBR | Rd,K | Set Bit(s) in Register | $Rd \leftarrow Rd \vee K$ | Z,N,V | 1 |
| CBR | Rd,K | Clear Bit(s) in Register | Rd ← Rd • (\$FF - K) | Z,N,V | 1 |
| INC | Rd | Increment | Rd ← Rd + 1 | Z,N,V | 1 |
| DEC | Rd | Decrement | Rd ← Rd − 1 | Z,N,V | 1 |
| TST | Rd | Test for Zero or Minus | $Rd \leftarrow Rd \bullet Rd$ | Z,N,V | 1 |
| CLR | Rd | Clear Register | Rd ← Rd ⊕ Rd | Z,N,V | 1 |
| SER | Rd | Set Register | Rd ← \$FF | None | 1 |
| MUL | Rd, Rr | Multiply Unsigned | $R1:R0 \leftarrow Rd \times Rr$ | Z,C | 2 |
| MULS | Rd, Rr | Multiply Signed | $R1:R0 \leftarrow Rd \times Rr$ | Z,C | 2 |
| MULSU | Rd, Rr | Multiply Signed with Unsigned | R1:R0 ← Rd x Rr | Z,C | 2 |
| FMUL | Rd, Rr | Fractional Multiply Unsigned | $R1:R0 \leftarrow (Rd \times Rr) << 1$ | Z,C | 2 |
| FMULS | Rd, Rr | Fractional Multiply Signed | $R1:R0 \leftarrow (Rd \times Rr) << 1$ | Z,C | 2 |
| FMULSU | Rd, Rr | Fractional Multiply Signed with Unsigned | $R1:R0 \leftarrow (Rd \times Rr) << 1$ | Z,C | 2 |
| BRANCH INSTRUC | | I p | | 1 | T . |
| RJMP | k | Relative Jump | PC ← PC + k + 1 | None | 2 |
| IJMP | | Indirect Jump to (Z) | PC ← Z | None | 2 |
| JMP | k | Direct Jump | PC ← k | None | 3 |
| RCALL | k | Relative Subroutine Call | PC ← PC + k + 1 | None | 3 |
| ICALL | | Indirect Call to (Z) | PC ← Z | None | 3 |
| CALL | k | Direct Subroutine Call | PC ← k | None | 4 |
| RET | | Subroutine Return | PC ← STACK | None | 4 |
| RETI | 212 | Interrupt Return | PC ← STACK | I | 4 |
| 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 | Z, N,V,C,H | 1 |
| SBRC | Rr, b | Skip if Bit in Register Cleared | if $(Rr(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ | Z, N,V,C,H None | 1 1/2/3 |
| SBRS | Rr, b Rr, b | Skip if Bit in Register Cleared Skip if Bit in Register is Set | if $(Rr(b)=0)$ PC \leftarrow PC + 2 or 3 if $(Rr(b)=1)$ PC \leftarrow PC + 2 or 3 | Z, N,V,C,H None None | 1 1/2/3 1/2/3 |
| SBRS SBIC | Rr, b Rr, b P, b | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared | if $(Rr(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ | Z, N,V,C,H None None None | 1 1/2/3 1/2/3 1/2/3 |
| SBRS SBIC SBIS | Rr, b Rr, b P, b P, b | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set | if $(Rr(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ | Z, N,V,C,H None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 |
| SBRS SBIC SBIS BRBS | Rr, b Rr, b P, b P, b s, k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set | if $(Rr(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ if $(SREG(s)=1) \text{ then } PC \leftarrow PC + k + 1$ | Z, N,V,C,H None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2 |
| SBRS SBIC SBIS BRBS BRBC | Rr, b Rr, b P, b P, b s, k s, k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared | $\begin{array}{c} \text{ if } (\text{Rr}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{Rr}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{SREG}(s) = 1) \ \text{then } \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (\text{SREG}(s) = 0) \ \text{then } \text{PC} \leftarrow \text{PC} + k + 1 \\ \end{array}$ | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ | Rr, b Rr, b P, b P, b s, k s, k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal | $\begin{array}{c} \text{ if } (\text{Rr}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{Rr}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or } 3 \\ \text{ if } (\text{SREG}(s) = 1) \ \text{then } \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (\text{SREG}(s) = 0) \ \text{then } \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (Z = 1) \ \text{then } \text{PC} \leftarrow \text{PC} + k + 1 \\ \end{array}$ | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE | Rr, b Rr, b P, b P, b s, k s, k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal | $\begin{array}{c} \text{ if } (\text{Rr}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or} \ 3 \\ \text{ if } (\text{Rr}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or} \ 3 \\ \text{ if } (\text{P}(b) = 0) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or} \ 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or} \ 3 \\ \text{ if } (\text{P}(b) = 1) \ \text{PC} \leftarrow \text{PC} + 2 \ \text{or} \ 3 \\ \text{ if } (\text{SREG}(s) = 1) \ \text{then} \ \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (\text{SREG}(s) = 0) \ \text{then} \ \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (Z = 1) \ \text{then} \ \text{PC} \leftarrow \text{PC} + k + 1 \\ \text{ if } (Z = 0) \ \text{then} \ \text{PC} \leftarrow \text{PC} + k + 1 \\ \end{array}$ | Z, N,V,C,H None None None None None None None None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS | Rr, b Rr, b P, b P, b s, k s, k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set | $\begin{array}{c} \text{ if } (Rr(b) = 0) \; PC \leftarrow PC + 2 \; or \; 3 \\ \\ \text{ if } (Rr(b) = 1) \; PC \leftarrow PC + 2 \; or \; 3 \\ \\ \text{ if } (P(b) = 0) \; PC \leftarrow PC + 2 \; or \; 3 \\ \\ \text{ if } (P(b) = 1) \; PC \leftarrow PC + 2 \; or \; 3 \\ \\ \text{ if } (SREG(s) = 1) \; then \; PC \leftarrow PC + k + 1 \\ \\ \text{ if } (SREG(s) = 0) \; then \; PC \leftarrow PC + k + 1 \\ \\ \text{ if } (Z = 1) \; then \; PC \leftarrow PC + k + 1 \\ \\ \text{ if } (Z = 0) \; then \; PC \leftarrow PC + k + 1 \\ \\ \text{ if } (C = 1) \; then \; PC \leftarrow PC + k + 1 \\ \\ \end{array}$ | Z, N,V,C,H None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC | Rr, b Rr, b P, b P, b s, k s, k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 | Z, N,V,C,H None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH | Rr, b Rr, b P, b P, b s, k s, k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 | Z, N,V,C,H None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRLO | Rr, b Rr, b P, b P, b s, k s, k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC ← PC + k + 1 if (SREG(s) = 0) then PC ← PC + k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 | Z, N,V,C,H None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRLO BRMI | Rr, b Rr, b P, b P, b s, k s, k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRLO BRMI BRPL | Rr, b Rr, b P, b P, b s, k s, k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC ← PC + k + 1 if (SREG(s) = 0) then PC ← PC + k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCC BRCS BRCC BRSH BRLO BRILO BRMI BRPL BRGE | Rr, b Rr, b P, b P, b s, k s, k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC ← PC+k + 1 if (SREG(s) = 0) then PC ← PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRCC BRSH BRLO BRSH BRLO BRMI BRPL BRGE BRST | Rr, b Rr, b P, b P, b s, k s, k k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k+1 if (SREG(s) = 0) then PC←PC+k+1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRCC BRSH BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS | Rr, b Rr, b P, b P, b s, k s, k k k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Lower Branch if Minus Branch if Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k+1 if (SREG(s) = 0) then PC←PC+k+1 if (Z = 1) then PC ← PC + k+1 if (Z = 0) then PC ← PC + k+1 if (C = 1) then PC ← PC + k+1 if (C = 0) then PC ← PC + k+1 if (C = 0) then PC ← PC + k+1 if (C = 0) then PC ← PC + k+1 if (C = 1) then PC ← PC + k+1 if (N = 1) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 if (N = 0) then PC ← PC + k+1 | Z, N,V,C,H None None None None None None None None | 1 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS | Rr, b Rr, b P, b P, b s, k s, k k k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if I Minus Branch if I Flus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Set | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRCL BRSH BRLL BRGL BRHL BRHL BRHL BRGE BRLT BRHS BRHC BRHC BRHC | Rr, b Rr, b P, b P, b s, k s, k k k k k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Hot Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Carry Cleared Branch if Lower Branch if I Same or Higher Branch if I Minus Branch if I Plus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared Branch if T Flag Set | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 if (H = 0) then PC ← PC + k + 1 if (H = 0) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 1/2/3 1/2/3 1/2/3 1/2/3 1/2/3 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 |
| SBRS SBIC SBIS BRBS BRBC BREQ BRNE BRCS BRCC BRSH BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS | Rr, b Rr, b P, b P, b s, k s, k k k k k k k k | Skip if Bit in Register Cleared Skip if Bit in Register is Set Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register Cleared Skip if Bit in I/O Register is Set Branch if Status Flag Set Branch if Status Flag Cleared Branch if Equal Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if I Minus Branch if I Flus Branch if Greater or Equal, Signed Branch if Less Than Zero, Signed Branch if Half Carry Flag Set Branch if Half Carry Flag Set | if (Rr(b)=0) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (Rr(b)=1) PC ← PC + 2 or 3 if (P(b)=0) PC ← PC + 2 or 3 if (P(b)=1) PC ← PC + 2 or 3 if (SREG(s) = 1) then PC←PC+k + 1 if (SREG(s) = 0) then PC←PC+k + 1 if (Z = 1) then PC ← PC + k + 1 if (Z = 0) then PC ← PC + k + 1 if (C = 1) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (C = 0) then PC ← PC + k + 1 if (N = 1) then PC ← PC + k + 1 if (N = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 0) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (N ⊕ V = 1) then PC ← PC + k + 1 if (H = 1) then PC ← PC + k + 1 | Z, N,V,C,H None None None None None None None None | 1 |

| Mnemonics | Operands | Description | Operation | Flags | #Clocks |
|------------------|-------------------|---|---|-----------------|---------|
| BRIE | k | Branch if Interrupt Enabled | if (I = 1) then PC ← PC + k + 1 | None | 1/2 |
| BRID | k | Branch if Interrupt Disabled | if (I = 0) then PC ← PC + k + 1 | None | 1/2 |
| DATA TRANSFER I | NSTRUCTIONS | | | | |
| MOV | Rd, Rr | Move Between Registers | Rd ← Rr | None | 1 |
| MOVW | Rd, Rr | Copy Register Word | Rd+1:Rd ← Rr+1:Rr | None | 1 |
| LDI | Rd, K | Load Immediate | Rd ← K | None | 1 |
| LD | Rd, X | Load Indirect | $Rd \leftarrow (X)$ | None | 2 |
| LD | Rd, X+ | Load Indirect and Post-Inc. | $Rd \leftarrow (X), X \leftarrow X + 1$ | None | 2 |
| LD | Rd, - X | Load Indirect and Pre-Dec. | $X \leftarrow X - 1$, $Rd \leftarrow (X)$ | None | 2 |
| LD | Rd, Y | Load Indirect | $Rd \leftarrow (Y)$ | None | 2 |
| LD | Rd, Y+ Rd, - Y | Load Indirect and Post-Inc. Load Indirect and Pre-Dec. | $Rd \leftarrow (Y), Y \leftarrow Y + 1$ $Y \leftarrow Y - 1, Rd \leftarrow (Y)$ | None None | 2 |
| LDD | Rd,Y+q | Load Indirect and Fre-Dec. Load Indirect with Displacement | $Rd \leftarrow (Y + g)$ | None | 2 |
| LD | Rd, Z | Load Indirect | $Rd \leftarrow (Z)$ | None | 2 |
| LD | Rd, Z+ | Load Indirect and Post-Inc. | $Rd \leftarrow (Z), Z \leftarrow Z+1$ | None | 2 |
| LD | Rd, -Z | Load Indirect and Pre-Dec. | $Z \leftarrow Z - 1$, $Rd \leftarrow (Z)$ | None | 2 |
| LDD | Rd, Z+q | Load Indirect with Displacement | $Rd \leftarrow (Z + q)$ | None | 2 |
| LDS | Rd, k | Load Direct from SRAM | Rd ← (k) | None | 2 |
| ST | X, Rr | Store Indirect | (X) ← Rr | None | 2 |
| ST | X+, Rr | Store Indirect and Post-Inc. | $(X) \leftarrow Rr, X \leftarrow X + 1$ | None | 2 |
| ST | - X, Rr | Store Indirect and Pre-Dec. | $X \leftarrow X - 1, (X) \leftarrow Rr$ | None | 2 |
| ST | Y, Rr | Store Indirect | $(Y) \leftarrow Rr$ | None | 2 |
| ST | Y+, Rr | Store Indirect and Post-Inc. | $(Y) \leftarrow Rr, Y \leftarrow Y + 1$ | None | 2 |
| ST | - Y, Rr | Store Indirect and Pre-Dec. | $Y \leftarrow Y - 1, (Y) \leftarrow Rr$ | None | 2 |
| STD | Y+q,Rr | Store Indirect with Displacement | $(Y + q) \leftarrow Rr$ | None | 2 |
| ST | Z, Rr | Store Indirect | (Z) ← Rr | None | 2 |
| ST | Z+, Rr | Store Indirect and Post-Inc. | $(Z) \leftarrow Rr, Z \leftarrow Z + 1$ | None | 2 |
| ST | -Z, Rr | Store Indirect and Pre-Dec. | $Z \leftarrow Z - 1, (Z) \leftarrow Rr$ | None | 2 |
| STD | Z+q,Rr | Store Indirect with Displacement | (Z + q) ← Rr | None | 2 |
| STS | k, Rr | Store Direct to SRAM | (k) ← Rr | None | 2 |
| LPM | Rd, Z | Load Program Memory Load Program Memory | $R0 \leftarrow (Z)$ $Rd \leftarrow (Z)$ | None None | 3 |
| LPM | Rd, Z+ | Load Program Memory and Post-Inc | $Rd \leftarrow (Z)$ $Rd \leftarrow (Z), Z \leftarrow Z+1$ | None | 3 |
| SPM | nu, Z+ | Store Program Memory | $(Z) \leftarrow R1:R0$ | None | - |
| IN | Rd, P | In Port | Rd ← P | None | 1 |
| OUT | P, Rr | Out Port | P ← Rr | None | 1 |
| PUSH | Rr | Push Register on Stack | STACK ← Rr | None | 2 |
| POP | Rd | Pop Register from Stack | Rd ← STACK | None | 2 |
| BIT AND BIT-TEST | INSTRUCTIONS | | | | _ |
| SBI | P,b | Set Bit in I/O Register | $I/O(P,b) \leftarrow 1$ | None | 2 |
| CBI | P,b | Clear Bit in I/O Register | $I/O(P,b) \leftarrow 0$ | None | 2 |
| LSL | Rd | Logical Shift Left | $Rd(n+1) \leftarrow Rd(n), Rd(0) \leftarrow 0$ | Z,C,N,V | 1 |
| LSR | Rd | Logical Shift Right | $Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0$ | Z,C,N,V | 1 |
| ROL | Rd | Rotate Left Through Carry | $Rd(0)\leftarrow C,Rd(n+1)\leftarrow Rd(n),C\leftarrow Rd(7)$ | Z,C,N,V | 1 |
| ROR | Rd | Rotate Right Through Carry | $Rd(7) \leftarrow C, Rd(n) \leftarrow Rd(n+1), C \leftarrow Rd(0)$ | Z,C,N,V | 1 |
| ASR | Rd | Arithmetic Shift Right | $Rd(n) \leftarrow Rd(n+1), n=06$ | Z,C,N,V | 1 |
| SWAP BSET | Rd s | Swap Nibbles Flag Set | $Rd(30) \leftarrow Rd(74), Rd(74) \leftarrow Rd(30)$ $SREG(s) \leftarrow 1$ | None SREG(s) | 1 |
| BCLR | s | Flag Clear | $SREG(s) \leftarrow 1$ $SREG(s) \leftarrow 0$ | SREG(s) | 1 |
| BST | Rr, b | Bit Store from Register to T | $T \leftarrow Rr(b)$ | T | 1 |
| BLD | Rd, b | Bit load from T to Register | $Rd(b) \leftarrow T$ | None | 1 |
| SEC | ria, b | Set Carry | C ← 1 | C | 1 |
| CLC | | Clear Carry | C ← 0 | C | 1 |
| SEN | | Set Negative Flag | N ← 1 | N | 1 |
| CLN | | Clear Negative Flag | N ← 0 | N | 1 |
| SEZ | | Set Zero Flag | Z ← 1 | Z | 1 |
| CLZ | | Clear Zero Flag | Z ← 0 | Z | 1 |
| SEI | | Global Interrupt Enable | I ← 1 | 1 | 1 |
| CLI | | Global Interrupt Disable | I ← 0 | 1 | 1 |
| SES | | Set Signed Test Flag | S ← 1 | S | 1 |
| CLS | | Clear Signed Test Flag | S ← 0 | S | 1 |
| SEV | | Set Twos Complement Overflow. | V ← 1 | V | 1 |
| CLV | | Clear Twos Complement Overflow | V ← 0 | V | 1 |
| SET | | Set T in SREG | T ← 1 | Т | 1 |
| CLT | | Clear T in SREG | T ← 0 | T | 1 |
| SEH | | Set Half Carry Flag in SREG | H ← 1 | H | 1 |





| Mnemonics | Operands | Description | Operation | Flags | #Clocks |
|-------------|--------------|-------------------------------|--|-------|---------|
| CLH | | Clear Half Carry Flag in SREG | H ← 0 | Н | 1 |
| MCU CONTROL | INSTRUCTIONS | | | | |
| NOP | | No Operation | | None | 1 |
| SLEEP | | Sleep | (see specific descr. for Sleep function) | None | 1 |
| WDR | | Watchdog Reset | (see specific descr. for WDR/timer) | None | 1 |
| BREAK | | Break | For On-Chip Debug Only | None | N/A |

Ordering Information

| Speed (MHz) | Power Supply | Ordering Code | Package | Operation Range |
|-------------|--------------|---|---------------------|-------------------------------|
| 8 | 2.7 - 5.5V | ATmega16L-8AC ATmega16L-8PC ATmega16L-8MC | 44A 40P6 44M1 | Commercial (0°C to 70°C) |
| | | ATmega16L-8AI ATmega16L-8PI ATmega16L-8MI | 44A 40P6 44M1 | Industrial (-40°C to 85°C) |
| 16 | 4.5 - 5.5V | ATmega16-16AC ATmega16-16PC ATmega16-16MC | 44A 40P6 44M1 | Commercial (0°C to 70°C) |
| | | ATmega16-16AI ATmega16-16PI ATmega16-16MI | 44A 40P6 44M1 | Industrial (-40°C to 85°C) |

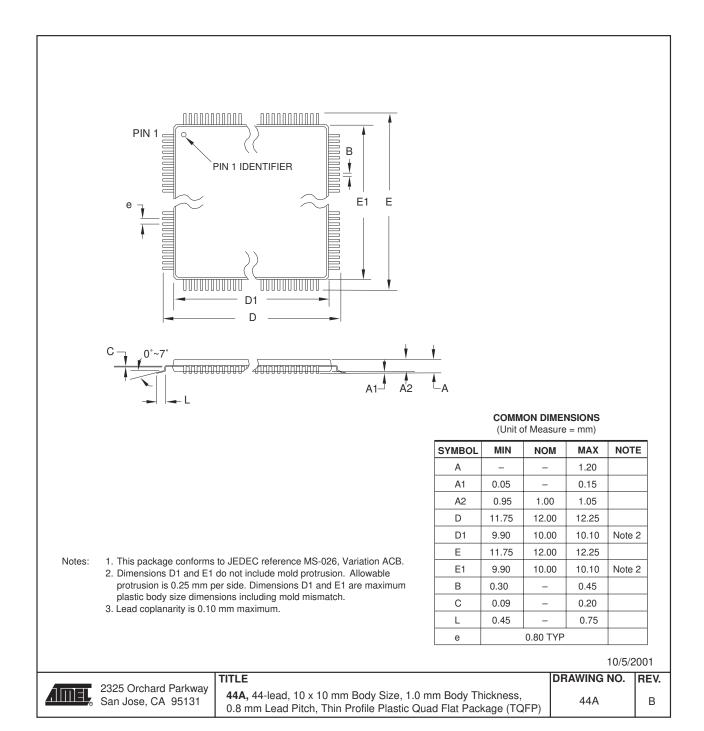
| Package Type | | | | | | | |
|--------------|---|--|--|--|--|--|--|
| 44 A | 44-lead, Thin (1.0 mm) Plastic Gull Wing Quad Flat Package (TQFP) | | | | | | |
| 40P6 | 40-pin, 0.600" Wide, Plastic Dual Inline Package (PDIP) | | | | | | |
| 44M1 | 44-pad, 7 x 7 x 1.0 mm body, lead pitch 0.50 mm, Micro Lead Frame Package (MLF) | | | | | | |



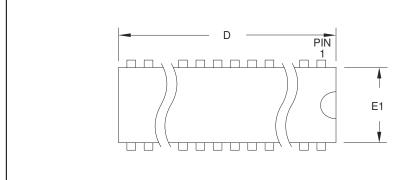


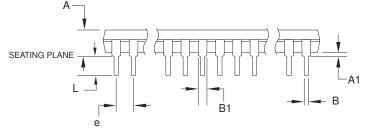
Packaging Information

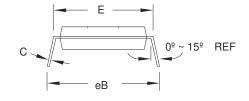
44A



40P6







Notes: 1

- 1. This package conforms to JEDEC reference MS-011, Variation AC.
- Dimensions D and E1 do not include mold Flash or Protrusion. Mold Flash or Protrusion shall not exceed 0.25 mm (0.010").

COMMON DIMENSIONS

(Unit of Measure = mm)

| MIN | NOM | MAX | NOTE |
|--------|--|---|---|
| _ | _ | 4.826 | |
| 0.381 | _ | - | |
| 52.070 | _ | 52.578 | Note 2 |
| 15.240 | _ | 15.875 | |
| 13.462 | _ | 13.970 | Note 2 |
| 0.356 | _ | 0.559 | |
| 1.041 | _ | 1.651 | |
| 3.048 | _ | 3.556 | |
| 0.203 | _ | 0.381 | |
| 15.494 | _ | 17.526 | |
| | | | |
| | - 0.381 52.070 15.240 13.462 0.356 1.041 3.048 0.203 15.494 | 0.381 - 52.070 - 15.240 - 13.462 - 0.356 - 1.041 - 3.048 - 0.203 - 15.494 - | - - 4.826 0.381 - - 52.070 - 52.578 15.240 - 15.875 13.462 - 13.970 0.356 - 0.559 1.041 - 1.651 3.048 - 3.556 0.203 - 0.381 |

09/28/01



2325 Orchard Parkway San Jose, CA 95131 **40P6**, 40-lead (0.600"/15.24 mm Wide) Plastic Dual Inline Package (PDIP)

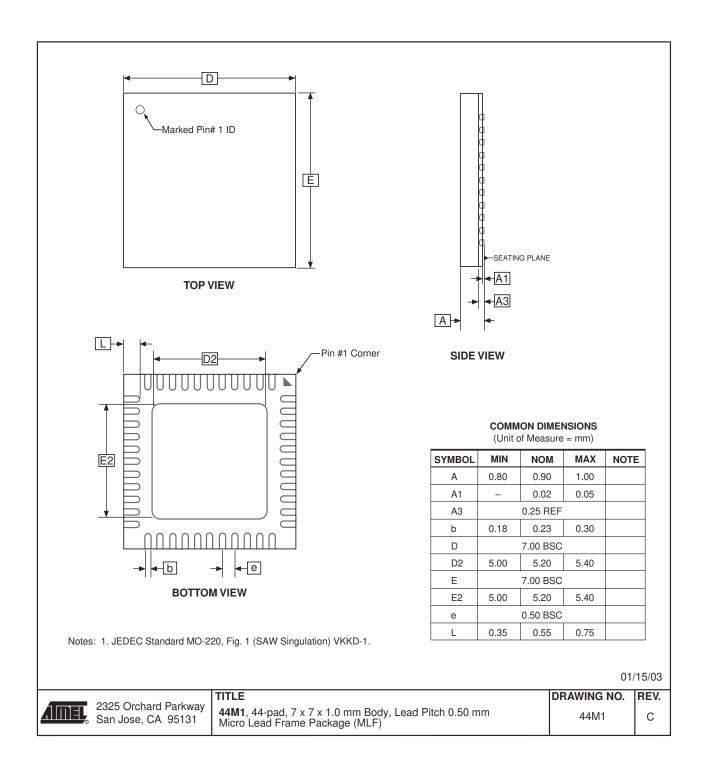
DRAWING NO. 40P6

. REV.





44M1



Errata

The revision letter in this section refers to the revision of the ATmega16 device.

ATmega16(L) Rev. I

· IDCODE masks data from TDI input

1. IDCODE masks data from TDI input

The JTAG instruction IDCODE is not working correctly. Data to succeeding devices are replaced by all-ones during Update-DR.

Problem Fix / Workaround

- If ATmega16 is the only device in the scan chain, the problem is not visible.
- Select the Device ID Register of the ATmega16 by issuing the IDCODE instruction or by entering the Test-Logic-Reset state of the TAP controller to read out the contents of its Device ID Register and possibly data from succeeding devices of the scan chain. Issue the BYPASS instruction to the ATmega16 while reading the Device ID Registers of preceding devices of the boundary scan chain.
- If the Device IDs of all devices in the boundary scan chain must be captured simultaneously, the ATmega16 must be the fist device in the chain.

ATmega16(L) Rev. H

IDCODE masks data from TDI input

1. IDCODE masks data from TDI input

The JTAG instruction IDCODE is not working correctly. Data to succeeding devices are replaced by all-ones during Update-DR.

Problem Fix / Workaround

- If ATmega16 is the only device in the scan chain, the problem is not visible.
- Select the Device ID Register of the ATmega16 by issuing the IDCODE instruction or by entering the Test-Logic-Reset state of the TAP controller to read out the contents of its Device ID Register and possibly data from succeeding devices of the scan chain. Issue the BYPASS instruction to the ATmega16 while reading the Device ID Registers of preceding devices of the boundary scan chain.
- If the Device IDs of all devices in the boundary scan chain must be captured simultaneously, the ATmega16 must be the fist device in the chain.

ATmega16(L) Rev. G

· IDCODE masks data from TDI input

1. IDCODE masks data from TDI input

The JTAG instruction IDCODE is not working correctly. Data to succeeding devices are replaced by all-ones during Update-DR.

Problem Fix / Workaround

- If ATmega16 is the only device in the scan chain, the problem is not visible.
- Select the Device ID Register of the ATmega16 by issuing the IDCODE instruction or by entering the Test-Logic-Reset state of the TAP controller to read out the contents of its Device ID Register and possibly data from succeeding devices of the scan chain. Issue the BYPASS instruction to the ATmega16 while reading the Device ID Registers of preceding devices of the boundary scan chain.





 If the Device IDs of all devices in the boundary scan chain must be captured simultaneously, the ATmega16 must be the fist device in the chain.

Datasheet Change Log for ATmega16

This section contains a log on the changes made to the datasheet for ATmega16.

Changes from Rev. 2466G-10/03 to Rev. 2466H-12/03

All page numbers refer to this document.

2466H-12/03

1. Updated "Calibrated Internal RC Oscillator" on page 27.

Changes from Rev. 2466F-02/03 to Rev. 2466G-10/03

All page numbers refer to this document.

- 1. Removed "Preliminary" from the datasheet.
- 2. Changed ICP to ICP1 in the datasheet.
- 3. Updated "JTAG Interface and On-chip Debug System" on page 34.
- 4. Updated assembly and C code examples in "Watchdog Timer Control Register WDTCR" on page 41.
- 5. Updated Figure 46 on page 101.
- 6. Updated Table 15 on page 36, Table 82 on page 215 and Table 115 on page 274.
- 7. Updated "Test Access Port TAP" on page 220 regarding JTAGEN.
- 8. Updated description for the JTD bit on page 229.
- 9. Added note 2 to Figure 126 on page 251.
- 10. Added a note regarding JTAGEN fuse to Table 105 on page 259.
- 11. Updated Absolute Maximum Ratings* and DC Characteristics in "Electrical Characteristics" on page 289.
- 12. Updated "ATmega16 Typical Characteristics" on page 297.
- 13. Fixed typo for 16 MHz MLF package in "Ordering Information" on page 11.
- 14. Added a proposal for solving problems regarding the JTAG instruction IDCODE in "Errata" on page 15.

Changes from Rev. 2466E-10/02 to Rev. 2466F-02/03

All page numbers refer to this document.

- 1. Added note about masking out unused bits when reading the Program Counter in "Stack Pointer" on page 10.
- 2. Added Chip Erase as a first step in "Programming the Flash" on page 286 and "Programming the EEPROM" on page 287.
- 3. Added the section "Unconnected pins" on page 53.





- 4. Added tips on how to disable the OCD system in "On-chip Debug System" on page 34.
- 5. Removed reference to the "Multi-purpose Oscillator" application note and "32 kHz Crystal Oscillator" application note, which do not exist.
- 6. Added information about PWM symmetry for Timer0 and Timer2.
- 7. Added note in "Filling the Temporary Buffer (Page Loading)" on page 252 about writing to the EEPROM during an SPM Page Load.
- 8. Removed ADHSM completely.
- 9. Added Table 73, "TWI Bit Rate Prescaler," on page 180 to describe the TWPS bits in the "TWI Status Register TWSR" on page 179.
- 10. Added section "Default Clock Source" on page 23.
- 11. Added note about frequency variation when using an external clock. Note added in "External Clock" on page 29. An extra row and a note added in Table 118 on page 291.
- 12. Various minor TWI corrections.
- 13. Added "Power Consumption" data in "Features" on page 1.
- 14. Added section "EEPROM Write During Power-down Sleep Mode" on page 20.
- 15. Added note about Differential Mode with Auto Triggering in "Prescaling and Conversion Timing" on page 205.
- 16. Added updated "Packaging Information" on page 12.

Changes from Rev. 2466D-09/02 to Rev. 2466E-10/02

All page numbers refer to this document.

1. Updated "DC Characteristics" on page 289.

Changes from Rev. 2466C-03/02 to Rev. 2466D-09/02

All page numbers refer to this document.

- 1. Changed all Flash write/erase cycles from 1,000 to 10,000.
- 2. Updated the following tables: Table 4 on page 24, Table 15 on page 36, Table 42 on page 83, Table 45 on page 110, Table 46 on page 110, Table 59 on page 141, Table 67 on page 165, Table 90 on page 233, Table 102 on page 257, "DC Characteristics" on page 289, Table 119 on page 291, Table 121 on page 293, and Table 122 on page 295.
- 3. Updated "Errata" on page 15.

Changes from Rev. 2466B-09/01 to Rev. 2466C-03/02

All page numbers refer to this document.

1. Updated typical EEPROM programming time, Table 1 on page 18.

2. Updated typical start-up time in the following tables:

Table 3 on page 23, Table 5 on page 25, Table 6 on page 26, Table 8 on page 27, Table 9 on page 27, and Table 10 on page 28.

- 3. Updated Table 17 on page 41 with typical WDT Time-out.
- 4. Added Some Preliminary Test Limits and Characterization Data.

Removed some of the TBD's in the following tables and pages:

Table 15 on page 36, Table 16 on page 40, Table 116 on page 272 (table removed in document review #D), "Electrical Characteristics" on page 289, Table 119 on page 291, Table 121 on page 293, and Table 122 on page 295.

5. Updated TWI Chapter.

Added the note at the end of the "Bit Rate Generator Unit" on page 176.

- 6. Corrected description of ADSC bit in "ADC Control and Status Register A ADCSRA" on page 217.
- 7. Improved description on how to do a polarity check of the ADC doff results in "ADC Conversion Result" on page 214.
- 8. Added JTAG version number for rev. H in Table 87 on page 227.
- 9. Added not regarding OCDEN Fuse below Table 105 on page 259.
- 10. Updated Programming Figures:

Figure 127 on page 261 and Figure 136 on page 272 are updated to also reflect that AVCC must be connected during Programming mode. Figure 131 on page 268 added to illustrate how to program the fuses.

- 11. Added a note regarding usage of the "PROG_PAGELOAD (\$6)" on page 278 and "PROG_PAGEREAD (\$7)" on page 278.
- 12. Removed alternative algorithm for leaving JTAG Programming mode.

See "Leaving Programming Mode" on page 286.

- 13. Added Calibrated RC Oscillator characterization curves in section "ATmega16 Typical Characteristics" on page 297.
- 14. Corrected ordering code for MLF package (16MHz) in "Ordering Information" on page 11.
- 15. Corrected Table 90, "Scan Signals for the Oscillators⁽¹⁾⁽²⁾⁽³⁾," on page 233.





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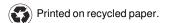
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