

Choosing an Atmel AVR

➤ <http://www.atmel.com/AVR>

➤ Footprint

- DIP
- SOIC/ SSOP/TQFP
- MLF/BGA

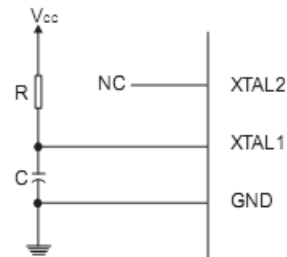
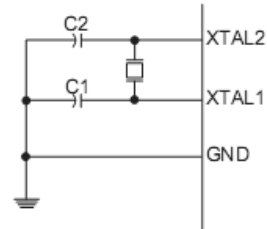
CLOCK

➤ External Crystal/Ceramic Resonator

➤ External Low-frequency Crystal -
32.768 kHz watch crystal

➤ External RC Oscillator –

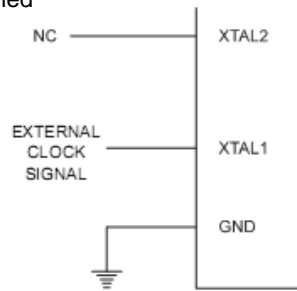
- CKOPT fuse –
sets internal 36pF bw xtal1 and Gnd
- $f = 1/(3RC)$



CLOCK

- Calibrated Internal RC Oscillator
 - Fixed 1.0, 2.0, 4.0, or 8.0 MHz clock
 - CKOPT Fuse should always be un-programmed

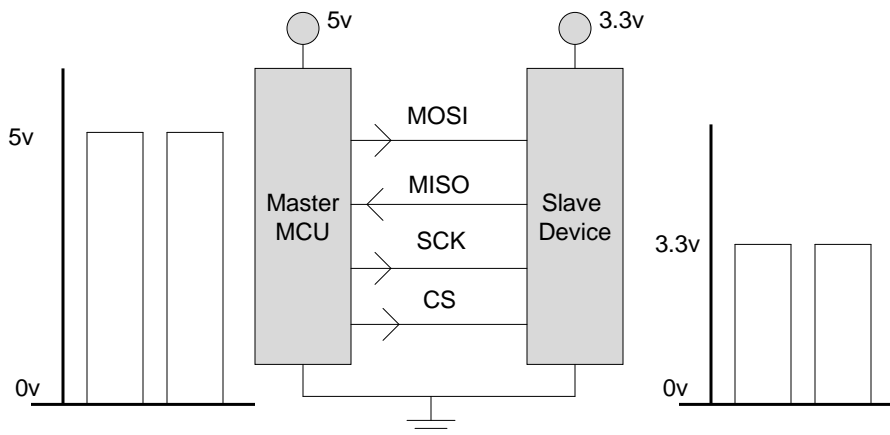
- External Clock - EASY
 - CKOPT fuse –
 - sets internal 36pF bw xtal1 and Gnd
 - Be careful about voltage of Oscillator – 3.3v / 5v

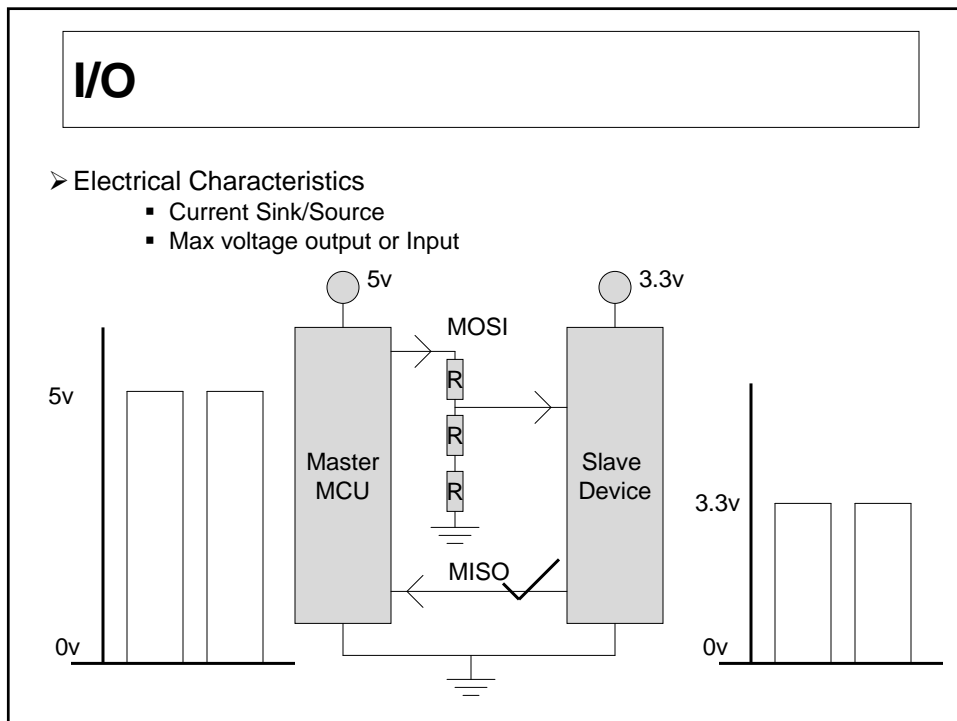
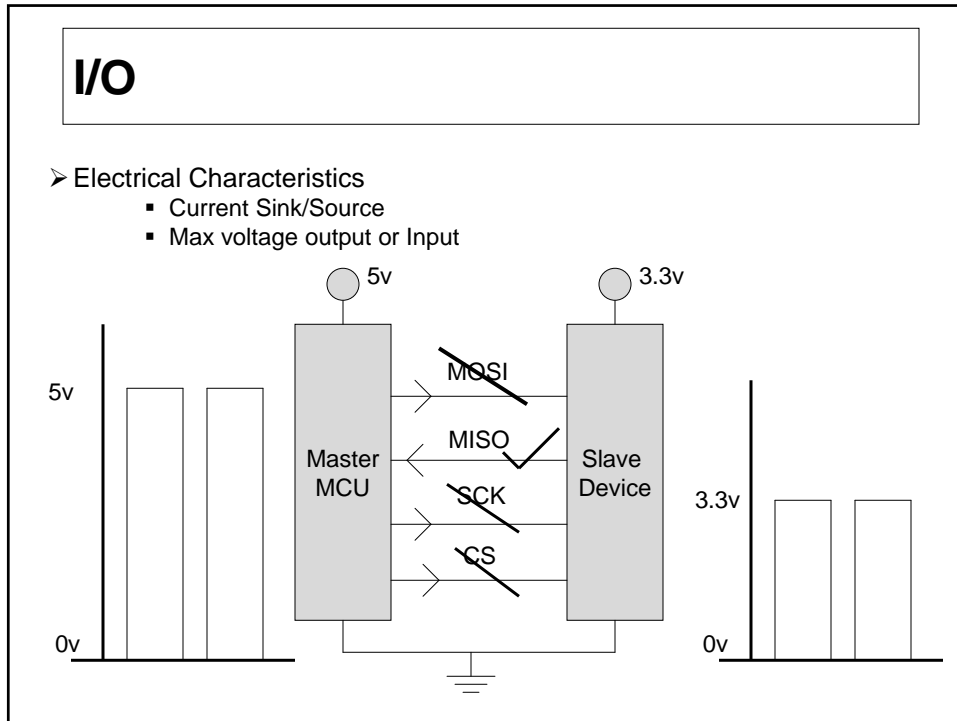


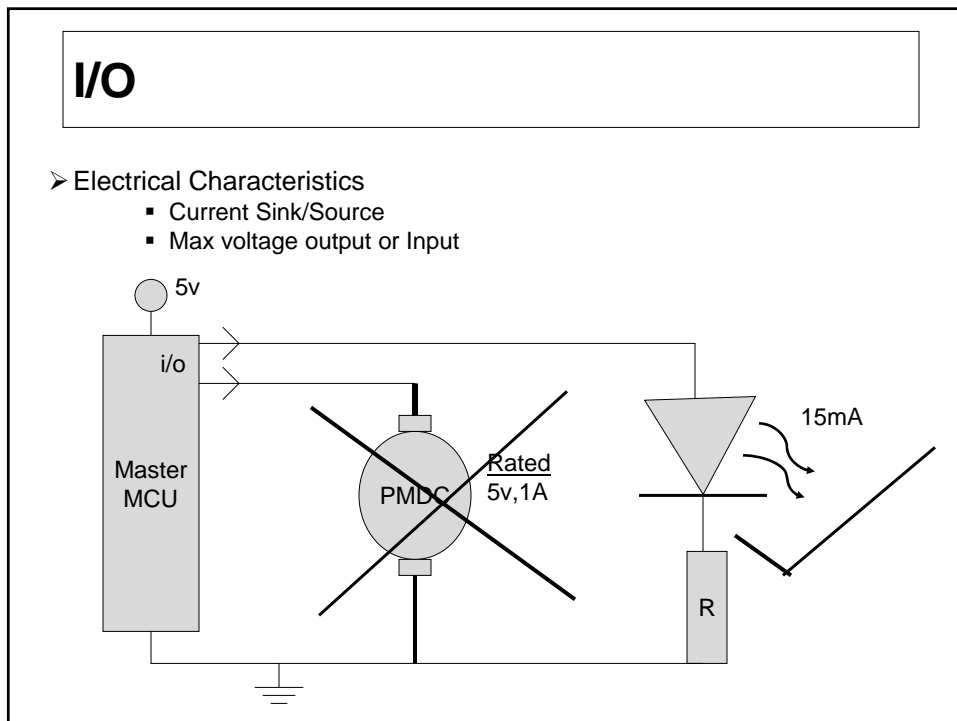
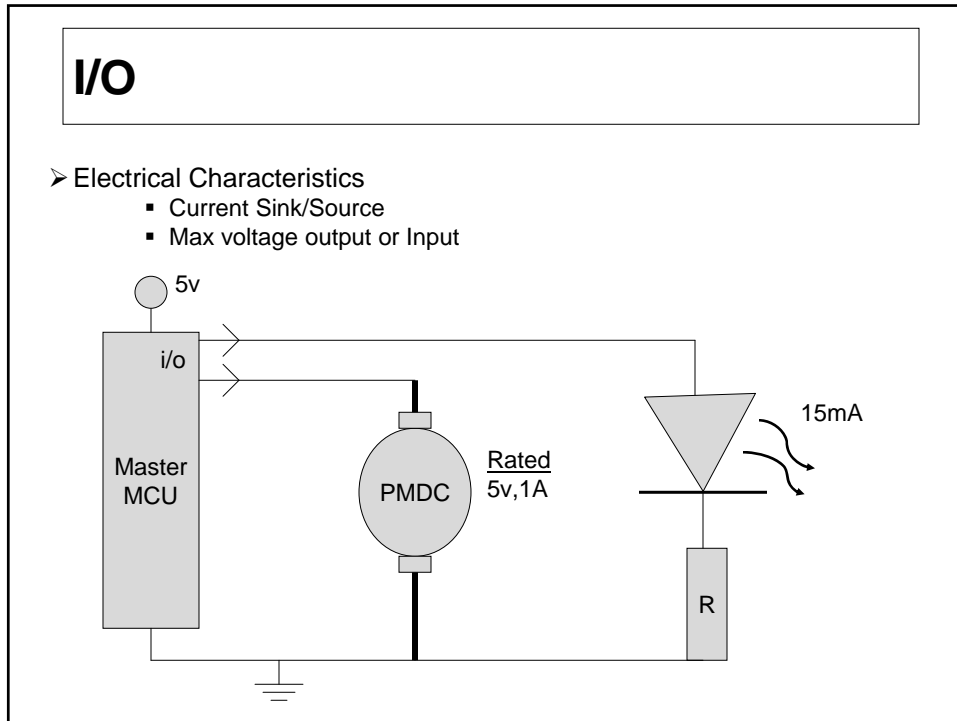
- Real Time Clock
 - Timer/Counter Oscillator pins (TOSC1 and TOSC2)
 - Optimized for use with a 32.768 kHz watch crystal

I/O

- Electrical Characteristics
 - Current Sink/Source
 - Max voltage output or Input







I/O

➤ **Electrical Characteristics**

- Current Sink/Source
- Max voltage output or Input

NPN BJT

P-channel MOSFET

PNP BJT

N-channel MOSFET

I/O

➤ **OUTPUT PIN**

- DDRX – bit needs to be set (1)
- PORTX – 1 for HIGH and 0 for LOW

➤ **INPUT PIN**

- DDRX – bit needs to be cleared (0)
- PORTX – 1 enables pull up Resistor (can source current)
 - 0 disables pull up Resistor (Hi-Z)
- PINX – Read the logic level of voltage on the pin applied externally
 - 1 - pin has been turned HIGH externally
 - 0 – pin has been turned LOW externally

I/O

➤ set one or more bits in a Register

```
#define LCD_DATA_DDR      DDRC
#define LCD_DATA_PORT    PORTC
#define LCD_DATA_PIN     PINC
#define LCD_Data_Pin7    7
#define LCD_Data_Pin6    6
#define LCD_Data_Pin5    5
#define LCD_Data_Pin4    4
```

Inside function use this →

```
LCD_DATA_DDR |=
(_BV(LCD_Data_Pin7)|_BV(LCD_Data_Pin6)|_BV(LCD_Data_Pin5)|_BV(LCD_Data_Pin4));
////////////////////////////////////////////////////////////////
```

```
DDRC = 0b11110000;
```

```
////////////////////////////////////////////////////////////////
```

```
DDRC = 0xF0;
```

I/O

➤ clear one or more bits in a Register

```
#define ADC_DATA_DDR      DDRF
#define ADC_DATA_PORT    PORTF
#define ADC_Data_Pin0    0
#define ADC_Data_Pin1    1
```

Inside function use this →

```
ADC_DATA_DDR &= ~(_BV(ADC_Data_Pin0)|_BV(ADC_Data_Pin1));
////////////////////////////////////////////////////////////////
```

```
DDRF = 0b00111111;
```

```
////////////////////////////////////////////////////////////////
```

```
DDRC = 0x3F;
```

I/O

➤ check a bit in a Register

```
#define LCD_DATA_DDR      DDRC
#define LCD_DATA_PORT    PORTC
#define LCD_DATA_PIN     PINC
#define LCD_Data_Pin7    7
```

Inside function use this →

```
while((LCD_DATA_PIN & _BV(LCD_Data_Pin7)) >> (LCD_Data_Pin7))
{
}
}
```

OR use

```
if ((LCD_DATA_PIN & _BV(LCD_Data_Pin7)) >> (LCD_Data_Pin7))
{
}
}
```

ADC

- 10 bit resolution
- Maximum value represents the voltage on the AREF pin
- Aref = External voltage or AVCC or 2.56v
- Ex – If 0 to 5v == 0 to 1023
 - Smallest measurable voltage = 4.88mV
- 8 Multiplexed Single Ended Input Channels
- 7 Differential Input Channels
- Free Running or Single Conversion Mode
- ADC Conversion Complete Indicator for Single Conversion Mode
- ADC Prescaler sets the Sampling Rate(50kHz - 200kHz)
- First AD conversion is generally erratic

ADC

ADCSRA:

ADEN Enables ADC
ADSC Starts conversion(s)
ADIF Conversion complete (an interrupt flag)
ADPS2:0 Divides the clock

ADMUX: A big multiplexer. Tells you which pin you want to do a conversion on. Also lets you select voltage reference.

```
analogLow = ADCL; // read ACD low register  
analogHigh = ADCH; // read ACD high register  
analog8bit = ((analogHigh << 6) | (analogLow >> 2));
```

Analog Comparator

- Works like any Comparator
- Compares Ain0 (+ve) and Ain1 (-ve)
- Ain0 Voltage > Ain1 Voltage → the Analog Comparator Output, ACO, is set.
- Can Trigger an Interrupt – Toggle OR RISING Edge or Falling Edge

Interrupt

- Breaks out from normal Flow of control to respond to an Interrupt Call
- sei();
- cli();
- #include <avr/interrupt.h>
- Example:- ISR(USART1_RX_vect)
- Types – External Interrupts, ADC complete, etc.
- External Interrupts – Toggle OR Rising Edge OR Falling Edge
- Very Powerful
- Better not to have Multiple Interrupts

Serial Communication

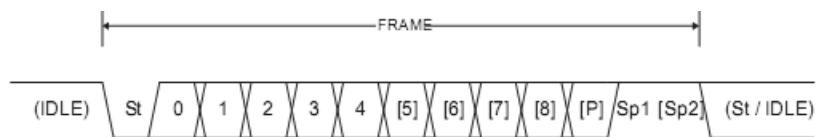
- USART
- SPI
- TWI or I²C

- Asynchronous (No CLK) Serial Transmission
-vs-
Synchronous (NEEDS CLK SIGNAL) Serial Transmission

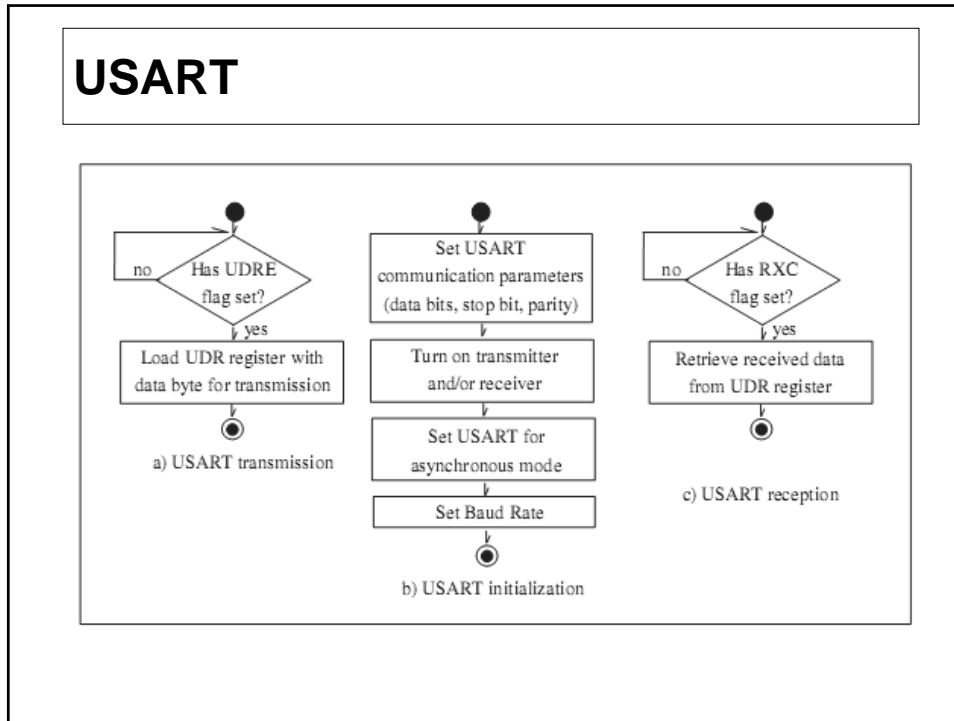
USART

- BAUD RATE
 - FULL DUPLEX
 - Async or Sync operation
 - 5,6,7,8 or 9 data bits – LSB first
 - 1 or 2 stop bits
 - Even, Odd or No Parity – counts number of 1s
 - TTL Logic Levels
 - Interrupts or polling of status registers
 - To Receive more than 1 byte == flush the data buffer (UDR) as soon as data comes in to avoid over write.
- =====
- RS232 operates on +12v to -12V – GOOD for LONG Distance Communication
 - MAX232 – RS232 Transceiver
- =====
- FTDI – FT232RL- converts USB to TTL Serial

USART



Operating Mode	Equation for Calculating Baud Rate ⁽¹⁾	Equation for Calculating UBRR Value
Asynchronous Normal Mode (U2X = 0)	$BAUD = \frac{f_{osc}}{16(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{16BAUD} - 1$
Asynchronous Double Speed Mode (U2X = 1)	$BAUD = \frac{f_{osc}}{8(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{8BAUD} - 1$
Synchronous Master Mode	$BAUD = \frac{f_{osc}}{2(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{2BAUD} - 1$



USART

```

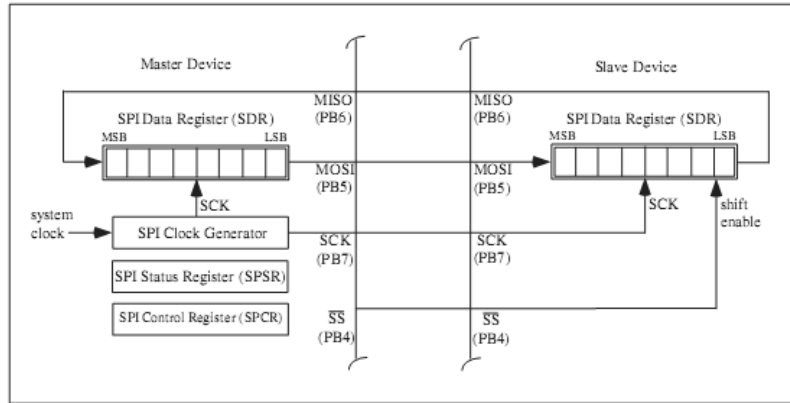
void UART1_Init( unsigned int UBRR1 )
{
    // UBRR = (F_CPU / (16 * BAUDRATE)) - 1

    /* Set the baud rate */
    UBRR1H = (unsigned char) (UBRR1>>8);
    UBRR1L = (unsigned char) UBRR1;

    UCSR0A = 0b00000000 ;
    // RXC0 = 0; TXC0 = 0; UDRE0 = 0 ; FE0 = 0 ; DOR0 = 0;
    // UPE0= 0; U2X0 = 0 (dont need double speed UART) ; MPCM0 = 0
    UCSR0B = 0b00011000 ;
    // bit 7 : RXCIE0 = 0 (RX complete interrupt enable)
    // bit 6 : TXCIE0 = 0 (TX complete interrupt enable)
    // bit 5 : UDRIE0 = 0 UART data register empty interrupt enable
    // bit 4 : RXEN0 = 1 RX enable
    // bit 3 : TXEN0 = 1 TX enable
    // bit 2 : UCSZ02 = 0 (8 data bits - see initialization values of UCSZ00 and UCSZ01)
    // bit 1 : Dont Care
    // bit 0 : Dont Care
    UCSR0C = 0b00000110;
    // bit 7 : Dont care
    // bit 6 : UMSEL0 = 0 (Asynchronous Operation)
    // bit 5 and 4 : UPM01 and UPM00 = 00 (no Parity bit)
    // bit 3 : USBS0 = 0 (1 stop bit)
    // bit 2 and 1 : UCSZ01 and UCSZ00 = 11 (8 data bits - UCSZ02 was initialized to 0)
    // bit 0 : dont care
}
  
```

SPI

- Synchronous – needs a CLK signal
- Master generates the CLK signal



SPI

- 8 bit transmit or Receive at a time.

SPI Control Register - SPCR

SPIE	SPE	DORD	MSTR	CPOL	CPHA	SPR1	SPR0
7							0

SPI Status Register - SPSR

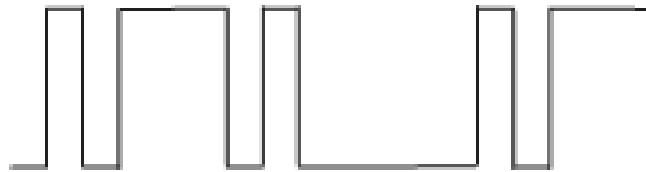
SPIF	WCOL	---	---	---	---	---	SPI2X
7							0

SPI Data Register - SPDR

MSB							LSB
7							0

TIMER

- Input Capture---Measuring External Timing Event
- Counting Events
- Output Compare -- Generating Timing Signals to Interface External Devices – e.g., PWM for motor drivers, SERVOS.



TIMER

Timer 0	Timer 1	Timer 2
- 8-bit timer/counter	- 16-bit timer/counter	- 8-bit timer/counter
- 10-bit clock prescaler	- 10-bit clock prescaler	- 10-bit clock prescaler
- Functions:	- Functions:	- Functions:
- Pulse width modulation	- Pulse width modulation	- Pulse width modulation
- Frequency generation	- Frequency generation	- Frequency generation
- Event counter	- Event counter	- Event counter
- Output compare	- Output compare – 2 ch	- Output compare
- Modes of operation:	- Input capture	- Modes of operation:
- Normal	- Modes of operation:	- Normal
- Clear timer on compare match (CTC)	- Normal	- Clear timer on compare match (CTC)
- Fast PWM	- Clear timer on compare match (CTC)	- Fast PWM
- Phase correct PWM	- Fast PWM	- Phase correct PWM
	- Phase correct PWM	

AVRLIB

- AVR-LIBC: Detailed descriptions of library files. Really useful!
<http://www.gnu.org/savannah-checkouts/non-gnu/avr-libc/user-manual/modules.html>

ICSP

Symbol	Pins	I/O	Description
MOSI	PB5	I	Serial Data in
MISO	PB6	O	Serial Data out
SCK	PB7	I	Serial Clock

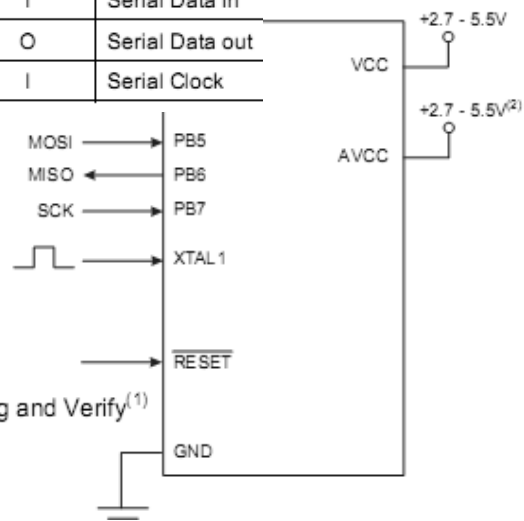


Figure 136. SPI Serial Programming and Verify⁽¹⁾