Features

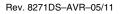
- High Performance, Low Power Atmel®AVR® 8-Bit Microcontroller
- Advanced RISC Architecture
 - 131 Powerful Instructions Most Single Clock Cycle Execution
 - 32 x 8 General Purpose Working Registers
 - Fully Static Operation
 - Up to 20 MIPS Throughput at 20MHz
 - On-chip 2-cycle Multiplier
- High Endurance Non-volatile Memory Segments
 - 4/8/16/32KBytes of In-System Self-Programmable Flash program memory
 - 256/512/512/1KBytes EEPROM
 - 512/1K/1K/2KBytes Internal SRAM
 - Write/Erase Cycles: 10,000 Flash/100,000 EEPROM
 - Data retention: 20 years at 85°C/100 years at 25°C⁽¹⁾
 - Optional Boot Code Section with Independent Lock Bits In-System Programming by On-chip Boot Program True Read-While-Write Operation
 - Programming Lock for Software Security
- Atmel[®] QTouch[®] library support
 - Capacitive touch buttons, sliders and wheels
 - QTouch and QMatrix[®] acquisition
 - Up to 64 sense channels
- · Peripheral Features
 - Two 8-bit Timer/Counters with Separate Prescaler and Compare Mode
 - One 16-bit Timer/Counter with Separate Prescaler, Compare Mode, and Capture Mode
 - Real Time Counter with Separate Oscillator
 - Six PWM Channels
 - 8-channel 10-bit ADC in TQFP and QFN/MLF package
 - Temperature Measurement
 - 6-channel 10-bit ADC in PDIP Package
 - Temperature Measurement
 - Programmable Serial USART
 - Master/Slave SPI Serial Interface
 - Byte-oriented 2-wire Serial Interface (Philips I²C compatible)
 - Programmable Watchdog Timer with Separate On-chip Oscillator
 - On-chip Analog Comparator
 - Interrupt and Wake-up on Pin Change
- Special Microcontroller Features
 - Power-on Reset and Programmable Brown-out Detection
 - Internal Calibrated 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
 - 23 Programmable I/O Lines
 - 28-pin PDIP, 32-lead TQFP, 28-pad QFN/MLF and 32-pad QFN/MLF
- Operating Voltage:
 - 1.8 5.5V
- Temperature Range:
 - -40°C to 85°C
- Speed Grade:
 - 0 4MHz@1.8 5.5V, 0 10MHz@2.7 5.5.V, 0 20MHz @ 4.5 5.5V
- Power Consumption at 1MHz, 1.8V, 25°C
 - Active Mode: 0.2mA
 - Power-down Mode: 0.1µA
 - Power-save Mode: 0.75µA (Including 32kHz RTC)



8-bit Atmel
Microcontroller
with 4/8/16/32K
Bytes In-System
Programmable
Flash

ATmega48A
ATmega48PA
ATmega88PA
ATmega168A
ATmega168PA
ATmega328
ATmega328P

Summary





1. Pin Configurations

Figure 1-1. Pinout ATmega48A/PA/88A/PA/168A/PA/328/P

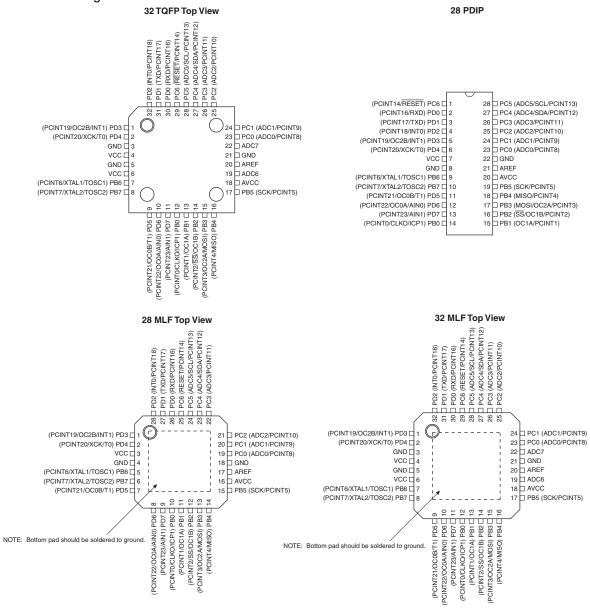


Table 1-1. 32UFBGA - Pinout ATmega48A/48PA/88A/88PA/168A/168PA

	1	2	3	4	5	6
Α	PD2	PD1	PC6	PC4	PC2	PC1
В	PD3	PD4	PD0	PC5	PC3	PC0
С	GND	GND			ADC7	GND
D	VDD	VDD			AREF	ADC6
E	PB6	PD6	PB0	PB2	AVDD	PB5
F	PB7	PD5	PD7	PB1	PB3	PB4



1.1 Pin Descriptions

1.1.1 VCC

Digital supply voltage.

1.1.2 GND

Ground.

1.1.3 Port B (PB7:0) XTAL1/XTAL2/TOSC1/TOSC2

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.

Depending on the clock selection fuse settings, PB6 can be used as input to the inverting Oscillator amplifier and input to the internal clock operating circuit.

Depending on the clock selection fuse settings, PB7 can be used as output from the inverting Oscillator amplifier.

If the Internal Calibrated RC Oscillator is used as chip clock source, PB7...6 is used as TOSC2...1 input for the Asynchronous Timer/Counter2 if the AS2 bit in ASSR is set.

The various special features of Port B are elaborated in "Alternate Functions of Port B" on page 84 and "System Clock and Clock Options" on page 27.

1.1.4 Port C (PC5:0)

Port C is a 7-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The PC5...0 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.

1.1.5 PC6/RESET

If the RSTDISBL Fuse is programmed, PC6 is used as an I/O pin. Note that the electrical characteristics of PC6 differ from those of the other pins of Port C.

If the RSTDISBL Fuse is unprogrammed, PC6 is used as a 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 29-12 on page 324. Shorter pulses are not guaranteed to generate a Reset.

The various special features of Port C are elaborated in "Alternate Functions of Port C" on page 87.

1.1.6 Port D (PD7:0)

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.



The various special features of Port D are elaborated in "Alternate Functions of Port D" on page 90.

1.1.7 AV_{CC}

 AV_{CC} is the supply voltage pin for the A/D Converter, PC3:0, and ADC7:6. It should be externally connected to V_{CC} , even if the ADC is not used. If the ADC is used, it should be connected to V_{CC} through a low-pass filter. Note that PC6...4 use digital supply voltage, V_{CC} .

1.1.8 AREF

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

1.1.9 ADC7:6 (TQFP and QFN/MLF Package Only)

In the TQFP and QFN/MLF package, ADC7:6 serve as analog inputs to the A/D converter. These pins are powered from the analog supply and serve as 10-bit ADC channels.

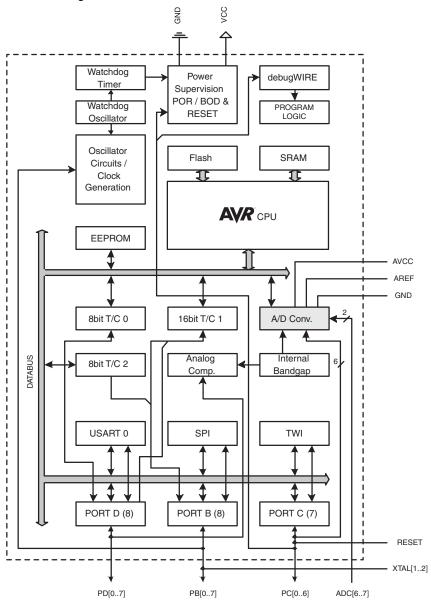


2. Overview

The ATmega48A/PA/88A/PA/168A/PA/328/P 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 ATmega48A/PA/88A/PA/168A/PA/328/P achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

2.1 Block Diagram

Figure 2-1. 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 ATmega48A/PA/88A/PA/168A/PA/328/P provides the following features: 4K/8Kbytes of In-System Programmable Flash with Read-While-Write capabilities, 256/512/512/1Kbytes EEPROM, 512/1K/1K/2Kbytes SRAM, 23 general purpose I/O lines, 32 general purpose working registers, three flexible Timer/Counters with compare modes, internal and external interrupts, a serial programmable USART, a byte-oriented 2-wire Serial Interface, an SPI serial port, a 6-channel 10-bit ADC (8 channels in TQFP and QFN/MLF packages), a programmable Watchdog Timer with internal Oscillator, and five software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, USART, 2-wire Serial Interface, SPI port, and interrupt system to continue functioning. The Power-down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next interrupt or hardware reset. In Power-save mode, the asynchronous timer continues to run, allowing the user to maintain a timer base while the rest of the device is sleeping. The ADC Noise Reduction mode stops the CPU and all I/O modules except asynchronous timer and ADC, to minimize switching noise during ADC conversions. In Standby mode, the crystal/resonator Oscillator is running while the rest of the device is sleeping. This allows very fast start-up combined with low power consumption.

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

The device is manufactured using Atmel's high density non-volatile memory technology. The On-chip ISP Flash allows the program memory to be reprogrammed In-System through an SPI serial interface, by a conventional non-volatile 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 ATmega48A/PA/88A/PA/168A/PA/328/P is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The ATmega48A/PA/88A/PA/168A/PA/328/P AVR is supported with a full suite of program and system development tools including: C Compilers, Macro Assemblers, Program Debugger/Simulators, In-Circuit Emulators, and Evaluation kits.

2.2 Comparison Between Processors

The ATmega48A/PA/88A/PA/168A/PA/328/P differ only in memory sizes, boot loader support, and interrupt vector sizes. Table 2-1 summarizes the different memory and interrupt vector sizes for the devices.

Table 2-1. Memory Size Summary

Device	Flash	EEPROM	RAM	Interrupt Vector Size
ATmega48A	4KBytes	256Bytes	512Bytes	1 instruction word/vector
ATmega48PA	4KBytes	256Bytes	512Bytes	1 instruction word/vector
ATmega88A	8KBytes	512Bytes	1KBytes	1 instruction word/vector



 Table 2-1.
 Memory Size Summary (Continued)

Device	Flash	EEPROM	RAM	Interrupt Vector Size
ATmega88PA	8KBytes	512Bytes	1KBytes	1 instruction word/vector
ATmega168A	16KBytes	512Bytes	1KBytes	2 instruction words/vector
ATmega168PA	16KBytes	512Bytes	1KBytes	2 instruction words/vector
ATmega328	32KBytes	1KBytes	2KBytes	2 instruction words/vector
ATmega328P	32KBytes	1KBytes	2KBytes	2 instruction words/vector

ATmega48A/PA/88A/PA/168A/PA/328/P support a real Read-While-Write Self-Programming mechanism. There is a separate Boot Loader Section, and the SPM instruction can only execute from there. In ATmega 48A/48PA there is no Read-While-Write support and no separate Boot Loader Section. The SPM instruction can execute from the entire Flash.



3. Resources

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

4. Data Retention

Reliability Qualification results show that the projected data retention failure rate is much less than 1 PPM over 20 years at 85°C or 100 years at 25°C.

5. About Code Examples

This documentation contains simple code examples that briefly show how to use various parts of the device. These code examples assume that the part specific header file is included before compilation. Be aware that not all C compiler vendors include bit definitions in the header files and interrupt handling in C is compiler dependent. Please confirm with the C compiler documentation for more details.

For I/O Registers located in extended I/O map, "IN", "OUT", "SBIS", "SBIC", "CBI", and "SBI" instructions must be replaced with instructions that allow access to extended I/O. Typically "LDS" and "STS" combined with "SBRS", "SBRC", "SBR", and "CBR".

6. Capacitive Touch Sensing

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

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

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



7. Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0xFF)	Reserved	_	_	-	_	_	_	-	_	
(0xFE)	Reserved	_	_	_	_	_	_	_	_	
(0xFD)	Reserved	_	_	_	_	_	_	_	_	
(0xFC)	Reserved	_	-	-	_	-	_	-	_	
(0xFB)	Reserved	_	-	-	-	-	-	_	-	
(0xFA)	Reserved	_	-	-	_	-	_	-	_	
(0xF9)	Reserved	_	-	-	_	-	_	_	_	
(0xF8)	Reserved	-	-	-	-	-	-	=	-	
(0xF7)	Reserved	_	-	-	_	-	-	-	_	
(0xF6)	Reserved	-	-	-	-	-	-	-	-	
(0xF5)	Reserved	-	-	-	-	-	-	-	-	
(0xF4)	Reserved	_	-	-	-	-	_		-	
(0xF3)	Reserved	-	-	-	_	-	-	-	_	
(0xF2)	Reserved	_	_	_	-	_	_	_	-	
(0xF1)	Reserved	_	-	-	-	-	_	-	-	
(0xF0)	Reserved	_	-	-	_	-	_	_	_	
(0xEF)	Reserved	_	_	-	_	_	_	_	_	
(0xEE) (0xED)	Reserved Reserved	_	_	_	_	_	-	-	_	
(0xED)	Reserved	_		_		_	_			
(0xEC)	Reserved	_								
(0xEA)	Reserved	_	_	_	_	_	_	_	_	
(0xE9)	Reserved	_	_	_	_	_	_	_	_	
(0xE8)	Reserved	_	_	_	_	_	_	_	_	
(0xE7)	Reserved	_	-	-	_	-	_	-	_	
(0xE6)	Reserved	_	-	-	-	-	-	_	-	
(0xE5)	Reserved	-	-	-	-	-	_	-	-	
(0xE4)	Reserved	-	-		-	-		-	-	
(0xE3)	Reserved	-	-	-	-	-	-	=	-	
(0xE2)	Reserved	_	-	-	_	-	-	-	_	
(0xE1)	Reserved	-	-	-	-	-	-	-	-	
(0xE0)	Reserved	-	-	-	-	-	-	-	-	
(0xDF)	Reserved	_	-	-	-	-	-	_	-	
(0xDE)	Reserved	-	-	-	_	-	-	-	_	
(0xDD)	Reserved	-	-	-	-	-	-	=	-	
(0xDC)	Reserved	_	_	_	_	_	_	_	_	
(0xDB)	Reserved	_	_	_	-	_	_		_	
(0xDA) (0xD9)	Reserved Reserved	_					_			
(0xD9) (0xD8)	Reserved	_	_	_		_	_	_		
(0xD8)	Reserved	_	_	_		_	_			
(0xD6)	Reserved	_	_	_	_	_	_	_	_	
(0xD5)	Reserved	_	_	_	_	_	_	_	_	
(0xD4)	Reserved	_	_	_	_	_	_	_	_	
(0xD3)	Reserved	_	_	-	-	-	_	-	-	
(0xD2)	Reserved	-	-	-	-	-	-	-	-	
(0xD1)	Reserved	-	-	-	-	-	-	-	-	
(0xD0)	Reserved	-	-	-	-	-	_	-	-	
(0xCF)	Reserved	=	-	-	-	-	-	-	-	
(0xCE)	Reserved	-	-	-	-	-	-	-	-	
(0xCD)	Reserved	-	-	-	-	-	-	-	-	
(0xCC)	Reserved	-	-	-	-	-	-	-	-	
(0xCB)	Reserved	-	-	-	-	_	_	_	-	
(0xCA)	Reserved	-	-	-	-	-	-	-	-	
(0xC9)	Reserved	-	-	-	_	_	_	_	-	-
(0xC8)	Reserved	_	-	-	-	-	-	_	-	
(0xC7)	Reserved	-	_	-	- LICADT I/O	Data Danistan	-	-	_	00.1
(0xC6)	UDR0				USART I/O	Data Register	LICADED :=	lata Darrieti III I		201
(0xC5)	UBRR0H				LICART David D	oto Pogistar I		ate Register High	l	205
(0xC4)	UBRR0L Posonyod	_	_	-	USART Baud R	ate Register Low _	_	-	-	205
(0xC3) (0xC2)	Reserved UCSR0C	UMSEL01	UMSEL00	UPM01	UPM00	USBS0	UCSZ01 /UDORD0	UCSZ00 / UCPHA0	UCPOL0	203/214
(0xC2) (0xC1)	UCSR0B	RXCIE0	TXCIE0	UDRIE0	RXEN0	TXEN0	UCSZ01/0DORD0	RXB80	TXB80	203/214
(0xC1)	UCSR0A	RXC0	TXC0	UDRE0	FE0	DOR0	UPE0	U2X0	MPCM0	202
(UACU)	UUUINUM	HAQU	1700	UDITEU	I LU	DONU	UFLU	ULAU	IVIT CIVIU	201



		1	1			I				_
Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0xBF)	Reserved	-	-	-	-	_	-	_	-	
(0xBE)	Reserved	- TIM/ANAC	- T)4/44/45	- TMANA	- TMANO	- TMANAO		- TIMANAO	-	040
(0xBD)	TWAMR	TWAM6	TWAM5	TWAM4	TWAM3	TWAM2 TWWC	TWAM1	TWAM0		246
(0xBC)	TWCR	TWINT	TWEA	TWSTA	TWSTO		TWEN	-	TWIE	243
(0xBB) (0xBA)	TWAR	TWA6	TWA5	TWA4	2-wire Serial Inter	TWA2	TWA1	TWA0	TWGCE	245 246
(0xB9)	TWSR	TWS7	TWS6	TWS5	TWS4	TWS3		TWPS1	TWPS0	245
(0xB8)	TWBR	1007	14400		2-wire Serial Interfa			IWIOI	1771 00	243
(0xB7)	Reserved	_		_	–	–	_	_	_	2-10
(0xB6)	ASSR	-	EXCLK	AS2	TCN2UB	OCR2AUB	OCR2BUB	TCR2AUB	TCR2BUB	166
(0xB5)	Reserved	-	-	_	_	_	_	_	_	
(0xB4)	OCR2B			Tir	mer/Counter2 Outpo	ut Compare Regis	ster B	•		164
(0xB3)	OCR2A			Tir	mer/Counter2 Outp	ut Compare Regi	ster A			164
(0xB2)	TCNT2				Timer/Cou	nter2 (8-bit)				164
(0xB1)	TCCR2B	FOC2A	FOC2B	-	-	WGM22	CS22	CS21	CS20	163
(0xB0)	TCCR2A	COM2A1	COM2A0	COM2B1	COM2B0	-	-	WGM21	WGM20	160
(0xAF)	Reserved	-	-	-	-	-	-	_	-	
(0xAE)	Reserved	-	-	-	_	_	-	-	-	
(0xAD)	Reserved	-	-	-	-	_	-	_	-	
(0xAC)	Reserved	-	-	-	-	_	_	_	-	
(0xAB)	Reserved	-	-	-	_	_	_	_	_	
(0xAA)	Reserved	-	-	-	_	_	_	_	_	
(0xA9)	Reserved	-	-	-	_	_	_	_	-	
(0xA8)	Reserved	-	_	_	_	_	_	_	_	
(0xA7)	Reserved			_	_					
(0xA6) (0xA5)	Reserved Reserved	-	-	_	_	-	_	_	-	
(0xA4)	Reserved	_	_	_	_	_	_	_	_	
(0xA3)	Reserved	_	_	_	_	_	_	_	_	
(0xA2)	Reserved	_	_	_	_	_	_	_	_	
(0xA1)	Reserved	_	_	_	_	_	_	_	_	
(0xA0)	Reserved	_	_	_	_	_	_	_	_	
(0x9F)	Reserved	-	-	-	_	_	_	_	_	
(0x9E)	Reserved	_	_	_	_	_	_	_	_	
(0x9D)	Reserved	-	-	_	_	_	_	_	_	
(0x9C)	Reserved	-	-	-	=	=	_	_	-	
(0x9B)	Reserved	-	_	_	-	_	_	_	_	
(0x9A)	Reserved	-	-	-	-	-	-	-	-	
(0x99)	Reserved	-	-	-	-	-	-	-	-	
(0x98)	Reserved	-	-	-	-	-	-	_	-	
(0x97)	Reserved	_	-	-	-	_	_	_	-	
(0x96)	Reserved	-	-	-	_	_	_	_	_	
(0x95)	Reserved	-	-	-	-	_	_	_	-	
(0x94)	Reserved	-	-	-	_	_	_	-	_	
(0x93)	Reserved	_	_	_	_	_	_	_	_	
(0x92) (0x91)	Reserved Reserved	-	-	-	_	_	_	_	_	
(0x91) (0x90)	Reserved	_	_				_		_	
(0x8F)	Reserved	_	_				_		_	
(0x8E)	Reserved	_	_	_	_	_	_	_	_	
(0x8D)	Reserved	_	-	_	_	_	_	_	_	
(0x8C)	Reserved	-	-	-	_	-	-	-	-	
(0x8B)	OCR1BH				ounter1 - Output Co					140
(0x8A)	OCR1BL				ounter1 - Output Co					140
(0x89)	OCR1AH				ounter1 - Output Co					140
(0x88)	OCR1AL			Timer/C	ounter1 - Output Co	ompare Register	A Low Byte			140
(0x87)	ICR1H			Timer	/Counter1 - Input C	apture Register F	ligh Byte			140
(0x86)	ICR1L			Timer	/Counter1 - Input C	apture Register L	ow Byte			140
(0x85)	TCNT1H			Tin	ner/Counter1 - Cou	nter Register High	n Byte			140
(0x84)	TCNT1L				ner/Counter1 - Cou					140
(0x83)	Reserved	-	-	-	-	_	-	_	-	
(0x82)	TCCR1C	FOC1A	FOC1B	-	-	-	-	-	-	139
(0x81)	TCCR1B	ICNC1	ICES1	-	WGM13	WGM12	CS12	CS11	CS10	138
(0x80)	TCCR1A	COM1A1	COM1A0	COM1B1	COM1B0	-	-	WGM11	WGM10	136
(0x7F)	DIDR1	-	-	- ADOFD	- ADC4D	- ADC0D	- ADC0D	AIN1D	AINOD	251
(0x7E)	DIDR0	_	-	ADC5D	ADC4D	ADC3D	ADC2D	ADC1D	ADC0D	268



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
(0x7D)	Reserved	_	-	-	_	-	_	_	_	
(0x7C)	ADMUX	REFS1	REFS0	ADLAR	_	MUX3	MUX2	MUX1	MUX0	264
(0x7B)	ADCSRB	_	ACME	-	-	-	ADTS2	ADTS1	ADTS0	267
(0x7A)	ADCSRA	ADEN	ADSC	ADATE	ADIF	ADIE	ADPS2	ADPS1	ADPS0	265
(0x79)	ADCH		1	I.	ADC Data Red	gister High byte			'	267
(0x78)	ADCL					gister Low byte				267
(0x77)	Reserved	_	_	_	_	_	_	_	_	-
(0x76)	Reserved	_	_	_	_	_	_	_	_	
(0x75)	Reserved	_	_	_	_	_	_	_	_	
(0x74)	Reserved	_	_	_	_	_	_	_	_	
(0x73)	Reserved	_	_	_	_	_	_	_	_	
(0x72)	Reserved	_	_	_	_	_	_	_	_	
(0x71)	Reserved	_	_	_	_	_	_	_	_	
(0x71)	TIMSK2	_	_	_	_	_	OCIE2B	OCIE2A	TOIE2	165
(0x6F)	TIMSK1	_	_	ICIE1	_	_	OCIE1B	OCIE1A	TOIE1	141
(0x6E)	TIMSK0	_	_	-	_	_	OCIE0B	OCIE0A	TOIE0	113
									PCINT16	
(0x6D)	PCMSK2	PCINT23	PCINT22	PCINT21	PCINT20	PCINT19	PCINT18	PCINT17		76
(0x6C)	PCMSK1	PCINT7	PCINT14	PCINT13	PCINT12	PCINT11	PCINT10	PCINT9	PCINT8	76
(0x6B)	PCMSK0	PCINT7	PCINT6	PCINT5	PCINT4	PCINT3	PCINT2	PCINT1	PCINT0	76
(0x6A)	Reserved	-	_	_	-	-	-	-	-	
(0x69)	EICRA	-	-	-	-	ISC11	ISC10	ISC01	ISC00	73
(0x68)	PCICR	-	-	-	-	-	PCIE2	PCIE1	PCIE0	
(0x67)	Reserved	_	-	-	-	-	-	-	-	
(0x66)	OSCCAL				Oscillator Calib	oration Register				38
(0x65)	Reserved	_	-	_	-	-	_	_	-	
(0x64)	PRR	PRTWI	PRTIM2	PRTIM0	-	PRTIM1	PRSPI	PRUSART0	PRADC	43
(0x63)	Reserved	-	-	-	-	-	-	_	_	
(0x62)	Reserved	_	_	_	_	_	_	_	_	
(0x61)	CLKPR	CLKPCE	_	_	_	CLKPS3	CLKPS2	CLKPS1	CLKPS0	38
(0x60)	WDTCSR	WDIF	WDIE	WDP3	WDCE	WDE	WDP2	WDP1	WDP0	56
0x3F (0x5F)	SREG	1	T	Н	S	V	N	Z	С	10
0x3E (0x5E)	SPH	_	_	_	_	_	(SP10) 5.	SP9	SP8	13
0x3D (0x5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	13
0x3C (0x5C)	Reserved	_	_	_	_	-	_	_	-	
0x3B (0x5B)	Reserved	_	_	_	_	_	_	_	_	
0x3A (0x5A)	Reserved	_	_	_	_	_	_	_	-	
0x39 (0x59)	Reserved	_	_	_	_	_	_	_	-	
0x38 (0x58)	Reserved	_	_	_	_	_	_	_	_	
0x37 (0x57)	SPMCSR	SPMIE	(RWWSB) ^{5.}	_	(RWWSRE)5.	BLBSET	PGWRT	PGERS	SELFPRGEN	295
0x36 (0x56)	Reserved	_	_	_	-	_	_	_	_	
0x35 (0x55)	MCUCR	_	BODS ⁽⁶⁾	BODSE ⁽⁶⁾	PUD	_	_	IVSEL	IVCE	46/70/94
0x34 (0x54)	MCUSR	_	_	_	-	WDRF	BORF	EXTRF	PORF	56
0x34 (0x54)	SMCR	_	_	_		SM2	SM1	SM0	SE	41
0x32 (0x52)	Reserved	_	_		_	- SIVIZ	– SIVI I	- SIVIO	- SE	71
0x32 (0x52) 0x31 (0x51)	Reserved	_	_	_	_	_	_	_	_	
		ACD	ACPC	ACO	ACI	ACIE	ACIC	ACIS1	ACISO	249
0x30 (0x50)	ACSR	ACD _	ACBG	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	243
0x2F (0x4F)	Reserved	_	_	-	CDI D-+	- Pagistar	-	_	_	177
0x2E (0x4E)	SPDR	ODIE	WCCI			Register			CDICY	177
0x2D (0x4D)	SPSR	SPIF	WCOL	-	-	-	-	-	SPI2X	176
0x2C (0x4C)	SPCR	SPIE	SPE	DORD	MSTR	CPOL	CPHA	SPR1	SPR0	175
0x2B (0x4B)	GPIOR2					se I/O Register 2				26
0x2A (0x4A)	GPIOR1					e I/O Register 1				26
0x29 (0x49)	Reserved	-	=	-	-	-	-	=	=	
0x28 (0x48)	OCR0B			Ti	mer/Counter0 Outp	ut Compare Regi	ster B			
0x27 (0x47)	OCR0A			Ti	mer/Counter0 Outp	ut Compare Regi	ster A			
0x26 (0x46)	TCNT0				Timer/Cou	nter0 (8-bit)				
0x25 (0x45)	TCCR0B	FOC0A	FOC0B	-	-	WGM02	CS02	CS01	CS00	
0x24 (0x44)	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	-	-	WGM01	WGM00	
0x23 (0x43)	GTCCR	TSM	-	-	-	-	-	PSRASY	PSRSYNC	145/167
0x22 (0x42)	EEARH			(EEPROM Address	Register High Byt	e) ^{5.}	•	•	22
0x21 (0x41)	EEARL			,	EEPROM Address					22
0x20 (0x40)	EEDR					ata Register				22
		_	_	EEPM1	EEPM0	EERIE	EEMPE	EEPE	EERE	22
	EECH									
0x1F (0x3F)	GPIOR0				General Purnos	e I/O Register 0				26
· · · · · · · · · · · · · · · · · · ·	GPIOR0 EIMSK	_	_	_	General Purpos	e I/O Register 0	-	INT1	INT0	26 74



Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x1B (0x3B)	PCIFR	-	-	-	-	-	PCIF2	PCIF1	PCIF0	
0x1A (0x3A)	Reserved	-	-	-	-	-	-	-	-	
0x19 (0x39)	Reserved	_	_	_	_	_	_	_	_	
0x18 (0x38)	Reserved	-	-	-	-	-	_	-	-	
0x17 (0x37)	TIFR2	_	_	_	_	_	OCF2B	OCF2A	TOV2	165
0x16 (0x36)	TIFR1	-	-	ICF1	-	-	OCF1B	OCF1A	TOV1	141
0x15 (0x35)	TIFR0	-	-	-	-	-	OCF0B	OCF0A	TOV0	
0x14 (0x34)	Reserved	-	-	-	-	-	-	-	-	
0x13 (0x33)	Reserved	-	-	-	-	-	-	-	-	
0x12 (0x32)	Reserved	-	-	-	=	-	-	-	-	
0x11 (0x31)	Reserved	-	-	-	-	-	-	-	-	
0x10 (0x30)	Reserved	-	_	_	_	_	_	_	_	
0x0F (0x2F)	Reserved	-	-	-	=	ı	-	-	-	
0x0E (0x2E)	Reserved	-	_	_	-	_	_	-	-	
0x0D (0x2D)	Reserved	_	-	-	-	-	-	_	-	
0x0C (0x2C)	Reserved	-	-	-	=	ı	-	-	-	
0x0B (0x2B)	PORTD	PORTD7	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	95
0x0A (0x2A)	DDRD	DDD7	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	95
0x09 (0x29)	PIND	PIND7	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	95
0x08 (0x28)	PORTC	-	PORTC6	PORTC5	PORTC4	PORTC3	PORTC2	PORTC1	PORTC0	94
0x07 (0x27)	DDRC	_	DDC6	DDC5	DDC4	DDC3	DDC2	DDC1	DDC0	94
0x06 (0x26)	PINC	-	PINC6	PINC5	PINC4	PINC3	PINC2	PINC1	PINC0	94
0x05 (0x25)	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	94
0x04 (0x24)	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	94
0x03 (0x23)	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	94
0x02 (0x22)	Reserved	-	-	-	-	-	-	-	-	
0x01 (0x21)	Reserved	-	-	-	-	-	-	-	-	
0x0 (0x20)	Reserved	-	-	-	-	-	-	ı	-	

- 1. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.
- 2. I/O Registers within the address range 0x00 0x1F are directly bit-accessible using the SBI and CBI instructions. In these registers, the value of single bits can be checked by using the SBIS and SBIC instructions.
- 3. Some of the Status Flags are cleared by writing a logical one to them. Note that, unlike most other AVRs, the CBI and SBI instructions will only operate on the specified bit, and can therefore be used on registers containing such Status Flags. The CBI and SBI instructions work with registers 0x00 to 0x1F only.
- 4. When using the I/O specific commands IN and OUT, the I/O addresses 0x00 0x3F must be used. When addressing I/O Registers as data space using LD and ST instructions, 0x20 must be added to these addresses. The ATmega48A/PA/88A/PA/168A/PA/328/P is a complex microcontroller with more peripheral units than can be supported within the 64 location reserved in Opcode for the IN and OUT instructions. For the Extended I/O space from 0x60 0xFF in SRAM, only the ST/STS/STD and LD/LDS/LDD instructions can be used.
- 5. Only valid for ATmega88A/88PA/168A/168PA/328/328P.
- 6. BODS and BODSE only available for picoPower devices ATmega48PA/88PA/168PA/328P



8. Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND I	LOGIC INSTRUCTIONS	· · · · · · · · · · · · · · · · · · ·	·		
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 ← 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 ← Rd • 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 ← Rd ⊕ Rr	Z,N,V	1
COM	Rd	One's Complement	Rd ← 0xFF – Rd	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← 0x00 – Rd	Z,C,N,V,H	1
SBR	Rd,K	Set Bit(s) in Register	Rd ← Rd v K	Z,N,V	1
CBR	Rd,K	· · · · · · ·	$Rd \leftarrow Rd \bullet (0xFF - K)$	Z,N,V	1
	Rd	Clear Bit(s) in Register Increment	$Rd \leftarrow Rd + 1$		1
INC				Z,N,V	_
DEC	Rd Rd	Decrement Test for Zoro or Misus	Rd ← Rd − 1	Z,N,V	1
TST		Test for Zero or Minus	Rd ← Rd • Rd	Z,N,V	1
CLR	Rd	Clear Register	Rd ← Rd ⊕ Rd	Z,N,V	1
SER	Rd	Set Register	$Rd \leftarrow 0xFF$	None	1
MUL	Rd, Rr	Multiply Unsigned	R1:R0 ← Rd x Rr	Z,C	2
MULS	Rd, Rr	Multiply Signed	R1:R0 ← Rd x 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 ← (Rd x Rr) << 1	Z,C	2
FMULS	Rd, Rr	Fractional Multiply Signed	$R1:R0 \leftarrow (Rd \times Rr) \ll 1$	Z,C	2
FMULSU	Rd, Rr	Fractional Multiply Signed with Unsigned	R1:R0 ← (Rd x Rr) << 1	Z,C	2
BRANCH INSTRUC	TIONS				
RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
IJMP		Indirect Jump to (Z)	PC ← Z	None	2
JMP ⁽¹⁾	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 ⁽¹⁾	k	Direct Subroutine Call	PC ← k	None	4
RET		Subroutine Return	PC ← STACK	None	4
RETI		Interrupt Return	PC ← STACK	1	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 or 3	None	1/2/3
SBRS	Rr, b	· · · · · · · · · · · · · · · · · · ·	, , , ,		1/2/3
SBIC	'	Skip if Bit in Register is Set	if $(Rr(b)=1) PC \leftarrow PC + 2 \text{ or } 3$ if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$	None	1/2/3
	P, b	Skip if Bit in I/O Register Cleared	((, , ,	None	
SBIS	P, b	Skip if Bit in I/O Register is Set	if (P(b)=1) PC ← PC + 2 or 3	None	1/2/3
BRBS	s, k	Branch if Status Flag Set	if (SREG(s) = 1) then PC←PC+k + 1	None	1/2
BRBC	s, k	Branch if Status Flag Cleared	if (SREG(s) = 0) then PC←PC+k + 1	None	1/2
BREQ	k	Branch if Equal	if $(Z = 1)$ then $PC \leftarrow PC + k + 1$	None	1/2
BRNE	k k	Branch if Not Equal	if $(Z = 0)$ then PC \leftarrow PC + k + 1	None	1/2
BRNE BRCS	k k k	Branch if Not Equal Branch if Carry Set	if $(Z = 0)$ then PC \leftarrow PC + k + 1 if $(C = 1)$ then PC \leftarrow PC + k + 1	None None	1/2 1/2
BRNE BRCS BRCC	k k k	Branch if Not Equal Branch if Carry Set Branch if Carry Cleared	$\begin{aligned} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \end{aligned}$	None	1/2 1/2 1/2
BRNE BRCS	k k k	Branch if Not Equal Branch if Carry Set	if $(Z = 0)$ then PC \leftarrow PC + k + 1 if $(C = 1)$ then PC \leftarrow PC + k + 1	None None	1/2 1/2
BRNE BRCS BRCC	k k k	Branch if Not Equal Branch if Carry Set Branch if Carry Cleared	$\begin{aligned} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \end{aligned}$	None None None	1/2 1/2 1/2
BRNE BRCS BRCC BRSH	k k k k	Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher	$\begin{aligned} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \end{aligned}$	None None None	1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO	k k k k k	Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower	$\begin{aligned} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \end{aligned}$	None None None None None	1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI	k k k k k k	Branch if Not Equal Branch if Carry Set Branch if Carry Cleared Branch if Same or Higher Branch if Lower Branch if Minus	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL	k k k k k k	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	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1 \\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1 \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL BRGE	k k k k k k k k k k k k k k k k k k k	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	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1\\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL BRGE BRLT	k k k k k k k k k k	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	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1\\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC	k k k k k k k k k k k k	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 Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC BRTS	k k k k k k k k k k k k k	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 Branch if Half Carry Flag Set Branch if Half Carry Flag Set Branch if T Flag Set	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (T=1) the$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2
BRNE BRCS BRCC BRSH BRLO BRMI BRPL BRGE BRLT BRHS BRHC	k k k k k k k k k k k k	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 Branch if Half Carry Flag Set Branch if Half Carry Flag Cleared	$\begin{split} &\text{if } (Z=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (C=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (N\oplus V=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=1) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ &\text{if } (H=0) \text{ then PC} \leftarrow PC+k+1\\ \end{split}$	None None None None None None None None	1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2



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
BIT AND BIT-TEST	INSTRUCTIONS		1 \ /	•	
SBI	P,b	Set Bit in I/O Register	I/O(P,b) ← 1	None	2
CBI	P,b	Clear Bit in I/O Register	I/O(P,b) ← 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	Rd	Swap Nibbles	Rd(30)←Rd(74),Rd(74)←Rd(30)	None	1
BSET	s	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR BST	Rr, b	Flag Clear	$SREG(s) \leftarrow 0$ $T \leftarrow Rr(b)$	SREG(s)	1
BLD	Rd, b	Bit Store from Register to T Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC	nu, 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	ı	1
CLI		Global Interrupt Disable	1 ← 0	Į	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
CLH	NOTELIOTIONS	Clear Half Carry Flag in SREG	H ← 0	Н	1
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+	Load Indirect and Post-Inc.	$Rd \leftarrow (Y), Y \leftarrow Y + 1$	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1$, $Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	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, Z+q Rd, k	Load Indirect with Displacement Load Direct from SRAM	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$	None None	2 2
LDS ST	Rd, Z+q Rd, k X, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$	None None None	2 2 2
LDS ST ST	Rd, Z+q Rd, k X, Rr X+, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc.	$\begin{aligned} Rd \leftarrow (Z+q) \\ Rd \leftarrow (k) \\ (X) \leftarrow Rr \\ (X) \leftarrow Rr, X \leftarrow X+1 \end{aligned}$	None None None	2 2 2 2
ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec.	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X + 1$ $X \leftarrow X - 1, (X) \leftarrow Rr$	None None None None None	2 2 2 2 2 2
ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect	$\begin{aligned} Rd \leftarrow (Z+q) \\ Rd \leftarrow (k) \\ (X) \leftarrow Rr \\ (X) \leftarrow Rr, X \leftarrow X+1 \\ X \leftarrow X-1, (X) \leftarrow Rr \\ (Y) \leftarrow Rr \end{aligned}$	None None None None None None	2 2 2 2 2 2 2
LDS ST ST ST ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X + 1$ $X \leftarrow X - 1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2
LDS ST ST ST ST ST ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec.	$\begin{aligned} Rd \leftarrow (Z+q) \\ Rd \leftarrow (k) \\ (X) \leftarrow Rr \\ (X) \leftarrow Rr, X \leftarrow X+1 \\ X \leftarrow X-1, (X) \leftarrow Rr \\ (Y) \leftarrow Rr \\ (Y) \leftarrow Rr \\ Y \leftarrow Y-1, (Y) \leftarrow Rr \end{aligned}$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2
LDS ST ST ST ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X + 1$ $X \leftarrow X - 1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2
ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+, Rr Y+q,Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement	$Rd \leftarrow (Z + q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X + 1$ $X \leftarrow X \cdot 1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr, Y \leftarrow Y + 1$ $Y \leftarrow Y \cdot 1, (Y) \leftarrow Rr$ $(Y + q) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect	$Rd \leftarrow (Z+q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X+1$ $X \leftarrow X \cdot 1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr, Y \leftarrow Y+1$ $Y \leftarrow Y \cdot 1, (Y) \leftarrow Rr$ $(Y+q) \leftarrow Rr$ $(Z) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr Z+, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect Store Indirect Store Indirect store Indirect Store Indirect	$Rd \leftarrow (Z+q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X+1$ $X \leftarrow X-1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr, Y \leftarrow Y+1$ $Y \leftarrow Y-1, (Y) \leftarrow Rr$ $(Y+q) \leftarrow Rr$ $(Z) \leftarrow Rr$ $(Z) \leftarrow Rr, Z \leftarrow Z+1$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr Z+, Rr - Z, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect Store Indirect and Post-Inc. Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc.	$Rd \leftarrow (Z+q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X+1$ $X \leftarrow X-1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr, Y \leftarrow Y+1$ $Y \leftarrow Y-1, (Y) \leftarrow Rr$ $(Y+q) \leftarrow Rr$ $(Z) \leftarrow Rr$ $(Z) \leftarrow Rr, Z \leftarrow Z+1$ $Z \leftarrow Z-1, (Z) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST STD ST ST ST ST ST ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y, Rr - Z, Rr - Z+ Rr - Z+ Rr k, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect Store Indirect and Post-Inc. Store Indirect Store Indirect Store Indirect Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement	$Rd \leftarrow (Z+q)$ $Rd \leftarrow (k)$ $(X) \leftarrow Rr$ $(X) \leftarrow Rr, X \leftarrow X+1$ $X \leftarrow X-1, (X) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y) \leftarrow Rr$ $(Y+q) \leftarrow Rr$ $(Z+q) \leftarrow Rr$ $(Z+q) \leftarrow Rr$ $(Z+q) \leftarrow Rr$	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST STD ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q, Rr Z+q, Rr Z+q, Rr Z+q, Rr k, Rr Rd, Z	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect with Displacement Store Indirect with Displacement Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Direct to SRAM Load Program Memory Load Program Memory	Rd ← (Z + q) Rd ← (k) (X) ← Rr (X) ← Rr, X ← X + 1 X ← X - 1, (X) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr, Y ← Y + 1 Y ← Y - 1, (Y) ← Rr (Z) ← Rr (Z) ← Rr (Z) ← Rr (Z) ← Rr (Z + q) ← Rr (Z + q) ← Rr (X + q) ← Rr (Z + q) ← Rr (Z + q) ← Rr (R) ← (R)	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y, Rr - Z, Rr - Z+ Rr - Z+ Rr k, Rr	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Pre-Dec. Store Indirect and Pre-Dec. Store Indirect of Pre-Dec. Store Indirect with Displacement Store Direct to SRAM Load Program Memory Load Program Memory Load Program Memory and Post-Inc	Rd ← (Z + q) Rd ← (k) (X) ← Rr (X) ← Rr, X ← X + 1 X ← X - 1, (X) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y + q) ← Rr (Z) ← Rr (Z) ← Rr (Z) ← Rr (Z + q) ← Rr (Z + q) ← Rr (RR) ← R	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr Z+, Rr Z+q,Rr k, Rr Rd, Z Rd, Z+	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect with Displacement Store Direct to SRAM Load Program Memory Load Program Memory Load Program Memory and Post-Inc Store Program Memory	Rd ← (Z + q) Rd ← (k) (X) ← Rr (X) ← Rr, X ← X + 1 X ← X - 1, (X) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y + q) ← Rr (Z) ← Rr	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr Z+, Rr Z+q,Rr k, Rr Rd, Z Rd, Z+ Rd, P	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect with Displacement Store Direct to SRAM Load Program Memory Load Program Memory Load Program Memory In Port	Rd ← (Z + q) Rd ← (k) (X) ← Rr (X) ← Rr, X ← X + 1 X ← X - 1, (X) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y + q) ← Rr (Z) ← Rr	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
LDS ST	Rd, Z+q Rd, k X, Rr X+, Rr - X, Rr Y, Rr Y+, Rr - Y, Rr Y+q,Rr Z, Rr Z+, Rr Z+q,Rr k, Rr Rd, Z Rd, Z+	Load Indirect with Displacement Load Direct from SRAM Store Indirect Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect and Pre-Dec. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Post-Inc. Store Indirect and Pre-Dec. Store Indirect with Displacement Store Indirect with Displacement Store Direct to SRAM Load Program Memory Load Program Memory Load Program Memory and Post-Inc Store Program Memory	Rd ← (Z + q) Rd ← (k) (X) ← Rr (X) ← Rr, X ← X + 1 X ← X - 1, (X) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y) ← Rr (Y + q) ← Rr (Z) ← Rr	None None None None None None None None	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2



Mnemonics	Operands	Description	Operation	Flags	#Clocks			
POP	Rd	Pop Register from Stack	Rd ← STACK	None	2			
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			

Note: 1. These instructions are only available in ATmega168PA and ATmega328P.



9. Ordering Information

9.1 ATmega48A

Speed (MHz)	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20 ⁽³⁾	1.8 - 5.5	ATmega48A-AU ATmega48A-AUR ⁽⁵⁾ ATmega48A-CCU ATmega48A-CCUR ⁽⁵⁾ ATmega48A-MMH ⁽⁴⁾ ATmega48A-MMHR ⁽⁴⁾⁽⁵⁾ ATmega48A-MU ATmega48A-MUR ⁽⁵⁾ ATmega48A-PU	32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0 mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6 mm package, ball pitch 0.5 mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45 mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50 mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.2 ATmega48PA

Speed (MHz) ⁽³⁾	Power Supply	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20	1.8 - 5.5	ATmega48PA-AU ATmega48PA-AUR ⁽⁵⁾ ATmega48PA-CCU ATmega48PA-CCUR ⁽⁵⁾ ATmega48PA-MMH ⁽⁴⁾ ATmega48PA-MMHR ⁽⁴⁾⁽⁵⁾ ATmega48PA-MU ATmega48PA-MU ATmega48PA-PU	32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)
	ATmega48PA-AN ATmega48PA-ANR ⁽⁴⁾ ATmega48PA-MMN ATmega48PA-MMNR ⁽⁴⁾ ATmega48PA-MN ATmega48PA-MN ATmega48PA-PN	32A 32A 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 105°C)	

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6mm package, ball pitch 0.5mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.3 ATmega88A

Speed (MHz)	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20 ⁽³⁾	1.8 - 5.5	ATmega88A-AU ATmega88A-CCU ATmega88A-CCUR ⁽⁵⁾ ATmega88A-CCUR ⁽⁵⁾ ATmega88A-MMH ⁽⁴⁾ ATmega88A-MMHR ⁽⁴⁾⁽⁵⁾ ATmega88A-MU ATmega88A-MUR ⁽⁵⁾ ATmega88A-PU	32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6mm package, ball pitch 0.5mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.4 ATmega88PA

Speed (MHz) ⁽³⁾	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20	1.8 - 5.5	ATmega88PA-AU ATmega88PA-CCU ATmega88PA-CCUR ⁽⁵⁾ ATmega88PA-CCUR ⁽⁵⁾ ATmega88PA-MMH ⁽⁴⁾ ATmega88PA-MMHR ⁽⁴⁾⁽⁵⁾ ATmega88PA-MU ATmega88PA-MUR ⁽⁵⁾ ATmega88PA-PU	32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)
		ATmega88PA-AN ATmega88PA-ANR ⁽⁵⁾ ATmega88PA-MMN ATmega88PA-MMNR ⁽⁵⁾ ATmega88PA-MN ATmega88PA-MNR ⁽⁵⁾ ATmega88PA-PN	32A 32A 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 105°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6mm package, ball pitch 0.5 mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45 mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50 mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.5 ATmega168A

Speed (MHz) ⁽³⁾	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20	1.8 - 5.5	ATmega168A-AU ATmega168A-AUR ⁽⁵⁾ ATmega168A-CCU ATmega168A-CCUR ⁽⁵⁾ ATmega168A-MMH ⁽⁴⁾ ATmega168A-MMHR ⁽⁴⁾⁽⁵⁾ ATmega168A-MU ATmega168A-MUR ⁽⁵⁾ ATmega168A-PU	32A 32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6 mm package, ball pitch 0.5mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.6 ATmega168PA

Speed (MHz) ⁽³⁾	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20	1.8 - 5.5	ATmega168PA-AU ATmega168PA-AUR ⁽⁵⁾ ATmega168PA-CCU ATmega168PA-CCUR ⁽⁵⁾ ATmega168PA-MMH ⁽⁴⁾ ATmega168PA-MMHR ⁽⁴⁾⁽⁵⁾ ATmega168PA-MU ATmega168PA-MU ATmega168PA-PU	32A 32A 32CC1 32CC1 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)
20	1.8 - 5.5	ATmega168PA-AN ATmega168PA-ANR ⁽⁵⁾ ATmega168PA-MN ATmega168PA-MNR ⁽⁵⁾ ATmega168PA-PN	32A 32A 32M1-A 32M1-A 28P3	Industrial (-40°C to 105°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See "Speed Grades" on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
32CC1	32-ball, 4 x 4 x 0.6mm package, ball pitch 0.5mm, Ultra Thin, Fine-Pitch Ball Grill Array (UFBGA)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)



9.7 ATmega328

Speed (MHz)	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20 ⁽³⁾	1.8 - 5.5	ATmega328-AU ATmega328-AUR ⁽⁵⁾ ATmega328-MMH ⁽⁴⁾ ATmega328-MMHR ⁽⁴⁾⁽⁵⁾ ATmega328-MU ATmega328-MUR ⁽⁵⁾ ATmega328-PU	32A 32A 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)

- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See Figure 29-1 on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel

	Package Type
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)
28P3	28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)



9.8 ATmega328P

Speed (MHz) ⁽³⁾	Power Supply (V)	Ordering Code ⁽²⁾	Package ⁽¹⁾	Operational Range
20	1.8 - 5.5	ATmega328P-AU ATmega328P-AUR ⁽⁵⁾ ATmega328P-MMH ⁽⁴⁾ ATmega328P-MMHR ⁽⁴⁾⁽⁵⁾ ATmega328P-MU ATmega328P-MUR ⁽⁵⁾ ATmega328P-PU	32A 32A 28M1 28M1 32M1-A 32M1-A 28P3	Industrial (-40°C to 85°C)
		ATmega328P-AN ATmega328P-ANR ⁽⁵⁾ ATmega328P-MN ATmega328P-MNR ⁽⁵⁾ ATmega328P-PN	32A 32A 32M1-A 32M1-A 28P3	Industrial (-40°C to 105°C)

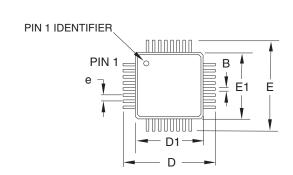
- 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.
- 2. Pb-free packaging complies to the European Directive for Restriction of Hazardous Substances (RoHS directive). Also Halide free and fully Green.
- 3. See Figure 29-1 on page 322.
- 4. NiPdAu Lead Finish.
- 5. Tape & Reel.

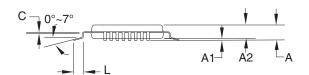
Package Type				
32A	32-lead, Thin (1.0mm) Plastic Quad Flat Package (TQFP)			
28M1	28-pad, 4 x 4 x 1.0 body, Lead Pitch 0.45mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)			
28P3	28P3 28-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)			
32M1-A	32-pad, 5 x 5 x 1.0 body, Lead Pitch 0.50mm Quad Flat No-Lead/Micro Lead Frame Package (QFN/MLF)			



10. Packaging Information

10.1 32A





COMMON DIMENSIONS (Unit of Measure = mm)

SYMBOL MIN MAX NOTE NOM 1.20 Α1 0.05 0.15 Α2 0.95 1.00 1.05 D 8.75 9.00 9.25 D1 6.90 7.10 Note 2 7.00 Ε 8.75 9.00 9.25 Ε1 6.90 7.00 7.10 Note 2 В 0.30 0.45 С 0.09 0.20 L 0.45 0.75 0.80 TYP е

2010-10-20

Notes

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

TITLE

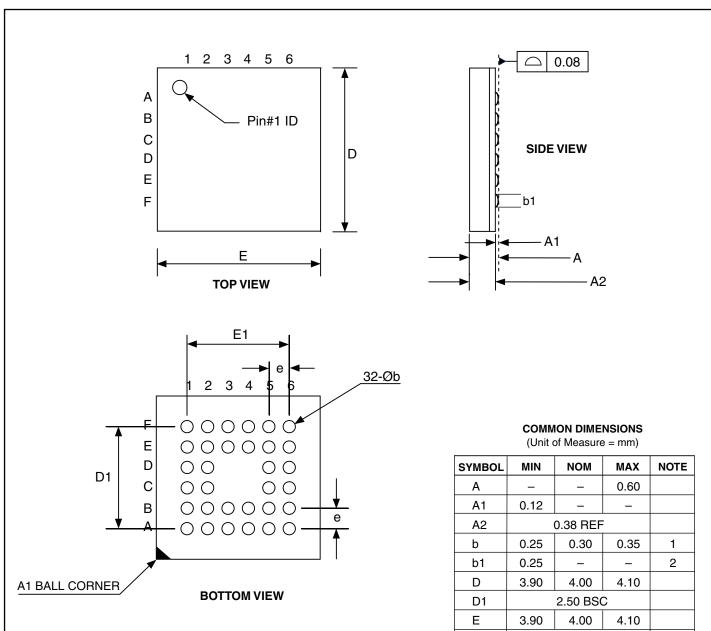
3. Lead coplanarity is 0.10 mm maximum.

32/	, 32-lead, 7 x 7 mm Body Size, 1.0 m	nm Body Thickness,
0.8	nm Lead Pitch, Thin Profile Plastic C	Quad Flat Package (TQFP)

	DRAWING NO.	REV.
P)	32A	С



10.2 32CC1



Note1: Dimension "b" is measured at the maximum ball dia. in a plane parallel to the seating plane.

Note2: Dimension "b1" is the solderable surface defined by the opening of the solder resist layer.

A1	0.12	1	1	
A2	0.38 REF			
b	0.25	0.30	0.35	1
b1	0.25	_	1	2
D	3.90	4.00	4.10	
D1	2.50 BSC			
E	3.90	4.00	4.10	
E1	2.50 BSC			

0.50 BSC

07/06/10

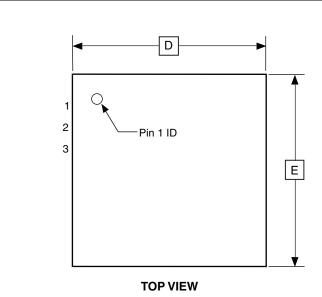


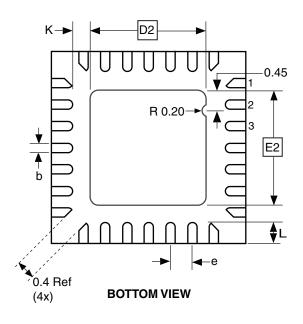
Package Drawing Contact: packagedrawings@atmel.com 32CC1, 32-ball (6 x 6 Array), 4 x 4 x 0.6 mm package, ball pitch 0.50 mm, Ultra Thin, Fine-Pitch Ball Grid Array (UFBGA)

GPC	DRAWING NO.	REV.
CAG	32CC1	В

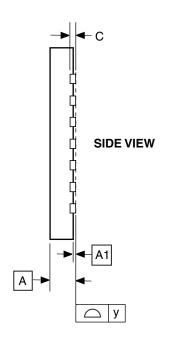


10.3 28M1





Note: The terminal #1 ID is a Laser-marked Feature.



COMMON DIMENSIONS (Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
Α	0.80	0.90	1.00	
A1	0.00	0.02	0.05	
b	0.17	0.22	0.27	
С		0.20 REF		
D	3.95	4.00	4.05	
D2	2.35	2.40	2.45	
Е	3.95	4.00	4.05	
E2	2.35	2.40	2.45	
е		0.45		
L	0.35	0.40	0.45	
у	0.00	_	0.08	
K	0.20	_	_	

10/24/08

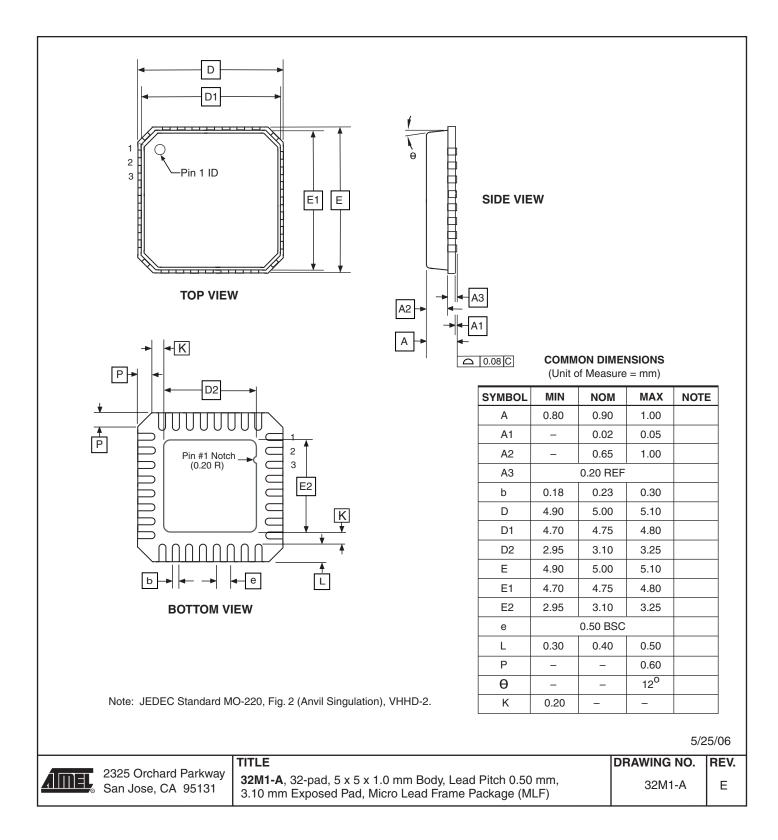


TITLE 28M1, 28-pad,4 x 4 x 1.0 mm Body, Lead Pitch 0.45 mm, 2.4 x 2.4 mm Exposed Pad, Thermally Enhanced Plastic Very Thin Quad Flat No Lead Package (VQFN)

GPC	DRAWING NO.	REV.
ZBV	28M1	В

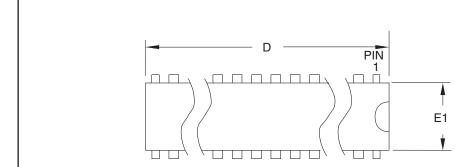


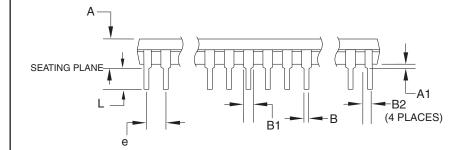
10.4 32M1-A

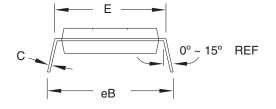




10.5 28P3







Note: 1. 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)

SYMBOL MIN MAX NOM NOTE 4.5724 Α Α1 0.508 D 34.544 34.798 Note 1 Ε 7.620 8.255 _ E1 7.112 7.493 Note 1 В 0.381 0.533 B1 1.143 1.397 B2 0.762 1.143 3.175 3.429 С 0.203 0.356 еΒ 10.160 е 2.540 TYP

09/28/01

2325 Orchard Parkway San Jose, CA 95131 **TITLE 28P3**, 28-lead (0.300"/7.62 mm Wide) Plastic Dual Inline Package (PDIP)

DRAWING NO. 28P3 REV. B



11. Errata

11.1 Errata ATmega48A

The revision letter in this section refers to the revision of the ATmega48A device.

11.1.1 Rev. D

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.2 Errata ATmega48PA

The revision letter in this section refers to the revision of the ATmega48PA device.

11.2.1 Rev. D

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.3 Errata ATmega88A

The revision letter in this section refers to the revision of the ATmega88A device.

11.3.1 Rev. F

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.



11.4 Errata ATmega88PA

The revision letter in this section refers to the revision of the ATmega88PA device.

11.4.1 Rev. F

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.5 Errata ATmega168A

The revision letter in this section refers to the revision of the ATmega168A device.

11.5.1 Rev. E

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.6 Errata ATmega168PA

The revision letter in this section refers to the revision of the ATmega168PA device.

11.6.1 Rev E

- Analog MUX can be turned off when setting ACME bit
- 1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.



11.7 Errata ATmega328

The revision letter in this section refers to the revision of the ATmega328 device.

11.7.1 Rev D

. Analog MUX can be turned off when setting ACME bit

1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.7.2 Rev C

Not sampled.

11.7.3 Rev B

- Analog MUX can be turned off when setting ACME bit
- Unstable 32kHz Oscillator

1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

2. Unstable 32kHz Oscillator

The 32kHz oscillator does not work as system clock. The 32kHz oscillator used as asynchronous timer is inaccurate.

Problem Fix/ Workaround

None.

11.7.4 Rev A

- . Analog MUX can be turned off when setting ACME bit
- Unstable 32kHz Oscillator

1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

2. Unstable 32kHz Oscillator

The 32kHz oscillator does not work as system clock. The 32kHz oscillator used as asynchronous timer is inaccurate.

Problem Fix/ Workaround

None.



11.8 Errata ATmega328P

The revision letter in this section refers to the revision of the ATmega328P device.

11.8.1 Rev D

. Analog MUX can be turned off when setting ACME bit

1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

11.8.2 Rev C

Not sampled.

11.8.3 Rev B

- Analog MUX can be turned off when setting ACME bit
- Unstable 32kHz Oscillator

1. Analog MUX can be turned off when setting ACME bit

If the ACME (Analog Comparator Multiplexer Enabled) bit in ADCSRB is set while MUX3 in ADMUX is '1' (ADMUX[3:0]=1xxx), all MUX'es are turned off until the ACME bit is cleared.

Problem Fix/Workaround

Clear the MUX3 bit before setting the ACME bit.

2. Unstable 32kHz Oscillator

The 32kHz oscillator does not work as system clock. The 32kHz oscillator used as asynchronous timer is inaccurate.

Problem Fix/ Workaround

None.

11.8.4 Rev A

Unstable 32kHz Oscillator

1. Unstable 32kHz Oscillator

The 32kHz oscillator does not work as system clock. The 32kHz oscillator used as asynchronous timer is inaccurate.

Problem Fix/ Workaround

None.



12. Datasheet Revision History

Please note that the referring page numbers in this section are referred to this document. The referring revision in this section are referring to the document revision.

12.1 Rev. 8271D - 05/11

- 1. Added Atmel QTouch Sensing Capablity Feature
- 2. Updated "Register Description" on page 94 with PINxn as R/W.
- 3. Added a footnote to the PINxn, page 94.
- 4. Updated
- 5. Updated "Ordering Information","ATmega328" on page 546. Added "ATmega328-MMH" and "ATmega328-MMHR".
- 6. Updated "Ordering Information","ATmega328P" on page 547. Added "ATmega328P-MMH" and "ATmega328P-MMHR".
- 7. Added "Ordering Information" for ATmega48PA/88PA/168PA/328P @ 105°C
- 8. Updated "Errata ATmega328" on page 555 and "Errata ATmega328P" on page 556
- 98. Updated the datasheet according to the Atmel new brand style guide.

12.2 Rev. 8271C - 08/10

- Added 32UFBGA Pinout, Table 1-1 on page 2.
- 2. Updated the "SRAM Data Memory", Figure 8-3 on page 19.
- 3. Updated "Ordering Information" on page 540 with CCU and CCUR code related to "32CC1" Package drawing.
- 4. "32CC1" Package drawing added on "Packaging Information" on page 548.

12.3 Rev. 8271B - 04/10

- 1. Updated Table 9-8 with correct value for timer oscilliator at xtal2/tos2
- 2. Corrected use of SBIS instructions in assembly code examples.
- 3. Corrected BOD and BODSE bits to R/W in Section 10.11.2 on page 46, Section 12.5 on page 70 and Section 14.4 on page 94
- 4. Figures for bandgap characterization added, Figure 30-34 on page 350, Figure 30-81 on page 375, Figure 30-128 on page 400, Figure 30-175 on page 425, Figure 30-222 on page 450, Figure 30-269 on page 475, Figure 30-316 on page 500 and Figure 30-363 on page 525.
- 5. Updated "Packaging Information" on page 548 by replacing 28M1 with a correct corresponding package.



12.4 Rev. 8271A - 12/09

- New datasheet 8271 with merged information for ATmega48PA, ATmega88PA, ATmega168PA and ATmega48A, ATmega88A andATmega168A. Also included information on ATmega328 and ATmega328P
- 2 Changes done:
 - New devices added: ATmega48A/ATmega88A/ATmega168A and ATmega328
 - Updated Feature Description
 - Updated Table 2-1 on page 6
 - Added note for BOD Disable on page 41.
 - Added note on BOD and BODSE in "MCUCR MCU Control Register" on page 94 and "Register Description" on page 295
 - Added limitation informatin for the application "Boot Loader Support Read-While-Write Self-Programming" on page 280
 - Added limitiation information for "Program And Data Memory Lock Bits" on page 297
 - Added specified DC characteristics
 - Added typical characteristics
 - Removed exception information in "Address Match Unit" on page 224.





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