INSTITUT TEKNOLOGI NASIONAL MALANG
FAKULTAS TEKNOLOGI INDUSTRI
JURUSAN TEKNIK ELEKTRO S-1
KONSENTRASI TEKNIK ELEKTRONIKA

PERANCANGAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313

SKRIPSI

Disusun Oleh :
NYOMAN TJAHYADI PUTRA
NIM. 0117151

OKTOBER 2006

LEMBAR PERSETUJUAN

PERANCANGAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313

SKRIPSI

Disusun dan Diajukan untuk Melengkapi dan Memenuhi Syarat Guna Mencapai Gelar Sarjana Teknik

Disusun Oleh :

NYOMAN TJAHYADI PUTRA

NIM. 0117151

Diperiksa dan Disetujui

Dosen Pembimbing I	Dosen Pembimbing II
(Ir. F. Yudi Limpraptono, MT)	(Ir. M. Ashar, MT.)
NIP.P 1309500274	

Ketua Jurusan Elektro S-1

(Ir. F. Yudi Limpraptono, MT)
NIP.P 1309500274

KONSENTRASI TEKNIK ELEKTRONIKA

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BERITA ACARA UJIAN SKRIPSI

FAKULTAS TEKNOLOGI INDUSTRI

Nama : Nyoman Tjahyadi Putra

Nim : 01.17.151

Jurusan : Teknik Elektro S-1

Konsentrasi : Teknik Elektronika

Judul Skripsi : PERANCANGAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313.

Dipertahankan dihadapan tim penguji skripsi jenjang program strata satu (S-1) pada:

Hari : Selasa

Tanggal : 26 September 2006

Dengan Nilai : 73,7 (B+)

Panitia Ujian Skripsi,

Ketua	Sekretaris
Ir. Mochtar Asroni, MSME	Ir. F. Yudi Limpraptono, MT
NIP. Y. 1018100036.	NIP.P 1309500274

Anggota Penguji,

Penguji I	Penguji II
Ir. Teguh Herbasuki, MT	I Komang Somawirata, ST, MT
NIP. 1038900209.	

INSTITUT TEKNOLOGI NASIONAL MALANG
FAKULTAS TEKNOLOGI INDUSTRI
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LEMBAR BIMBINGAN SKRIPSI

Nama : Nyoman Tjahyadi Putra

Nim : 01.17.151

Jurusan : Teknik Elektro S-1

Konsentrasi : Teknik Elektronika

Judul Skripsi : PERANCANGAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313.

Tanggal mengajukan skripsi : 23 JUNI 2006

Selesai menulis Skripsi : 23 DESEMBER 2006

Dosen Pembimbing I : Ir. F. Yudi. Limpraptono, MT

Dosen Pembimbing II : Ir. M. Ashar, MT

Telah di evaluasi dengan nilai : 73,7 (B+)

Diperiksa dan Disetujui,

Dosen Pembimbing I	Dosen Pembimbing II
Ir. F. Yudi Limpraptono, MT	Ir. M. Ashar, MT
NIP. Y.1039500274	

Mengetahui,
Ketua Jurusan Teknik Elektro S-1

Ir. F. Yudi Limpraptono, MT
NIP. Y.1039500274

ABSTRAKSI

Nyoman Tjahyadi Putra, 0117151, 2006, **Perancangan dan Pembuatan Alat Automatisasi Snack Berlangganan untuk Siswa Sekolah Dasar Berbasis Mikrokontroler AT90S2313**, Skripsi, Teknik Elektro S-1/Teknik Elektronika, Fakultas Teknologi Industri, Institut Teknologi Nasional Malang, Dosen Pembimbing I: Ir. F. Yudi Limpraptono, MT, Dosen Pembimbing II Ir. M. Ashar, MT.
Kata Kunci : Barcode, Automatisasi Snack Berlangganan, AT90S2313

Berdasarkan kelebihan mikrokontroler dapat digunakan sebagai alat pengontrol yang diaplikasikan pada sistem keamanan sebagai alat kendali yang dapat mengatasi sistem kendali konvensional yang tidak evektif dan efisien karena memerlukan banyak biaya. Perancangan alat ini yang nantinya diharapkan bisa untuk membantu memudahkan untuk berbelanja makanan dan membantu untuk mengolah database pembelian makanan.

Proses perancangan sistem ini dilakukan dengan cara menerima data dari sensor, mencocokkan data di komputer, mengeluarkan makanan, mengolah dan kemudian menampilkan data pada monitor.

Dari hasil pengujian keseluruhan, alat ini mampu bekerja sesuai dengan yang kita inginkan. Proses pembelian makanan dan proses pemilihan makanan yang akan dibeli tidak dapat dilakukan secara bersamaan. Dengan menggunakan mikrokontroler sebagai sistem kontrol maka akan didapatkan suatu sistem yang sepenuhnya bekerja dengan logika low dan high, digunakan untuk mendeteksi sinyal masukan dari sensor infrared dan limit swicth.

KATA PENGANTAR

Puji dan syukur penulis panjatkan kehadirat Tuhan Yang Maha Esa yang telah melimpahkan rahmat dan petunjuk-Nya sehingga penulis dapat menyelesaikan skripsi yang berjudul Perancangan dan Pembuatan Alat Automatisasi Snack Berlangganan untuk Siswa Sekolah Dasar Berbasis Mikrokontroler AVR AT90S2313. Penyusunan skripsi ini merupakan salah satu syarat dalam rangka menyelesaikan studi di Fakultas Teknologi Industri Institut Teknologi Nasional Malang.

Dalam kesempatan ini penulis ingin menyampaikan banyak terima kasih kepada :

- Ir. F Yudi Limpraptono, MT, selaku ketua jurusan teknik elektro ITN Malang.
- Ir. Mimien Mustikawati, selaku sekretaris jurusan teknik elektro yang dengan kesabaran dan kebijaksanaannya memberikan bimbingan kepada penulis.
- Ir. F Yudi Limpraptono, MT, selaku dosen pembimbing I yang telah memberikan pengarahan dan bimbingannya dalam penyusunan laporan ini.
- Ir. M. Ashar, MT, selaku dosen pembimbing II yang telah memberikan pengarahan dan bimbingannya dalam penyusunan laporan ini.
- Seluruh pihak yang telah membantu penulis untuk menyelesaikan laporan skripsi ini.

Penulis menyadari bahwa skripsi ini belum dikategorikan sebagai pencapaian yang sempurna. Namun penulis mempunyai harapan bahwa skripsi ini dapat menjadi bahan bagi pengembangan untuk masa mendatang sehingga dapat memberikan manfaat bagai masyarakat. Akhir kata saran dan kritik yang membangun dari pembaca akan tetap penulis nantikan.

Malang, Maret 2006

Penulis

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BAB I

PENDAHULUAN

1.1. Latar Belakang

Teknologi elektronika sekarang ini makin pesat berkembang seiring perkembangan zaman yang kian hari semakin canggih. Sehingga peralatan elektronika menjadi piranti yang sangat banyak digunakan diberbagai bidang khususnya pada piranti dengan kerumitan yang tidak dapat dilakukan oleh manusia dengan cepat dalam prosesnya, maka dengan teknologi elektronika didapatkan kemudahan dan kenyamanan dalam melakukan suatu pekerjaan. Seperti halnya pada kebanyakan orang tua murid sekolah dasar takut untuk memberikan uang saku dalam bentuk tunai agar terhindar dari hal-hal yang tidak diinginkan.

Berpijak pada masalah ini, dirancang suatu alat untuk dapat mengatur pembelian jajanan untuk anak-anak dengan cara prabayar yang nantinya akan dibayarkan orang tua murid setiap bulannya yang datanya dapat diolah dengan Personal komputer(PC).

1.2. Rumusan Masalah

Dari pernyataan tersebut maka dapat dirumuskan permasalahan sebagai berikut: yaitu bagaimana merencanakan dan merancang sekaligus membuat suatu alat yang dapat mengatur pembelian makanan bagi siswa sekolah dasar.

1.3. Tujuan

Tujuan dari pembahasan skripsi ini adalah merancang dan membuat alat automatisasi snack berlangganan untuk siswa sekolah dasar menggunakan mikrokontroler AT90S2313 dan PC yang dapat digunakan oleh siswa sekolah dasar berbelanja melalui kartu barcode.

Batasan Masalah

Agar permasalahan dalam Skripsi ini tidak berkembang karena keterbatasan pengetahuan, waktu dan biaya maka pembahasan dibatasi pada :

1. Menggunakan *Personal Computer (PC)* sebagai unit kontrol yang bekerjasama dengan sebuah minimum sistem *mikrokontroller AT90S2313.*
2. *Barcode scanner* yang digunakan adalah dengan type ARGOX.
3. Software yang digunakan pada PC adalah Mikrosoft Visual Basic 6.0

1.5. Metodelogi

Metodelogi yang digunakan dalam penulisan Skripsi ini adalah sebagai berikut:

1. Pengumpulan Data.

   Metode yang digunakan diawali dengan melakukan studi literatur terhadap data-data yang diperlukan guna menunjang kelancaran didalam proses pembuatan alat. Studi ini akan dilaksanakan dengan cara mencari buku-buku yang menjadi landasan dari tiap-tiap teori maupun mencari data lewat sarana internet. Kemudian data ini akan diproses untuk mencari sesuai dengan data yang kita kehendaki.

2. Perencanaan dan Pembuatan Alat.

   Pada tahap ini, akan dibuat program dan alat pendukung berdasarkan rencana awal dengan berlandaskan pada pedoman yang ada.

3. Pengujian Alat.

   Pengujian alat dilakukan saat mencapai tahap akhir untuk menemukan kesalahan atau kekurangan pada alat tersebut untuk kemudian dilakukan perbaikan.

4. Evaluasi.

   Evaluasi terhadap alat yang telah selesai dibuat.

1.6. Sistematika

Adapun sistematika dari penyusunan Skripsi ini adalah :

BAB I. PENDAHULUAN

Berisi latar belakang, rumusan masalah, tujuan, pembatasan masalah, metodologi penulisan serta sistematika penyusunan dan pembuatan alat.

BAB II. LANDASAN TEORI

Berisi tentang teori-teori dasar yang memiliki relevansi sebagai dasar perencanaan dan pembuatan.

BAB III. PERENCANAAN DAN PEMBUATAN ALAT

Berisi tentang perencananan *hardware* dan *software*

BAB IV. PENGUJIAN ALAT

Berisi tentang data hasil pengujian peralatan yang telah di buat secara keseluruhan.

BAB V. PENUTUP

Berisi kesimpulan dari hasil pengujian alat dan saran.

BAB II

LANDASAN TEORI

2.1. Pendahuluan

Bab ini akan membahas teori yang menunjang perencanaan dan pembuatan alat. Diawali dengan membahas tentang mikrokontroler yang Diterapkan untuk unit kontrol utama selain *Personal Computer (PC)*. Pada bagian lain juga dibahas tentang komunikasi data serial, IC MAX 232, motor DC,relay, limit switch, dan bahasa pemrograman Microsoft Visual Basic 6.0 untuk unit kontrol pada PC.

2.2. Mikrokontroler AT90S2313

Mikrokontroler dengan arsitektur RISC kini semakin berkembang pesat dan semakin banyak diminati dalam aplikasi sistem kendali. Salah satu jenis mikrokontroler RISC yang sekarang banyak beredar dipasaran adalah mikrokontroler jenis AVR dari Atmel. Mikrokontroler AVR *(Alf and Vegard's Risc Processor)* memiliki konsep yang hampir sama dengan mikrokontroler PICmicro dari Microchip Inc. yang memiliki arsitektur RISC 8-bit.

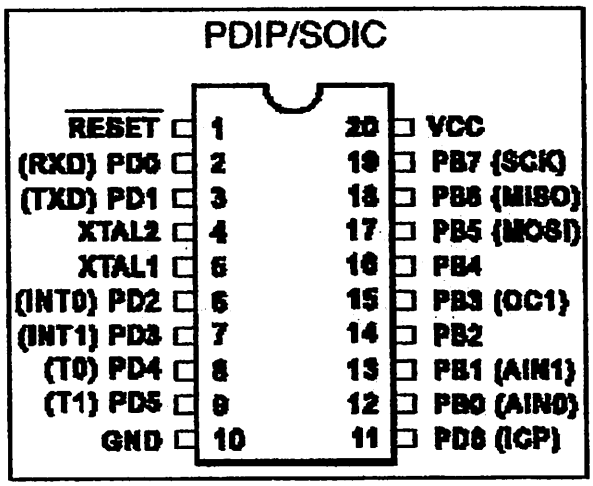
Mikrokontroler AT90S2313 memiliki fitur-fitur utama antara lain sebagai berikut:

1. 118 macam instruksi,
2. 32 x 8 bit General Purpose Register,
3. Memori program Flash pada ROM 2 K word (1K x 16),

4. Memori data SRAM 128 byte,
5. Memori EEPROM 128 byte,
6. Jalur I/O 15 pin,
7. Timer/counter 2 buah,
8. Output PWM 1 kanal,
9. Serial I/O menggunakan UART,
10. Komparator analog,

2.2.1. Konfigurasi pin-pin mikrokontroler AT90S2313

Mikrokontroler AT90S2313 beredar dalam dua jenis kemasan, yaitu 20DIP dan 20 SOIC. Kemasannya yang cukup sederhana memudahkan kita yang hendak mempelajari cara-cara pemrograman mikrokontroler AVR tanpa harus dipusingkan oleh instalasi kabel yang melibatkan banyak jalur sebagaimana pada mikrokontroler dengan jumlah pin diatas 40 buah.



Gambar 2-1 Pin-pin pada AT90S2313
Sumber : Datasheet AT90S2313

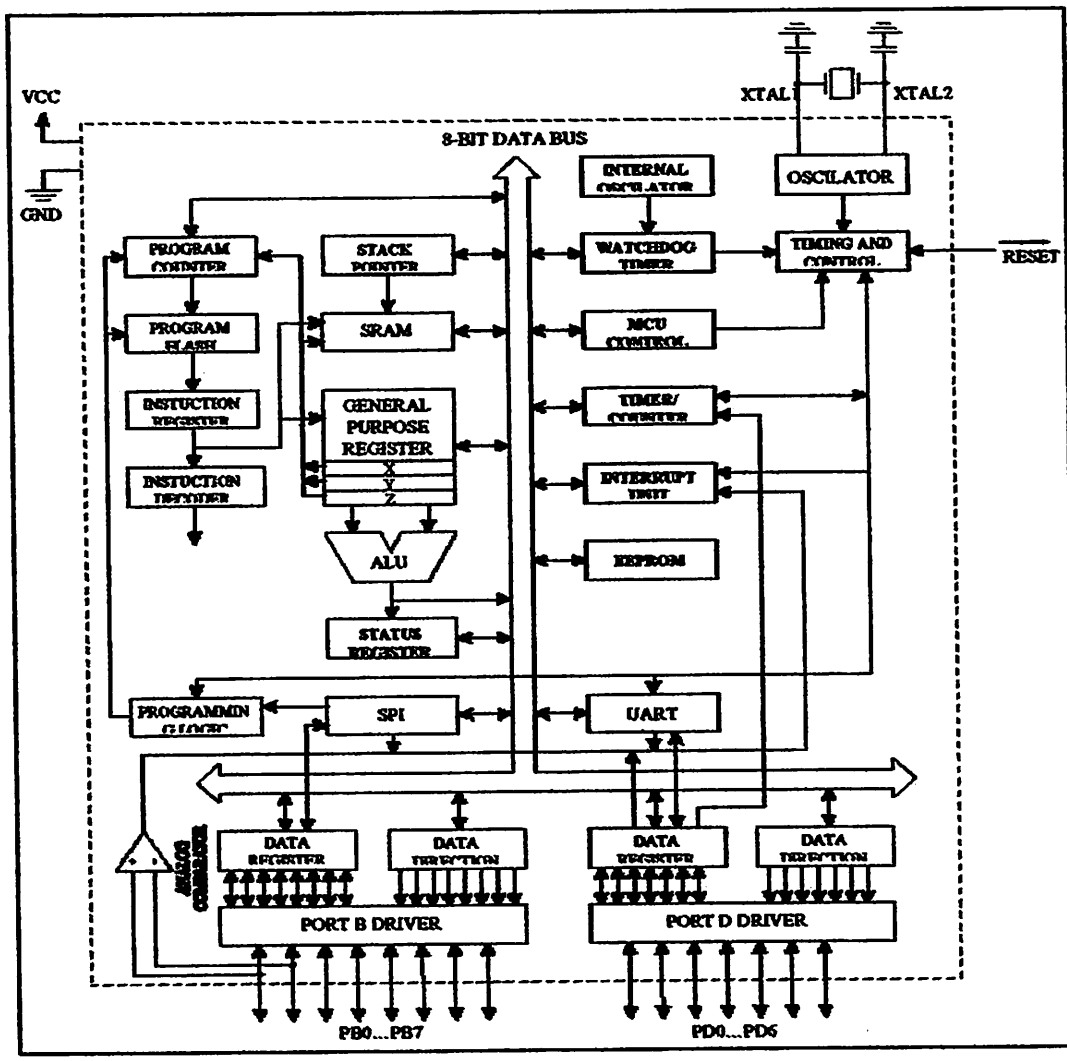
Diskripsi Pin

VCC	Power supply.
GND	Ground.
Port B (PB0...PB7)	Port B merupakan port I/o 8-bit bi-directional. Pin-pin pada port ini dapat diberi resistor pull-up internal secara individual. PB0 dan PB1 juga dapat digunakan untuk melayani input sebagai komparator analog. Buffer port B dapat mencatu arus hingga 20mA dan dapat secara langsung men-*drive* LED.
Port D (PD0...PD6)	Port D memiliki 7 buah I/O bi-directional, yakni PD0...PD7. Seperti halnya port B, pin-pin pada port ini juga mampu men-*drive* LED karena dapat mencatu arus hingga 20mA.
Reset	Reset input. Kondisi logika rendah "0" lebih dari 50 ns pada pin ini akan membuat mikrokontroler masuk kedalam kondisi reset.
XTAL1	Input bagi *inverting oscilator amplifier* dan input bagi *clock internal*.
XTAL2	Output inverting oscilator amplifier.

2.2.2. Arsitektur Mikrokontroler AT90S2313

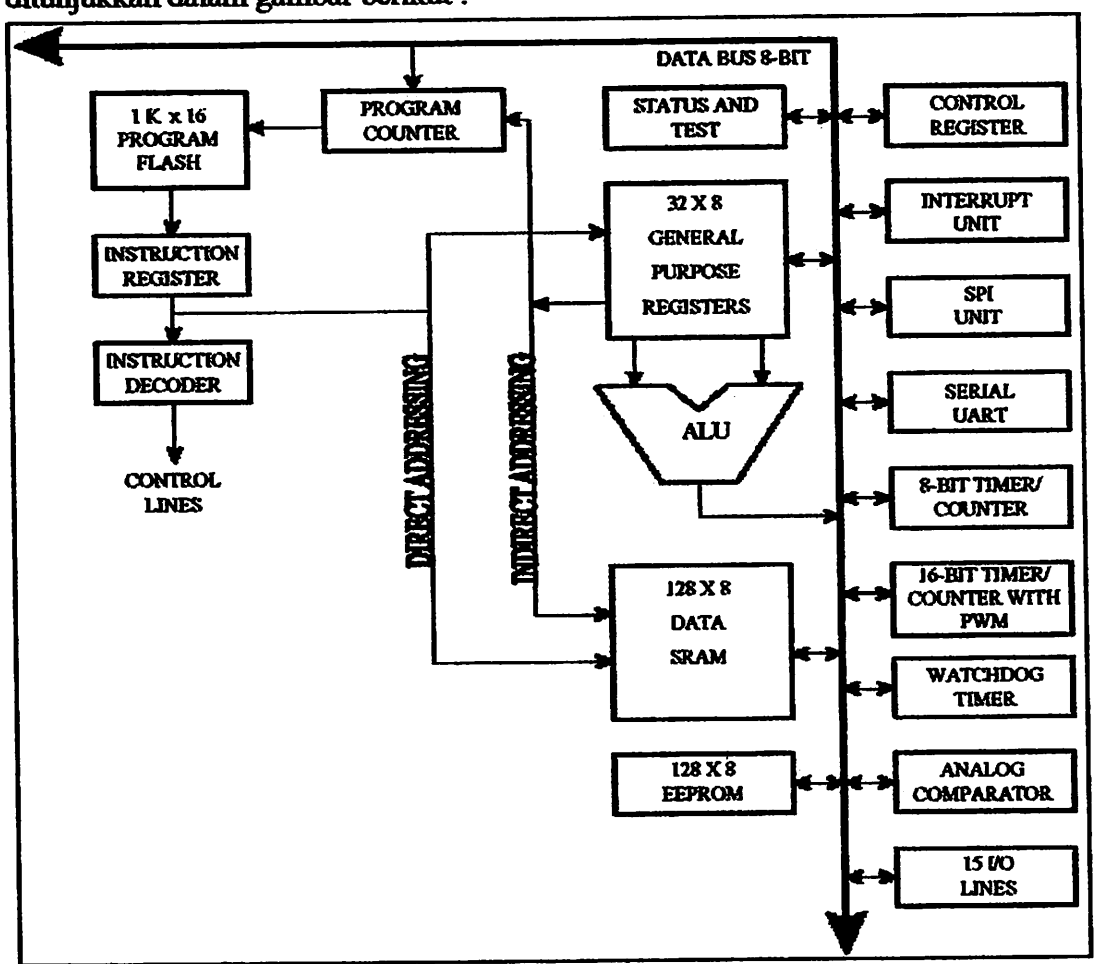
Mikrokontroler AT90S2313 merupakan mikrokontroler CMOS dengan daya rendah yang memiliki arsitektur AVR RISC 8-bit. Arsitektur ini mendukung

kemampuan untuk melaksanakan eksekusi instruksi hanya dalam satu siklus *clock oscilator*. Hal ini sangat cocok bagi yang menginginkan desain sistem aplikasi yang cepat dan hemat daya. AVR memiliki fitur untuk menghemat konsumsi daya, yaitu dengan menggunakan *mode sleep*. *Mode sleep* pada mikrokontroler AVR ada dua macam, yaitu *mode sleep idle* dan *mode power-down*. Adapun diagram blok AT90S2313 ditunjukkan dalam gambar berikut :



Gambar 2-2 Blok Diagram AT90S2313
Sumber : Datasheet AT90S2313

Mikrokontroler AVR memiliki model arsitektur Havard, dimana memori dan bus untuk program dan data dipisahkan. Dalam arsitektur AVR, seluruh 32 register umum yang ada terhubung langsung ke ALU prosessor. Hal ini yang membuat AVR begitu cepat dalam mengeksekusi instruksi. Dalam satu siklus clock, terdapat dua register independent yang dapat diakses oleh satu instruksi. Teknik yang digunakan adalah *fetch during execution* atau memegang sambil mengerjakan. Hal ini berarti, dua operan dibaca dari dua register, dilakukan eksekusi operasi, dan hasilnya disimpan kembali dalam salah satu register, semuanya dilakukan hanya dalam satu siklus clock. Arsitektur AVR AT90S2313 ditunjukkan dalam gambar berikut :

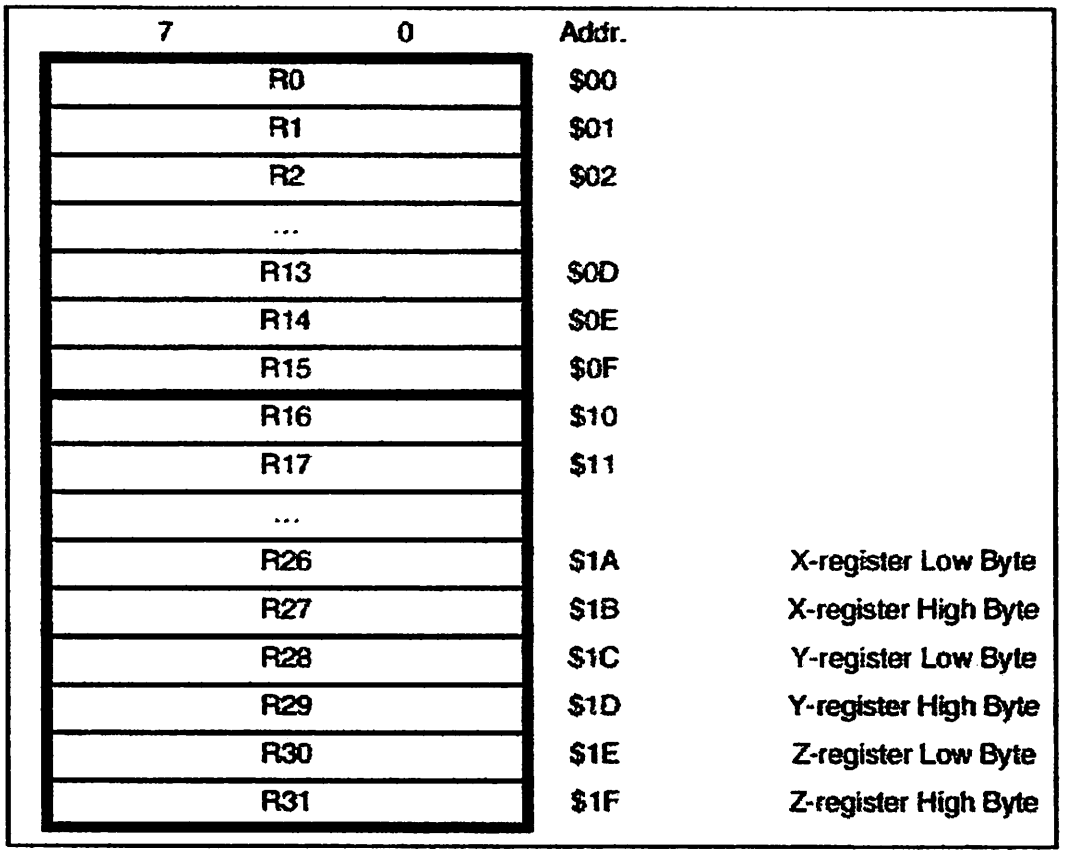


Gambar 2-3 Arsitektur AT90S2313
Sumber : Datasheet AT90S2313

Dari 32 register yang ada, terdapat enam buah register yang dapat digunakan untuk pengalamatan tidak langsung 16-bit sebagai register pointer. Register tersebut memiliki nama khusus, yaitu X, Y, dan Z. masing-masing terdiri dari sepasang register. Register-register khusus tersebut adalah R26:R27 (register X), R28:R29 (register Y), dan R30:R31 (register Z). selai ketiga pasangan register tersebut, sebenarnya terdapat satu pasang register lagi yang dapat digunakan bersama untuk pengolahan data 16-bit, yaitu R24:R25. pasangan register ini tidak memiliki nama khusus sebagaimana ketiga pasangan register yang tersebut diatas.

2.2.3. General Purpose Register (GPR)

Seluruh instruksi operasi register dalam AVR memiliki akses langsung ke semua register. Kecuali untuk lima instruksi aritmatika-logika yang mengoperasikan register dengan konstanta (SBCI, SUBI, CPI, ANDI, dan ORI) dan LDI yang mengoperasikan pemuatan data konstan imediet. Instruksi-instruksi tersebut dioperasikan hanya pada seperuh lokasi register terakhir GPR (R16 sampai R31). Instruksi untuk operasi umum seperti SBC, SUB, CP, AND, OR, dan operasi lainnya yang mengoperasikan dua register atau satu register dapat melakukan akses terhadap seluruh register.



Gambar 2-4 *General Purpose Register AT90S2313*
Sumber : Datasheet AT90S2313

2.2.4. Peripheral AT90S2313

Peripheral utama pada AT90S2313 meliputi Timer/Counter, Watchdog Timer,EEPROM, Analog Comparator, dan UART. Untuk mengkonfigurasi fungsi peripheral-peripheral di atas, maka hal yang harus anda lakukan adalah mengatur setting bit pada register kontrol yang bersangkutan.

2.2.4.1. Timer/Counter

AT90S2313 memiliki dua modul Timer/Counter, yaitu Timer/Counter0 (8-bit) yang dinamakan TCNT0 dan Timer?counter1 (16-bit) yang dinamakan

TCNT1L dan TCNT1H untuk mengatur kerja Timer/Counter kita perlu melakukan setting terhadap bit-bit dalam register I/O.

TCNT0 *(Timer/Counter0 8-bit)*

Register-register yangberhubungan dengan pengguanaan Timer/Counter0 adalah TCCR0 *(Timer/Counter0 Control Register)*, TIFR *(Timer/Counter0 Interrupt Flag Register)*, dan TIMSK *(Timer/Counter0 Interrupt Mask Register)*. Sumber clock untuk Timer/Counter0 dapat berasal dari clock CK, clock CK yang di-prescaler atau clock dari pin eksternal. Clock ekstrenal dapat digunakan sebagai sumber clock bagi TCNT0 melalui pin PD4/T0. Sinyal kendali untuk Timer/Counter0 diatur menggunakan register TCCR0. hanya tiga bit dalam TCCR0 yang digunakan, yaitu CS00 (bit0), CS01 (bit1), dan CS02 (bit2). Bit-bit ini digunakan untuk menentukan nilai prescaler dan sumber clock yang digunakan.

Bit	7	6	5	4	3	2	1	0	
$33 ($53)	-	-	-	-	-	CS02	CS01	CS00	TCCR0
Read/Write	R	R	R	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Nilai pengaturan bit-bit dalam register TCCR0 ditentukan menurut Tabel 2.1 dibawah ini:

Tabel 2.1

Pengaturan Bit-Bit Pada TCCR0

CS02	CS01	CS00	Description
0	0	0	Stop, the Timer/Counter0 is stopped
0	0	1	CK
0	1	0	CK/8
0	1	1	CK/64
1	0	0	CK/256
1	0	1	CK/1024
1	1	0	External Pin T0, falling edge
1	1	1	External Pin T0, rising edge

Sumber : Datasheet AT90S2313

TCNT1H dan TCNT1L (merupakan 2 register Timer/Counter1 16-bit)

Regisater-register yang berhubungan dengan pengaturan Timer/Counter1 adalah TCCR1b, TIFR, dan TIMSK. Timer/Counter1 juga mendukung fungsi Output Compare menggunakan register OCR1A sebagai sumber data yang dibandingkan dengan isi Timer/Counter1. Selain itu, Timer/Counter1 juga dapat digunakan sebagai modul PWM 8-bit, 9-bit, atau 10-bit. Penggunaan Timer/Counter1 untuk modul PWM akan melibatkan register OCR1.

2.2.4.2. EEPROM

AT90S2313 memiliki kapasitas EEPROM 128 byte. Untuk melakukan akses terhadap EEPROM, terdapat tiga register penting yang terhubung dengan EEPROM. Register tersebut adalah EEAR *(EEPROM Address Register)*, EEDR *(EEPROM Data Register)*, dan EECR *(EEPROM Control Register)*.

EEAR merupakan register yang digunakan untuk menempatkan alamat memori EEPROM yang akan diakses. Perhatikan bahwa bit 7 dari register ini tidak digunakan dan akan menghasilkan "0" bila dibaca. Sedangkan EEDR merupakan register untuk menempatkan data sementara pada pengaksesan EEPROM. Pada operasi penulisan EEPROM, register ini berisi data yang akan dituliskan pada alamat EEPROM yang ditunjuk dalam register EEAR, sedangkan pada operasi pembacaan EEPROM, register ini berisi data yang dibaca dari alamat EEPROM yang ditunjuk dalam EEAR.

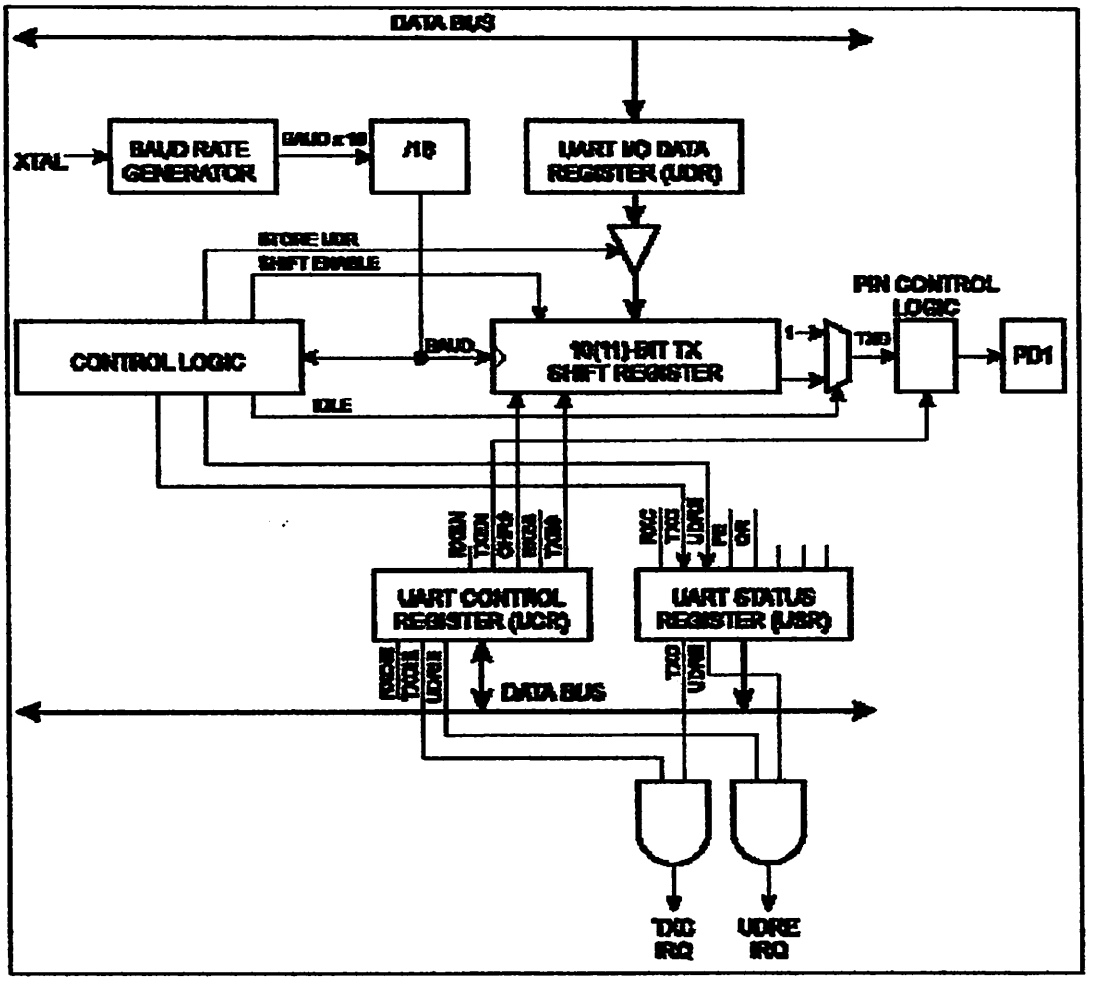
Register EECR merupakan register yang mengontrol proses akses terhadap EEPROM. Bit yang digunakan dalam register ini adalah bit EEMWE, EEWE, dan EERE yang masing-masing menempati bit 0, bit1, dan bit2 dalam register tersebut.

2.2.4.3. UART *(Universal Asyncronous Receiver and Transmitter)*

AT90S2313 memiliki fiture untuk melakukan komunikasi menggunakan UART. Fasilitas komunikasi ini sangat bermanfaat agar sistem aplikasi AVR yang kita buat dapat berkomunikasi dengan sistem lain, misalnya PC atau jaringan sistem kendali lain.

Pengiriman Data

Pengiriman data menggunakan UART akan melibatkan pengoperasian 4 buah register UART, yaitu UDR, UCR, USR, dan UBRR.



Gambar 2-5 Diagram Blok UART Transmitter
Sumber : Datasheet AT90S2313

UDR (UART I/O Data Register) merupakan register yang berguna untuk menampung data sementara dalam proses pengiriman data. Data yang akan dikirim melalui post UART, harus terlebih dahulu ditempatkan dalam register ini, sebelum proses pengiriman data UART dapat dilakukan.

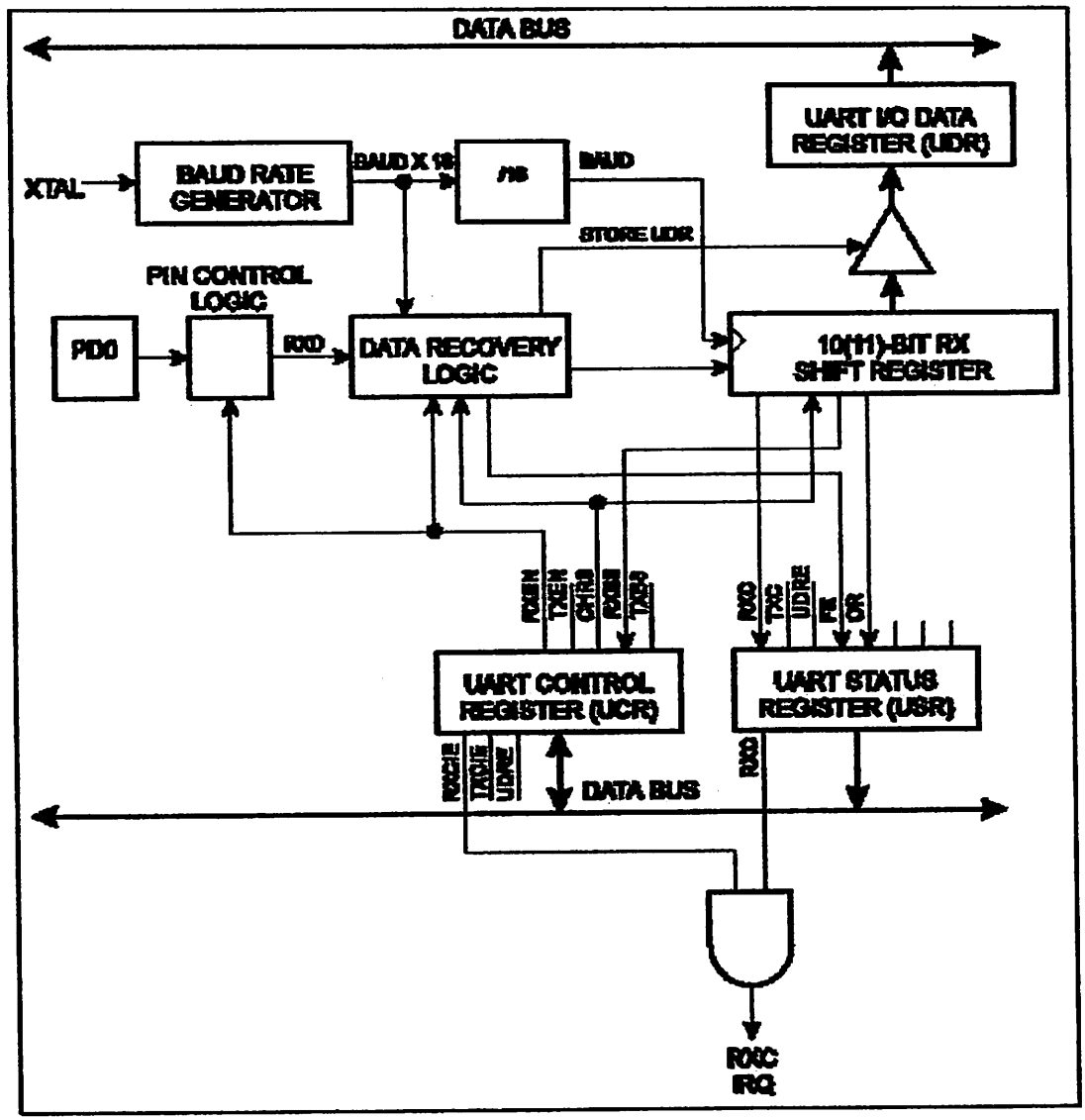
Bila register TX 10(11)-bit kosong (semua berlogika 0), maka bit UDRE (UART Data Register Empty) pada register status USR akan diset("1"). Bila bit ini diset, berarti UART siap siap untuk menerima karakter berikutnya. Pada saat data ditransfer dari UDR ke shift register, bit0 shift register (Start bit) akan di-clear. Dan bit9 atau bit10 akan diset (stop bit). Pengaturan lebar data karakter

dapat diatur menggunakan bit CHR9 pada register kontrol UCR. Bila bit CHR9 diset, berarti pengiriman data menggunakan lebar data 9-bit. Bila ini dipilih, maka bit TXB8 pada UCR akan dikirimkan ke bit 9 dalam register geser Transmit. Operasi pengiriman data menggunakan UART dilakukan mulaidengan pengiriman start bit, digeser keluar, dan diikuti data mulai dari LSB. Pengiriman ini dilakukan dengan kecepatan sesuai dengan *baud rate* yang dipilih. Ketika stop bit telah dikeluarkan, shift register transmit akan diisi dengan data baru berikutnya yang telah dituliskan pada UDR selama proses pengiriman berlangsung. Pada kondisi ini, bit UDRE akan tetap diset hingga ada penulisan data baru pada register UDR. Bila tiak ada penulisan data baru, maka bit TXC akan diset.

Untuk mengaktifkan fungsi pengiriman data menggunakan UART, bit TXEN pada register control UCR harus diset. Hal ini akan menghubungkan UART transmitter dengan pin PD1 dan memaksa pin ini berlaku sebagai output, tanpa mempedulikan pengaturan pada bit DDD1 pada register DDRD. Bila TXEN di-clear, makapin PD1 akan digunakan sebagai pin I/O.

Penerimaan Data

Pada mode pengiriman data menggunakan UART, *receiver* UART akan melakukan pencuplikan sebanyak 16 kali dari *baud rate* yang digunakan.



Gambar 2-6 Diagram Blok UART Receiver

Sumber : Datasheet AT90S2313

Untuk mengaktifkan fungsi penerima UART, bit RXEN harus diset. Seperti halnya pada pengiriman, bila bit ini di-clear, maka pin PD0 akan digunakan sebagai pin I/O. Namun, bila bit ini diset, maka pin PD0 akan dipaksa sebagai berlaku sebagai input, tanpa mempedulikan pengaturan bit DDD0 dalam register DDRD. Selain itu, bit PORTD0 tetap dapat digunakan untuk mengendallikan resistor pull-up pada pin tersebut.

Bila bit CHR9 pada UCR diset, maka data penerimaan dan pengiriman menggunakan panjang data 9-bit yang dikirimkan adalah bit TXB8 dalam register UCR. Sedangkan pada proses penerimaan, bit ke-9 adalah bit RXB8 dalam register UCR.

Pengendalian UART

Pengendalian UART dilakukan menggunakan register UCR sedangkan status UART terdapat pada register USR. Register UDR merupakan register I/O untuk komunikasi UART yang terhubung dengan data yang akan dikirim atau data yang telah diterima.

Berikut ini adalah format register kontrol USR dan register status UCR yang digunakan dalam pengoperasian fungsi UART.

USR *(UART Status Register)*

Bit	7	6	5	4	3	2	1	0	
$1B ($3B)	RXC	TXC	UDRE	FE	OR	-	-	-	USR
Read/Write	R	R/W	R	R	R	R	R	R	
Initial Value	0	0	1	0	0	0	0	0	

- Bit 7 – RXC : UART Receive Complete

Bit ini akan diset bila suatu karakter yang diterima dikirimkan dari shift register Receiver ke UDR. Pengesetan ini tidak akan memperhatikan terdeteksinya error frame pada penerimaan. Bila bit RXCIE dalam register UCR diset, maka interupsi penerimaan komplit akan dieksekusi saat RXC berlogika "1". RXC akan diclear saat pembacaan UDR.

- Bit 6 – TXC : UART Transmit Complete

Bit ini akan diset bila karakter dalam register geser Transmit telah dikeluarkan semuanya ke pin PD1 dan tidak ada data baru yang dituliskan pada UDR. Bendera ini khususnya digunakan untuk antarmuka komunikasi half-duplex, dimana penerimaan dan pengiriman dilakukan secara bergantian.

Bila bit TXCIE dalam UCR diset, maka pengesetan pada bit TXC akan menyebabkan interupsi akibat selesainya UART Transmit akan dierksekusi. TXC di-clear melalui hardware ketika mengeksekusi penanganan vektor interupsi yang bersangkutan.

- Bit 5 – UDRE : UART Data Register Empty

Bit status yang menunjukkan kondisi register UDR. Bit ini akan diset ketika sebuah karakter yang ditulis pada UDR dikirimkan ke register Transmit. Pengesetan pada bit ini mengindikasikan bahwa pengirim siap menerima karakter baru untuk dikirimkan.

- Bit 4 – FE : Framing Error

Bit ini akan diset jika kondisi error frame terdeteksi, misalkan ketika bit stop karakter yang diterima berlogika "0". Bit ini akan di-clear bila bit stop karakter yang diterima adalah "1".

- Bit 3 – OR : Over Run

Bila suatu kondisi overrun terdeteksi, maka bit ini akan diset. Misalnya, ketika suatu karakter telah ada dalam UDR sebelum karakter berikutnya digeser dalam register Receive. Bit OR akan di-clear bila suatu data diterima atau dikirim ke UDR.

Tabel 2.2

Pengaturan UBRR Untuk Menentukan Baud Rate UART

Baud rate	XTAL = 1 MHz		XTAL = 4 MHz		XTAL = 8 MHz	
	UBRR	%Err	UBRR	%Err	UBRR	%Err
2400	25	0.2	103	0.2	207	0.2
4800	12	0.2	61	0.2	103	0.2
9600	6	7.5	25	0.2	51	0.2
14400	3	7.8	16	2.1	34	0.8
19200	2	7.8	12	0.2	25	0.2
28800	1	7.8	8	3.7	16	2.1
38400	1	22.9	6	7.5	12	0.2
57600	0	7.8	3	7.8	8	3.7
76800	0	22.9	2	7.8	6	7.5
115200	0	84.3	1	7.8	3	7.8

Sumber : Datasheet AT90S2313

2.3. Sistem Komunikasi Data Serial

Dikenal dua cara kommunikasi data secara serial, yaitu kommunikasi data serial secata sinkron dan kommunikasi data serial secara asinkron. Pada kommunikasi data serial sinkron, clock dikirimkan bersama-sama dengan data serial, sedangkan kommunikasi data serial asinkron , clock tidak dikirimkan bersama-sama data serial, tetapi dibangkitkan secara sendiri-sendiri baik pada sisi pengirim (*transmitter*) maupun pada sisi penerima (*reciever*). Pada IBM PC kompatibel port serialnya termasuk jenis asinkron. Komunikasi data serial ini dikerjakan oleh UART (*Universal Absynchronous Reciever/Transmitter*).

Pada Uart, kecepatan transfer data (*baud rate*) dan fase clock pada sisi *Transmitter* dan pada sisi *Reciever* harus sinkron. Untuk itu diperlukan sinkronisasi antara transmitter dan receiver. Hali ini dilakukan oleh bit 'Start' dan bit 'Stop'. Bila saluran transmisi data dalam keadaan idle, output UART adalah

dalam keadaan logika "1". Ketika transmitter ingin mengirimkan data, ouput UART akan diset terlebih dahulu ke logika "0" untuk waktu satu bit. Sinyal ini pada reciever akan dikenali sebagai sinyal 'Start' yang digunakan untuk mensinkronkan fase clocknya sehingga sinkron dengan fase clock transmitter. Selanjutnya, data akan dikirimkan secara serial dari bit paling rendah (bit0) sampai bit tertinggi. Selanjutnya akan dikirimkan sinyal 'Stop' sebagai akhir dari pengiriman data serial. Cara pemberian kode data yang disalurkan tidak ditetapan secara pasti. Berikut ini adalah contoh pengiriman huruf "A" dalam format ASCII (41 heksa/1000001 biner) tanpa bit paritas.

Gambar 2-7 Contoh Pengiriman Data Huruf "A" Tanpa Bit Paritas
Sumber : Retna Prasetya & Catur Edi W, 2004

Kecepatan transmisi (baud rate) dapat bebas dipilih dalam rentang tertentu. Baud rate yang umum dipakai adalah 110, 135, 150, 300, 600, 1200, 2400, dan 9600 (bit/detik). Dalam komunikasi data serial, baud rate dari kedua lata yang berhubungan harus diatur pada kecepatan yang sama.

2.3.1. Karakteristik Sinyal Port Serial

Standart sinyal komunikasi serial yang banyak digunakan adalah standart RS232 yang dikembangkan oleh *Electronic Industry Association and the Telecomunications Industry Association* (EIA/TIA) yang pertama kali

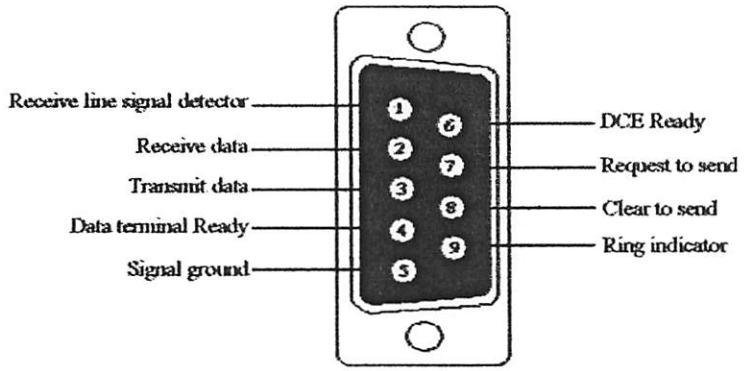
dipublikasikan pada tahun 1962. ini tarjadi jauh sebelum IC TTL populer sehingga sinyal ini tidak ada hubungannya sama sekali dengan level tegangan IC TTL. Standart ini hanya menyangkut kommunikasi antara komputer (Data Terminal Equipment-DTE) dengan alat-alat pelengkap komputer (Data Circuit-Terminating Equipment-DCE). Satndart RS232 inilah yang biasa digunakan pada port serial IBM PC kompatibel.

Standart sinyal serial RS232 memiliki ketentuan level tegangan sebagai berikut:

1. Logika '1' disebut 'mark' terletak antara -3Volt hingga -25Volt.
2. Logika '0' disebut 'space' terletak antara +3Volt hingga +25Volt.
3. Daerah antara -3Volt hingga +3Volt adalah invalid level, yaitu daerah tegangan yang tidak memiliki logika pasti sehingga harus dihindari. Demikian juga, level tegangan lebih negatif dari -25Volt atau lebih positif dari +25Volt juga harus dihindari karena tegangan tersebut dapat merusak line driver pada saluran RS232.

2.3.2. Konfigurasi Port Serial

Pada gambar 2-8 adalah gambar konektor port serial DB-9 pada bagian belakang CPU. Pada komputer IBM PC kompatibel biasanya kita dapat menemukan dua konektor port serial DB-9 yang biasa dinamai COM1 dan COM2.



Gambar 2-8 Konfigurasi Konektor Serial DB-9

Tabel 2.3

Fungsi Pin-pin Dari RS-232

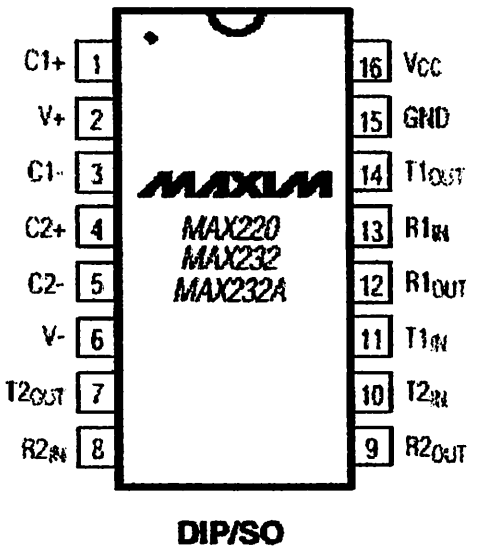
Pin DB 9	NAMA	ARAH
1	Data Carrier Detect	Input
2	Receiver Data	Input
3	Transmitter Data	Output
4	Data Terminal Ready	Output
5	Signal Ground	Ground
6	Data Set Ready	Input
7	Request To Send	Output
8	Clear To Send	Input
9	Ring Indicator	Input

Sumber : Retna Prasetya & Catur Edi W, 2004

2.3.3. IC MAX 232

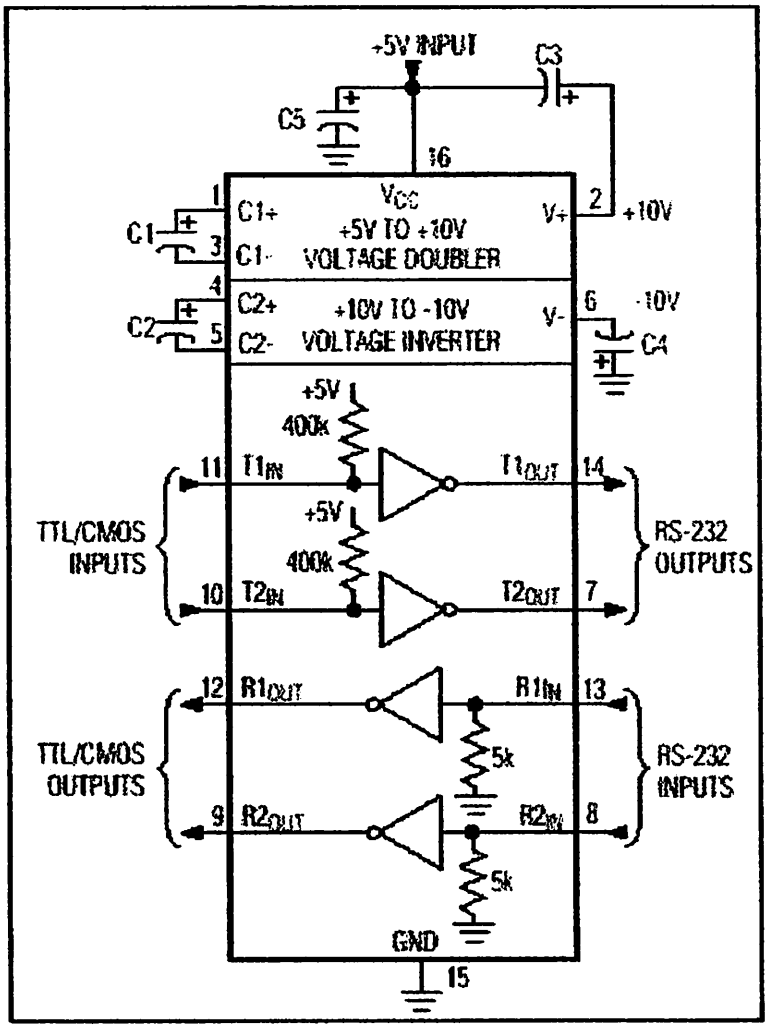
Saluran data pada port serial PC menggunakan standar RS 232, dimana logic "0" *(low)* dinyatakan sebagai tegangan +3Volt sampai +10Volt dan logic "1" *(high)* dinyatakan sebagai tegangan –3Volt samapai –10Volt. Level tegangan ini tidaklah sesuai dengan level tegangan yang dipakai pada port serial mikrokontroler AT90S2313 yang menggunakan standar TTL *(Transistor Transistor Logic)*, yaitu level tegangan baku dalam rangkaian-rangkaian digital.

Dalam standar TTL logic "0" *(low)* dinyatakan sebagai tegangan antara 0Volt sampai +0.8Volt, dan logic "1" *(high)* dinyatakan sebagai tegangan antara +3,5Volt sampai +5Volt, karena perbedaan tegangan tersebut, agar port serial PC tidak merusak port serial AT90S2313 antara keduanya dipasang IC Max 232 sebagai penyesuai tegangan.



Gambar 2-9 Konfigurasi Pin IC MAX 232
Sumber : Datasheet MAX232

Rangkaian dasar IC MAX 232 dapat dilihat pada gambar 2.14 dibawah ini.



Gambar 2-10 Rangkaian Operasi IC MAX 232
Sumber : Datasheet MAX232

2.4. Barcode

Barcode pada dasarnya adalah susunan garis vertikal hitam dan putih dengan ketebalan yang berbeda, sangat sederhana tetapi sangat berguna, dengan kegunaan untuk menyimpan data-data spesifik misalnya kode produksi, tanggal kadaluwarsa, nomor identitas dengan mudah dan murah, walaupun teknologi semacam itu terus berkembang dengan ditemukannya media magnetic, rfid,

electronics tags, serial eeprom (seperti pada smart card), barcode terus bertahan dan masih memiliki kelebihan-kelebihan tertentu yaitu ,yang paling utama, murah dan mudah, sebab media yang digunakan adalah kertas dan tinta, sedangkan untuk membaca barcode ada begitu banyak pilihan di pasaran dengan harga yang relatif murah mulai dari yang berbentuk pena (wand), slot, scanner, sampai ke CCD dan bahkan kita dapat membuatnya sendiri.

Jenis barcode sangatlah banyak mulai dari yang tradisional yaitu 1 dimensi sampai dengan barcode yang multi dimensi, dalam hal ini akan digunakan barcode jenis code 39 pada perancangan kartu untuk pembelian makanan.

2.4.1. Code 39

Code 39 dapat mengkodekan karakter alphanumeric yaitu angka desimal dan huruf besar serta tambahan karakter spesial -.*$/%+ Satu karakter dalam Code 39 terdiri dari 9 elemen yaitu 5 bar (garis vertikal hitam) dan 4 spasi (garis vertikal putih) yang disusun bergantian antara bar dan spasi. 3 dari 9 elemen tersebut memiliki ketebalan lebih tebal dari yang lainnya oleh karenanya kode ini biasa disebut juga , 3 elemen yang *code 3 of 9* lebih tebal tersebut terdiri dari 2 bar dan 1 spasi. Elemen yang lebar mewakili digit biner 1 dan elemen yang sempit mewakili digit biner 0.

Gambar 2-11 Digit Biner Barcode Code 39
Sumber : www.jasacom.com/ar_barcode/

QZ	SC	ICG	CI	ICG	C2	ICG	...	CN	ICG	CC	ICG	PC	QZ

Dimana :

X : Ketebalan elemen yang sempit (minimum 0.19mm).

QZ : Quiet Zone atau Start-Stop Margin dengan ketebalan minimum 6 mm atau 10 kali X.

SC : Start Character (karakter *).

ICG : Inter Character Gap dengan ketebalan 1 kali X.

C1 ..CN : Character ke 1 s/d character ke N.

CC : Check Character.

PC : Stop Character (karakter *).

Untuk dapat membedakan garis vertikal lebar dan sempit maka perbandingan ketebalan antara garis vertikal lebar dan sempit minimum 2:1, dimana perbandingan 3:1 akan lebih baik.

Lebar keseluruhan barcode dapat dirumuskan sebagai berikut :

$$L = N(3RX+7X) + (6RX+13X) + (3RX+7X) + (M1+M2)$$

I II III IV

Sumber : www.jasacom.com/ar_barcode/

Dimana :

L : Lebar keseluruhan barcode

N : Jumlah karakter

R : Perbandingan garis vertikal lebar dan sempit

X : Ketebalan garis vertikal sempit

I : Lebar Nkarakter plus 1 Inter character gap

II : Lebar start dan stop character plus 1 inter character gap antara start character dan character pertama

III : Lebar Check Character plus 1 inter charcater gap

IV : Lebar 2 kali quiet zone (M1 (start margin) + M2 (s t o p ma rg i n)).

Gambar 2-12 Contoh Barcode Code 39

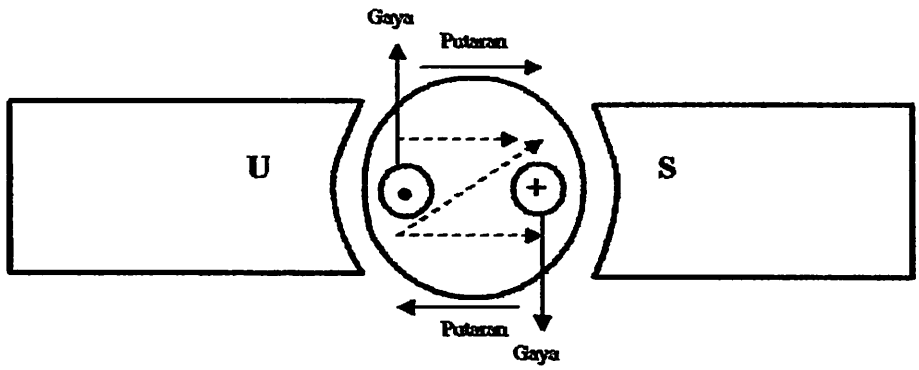
Sumber : www.jasacom.com/ar_barcode/

2.5. Motor DC

Sebuah motor listrik adalah berfungsi utnuk mengubah daya listrik menjadi daya mekanik dalam hal ini putaran. Prinsip kerja motor DC dapat dijelaskan sebagai berikut :

Jika kawat penghantar dialiri arus listrik terletak diantara dua kutub magnet utara dan selatan, maka kawat tersebut terkena gaya lorentz. Arus yang mengalir pada

lilitan akan menghasilkan medan magnet yang berintraksi dengan medan utama dan akan memperkuat medan disatu sisi konduktor tetapi melemahkan disisi lain, interaksi ini menyebabkan adanya gaya dorong pada konduktor armatur. Arah dari gerakan armatur sesuai dengan kaidah tangan kiri. Arah gerakan dan daya dapat dilihat dalam gambar dibawah ini :



Gambar 2-13 Prinsip Kerja Motor DC
Sumber : Zuhal, 2000

Gaya yang dihasilkan oleh arus yang mengalir pada penghantar yang di tempatkan dalam medan magnet dapat diketahui dengan persamaan sebagai berikut:

$$F = B.I.L$$

Keterangan :

F = Gaya Lorentz (Newton)

B = Kecepatan fluks magnet (weber/m^2)

I = Arus listrik (Ampere)

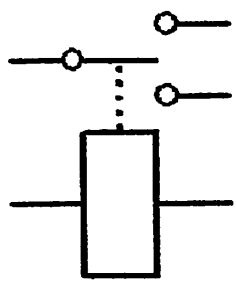
L = Panjang sisi kumparan rotor (Meter)

2.6. Relay

Relay adalah alat untuk membuka/menutup kontak secara elektrik dengan tujuan menghubungkan fungsi dari rangkaian satu dengan rangkaian lainnya.

Kontak-kontak yang ada pada relay ada dua macam, yaitu *normally open* (relay yang kontaknya terbuka pada saat belumada arus yang melalui kumparan dan tertutup pada saat ada arus) dan *normally closed* (relay yang kontaknya tertutup pada saat belum ada arus dan membuka pada saat ada arus).

Keuntungan memakai relay umumnya terletak pada pengaturan switchingnya, sehingga teradi isolasi antara rangkaian catu daya rendah dengan catu daya tinggi yang akan diputus dan disambung. Kerugian penggunaan relay pada umumnya terjadi tanggapan waktu yang relatif lambat pada saat ON/OFF.



Gambar 2-14 Simbol Relay

Cara kerja relay adalah sebagai berikut :

Jika ada arus yang masuk melalui kumparan, maka kumparan tersebut akan menghasilkan induksi magnet. Induksi magnet tersebut akan menarik pegas kontak, yang akan merubah posisi awalnya menjadi terhubung kebagian lain.

Setelah arus terhenti maka tidak ada induksi lagi sehingga kontak kembali pada kondisi semula seperti pada saat belum mendapatkan arus.

BAB III

PERANCANGAN DAN PEMBUATAN ALAT

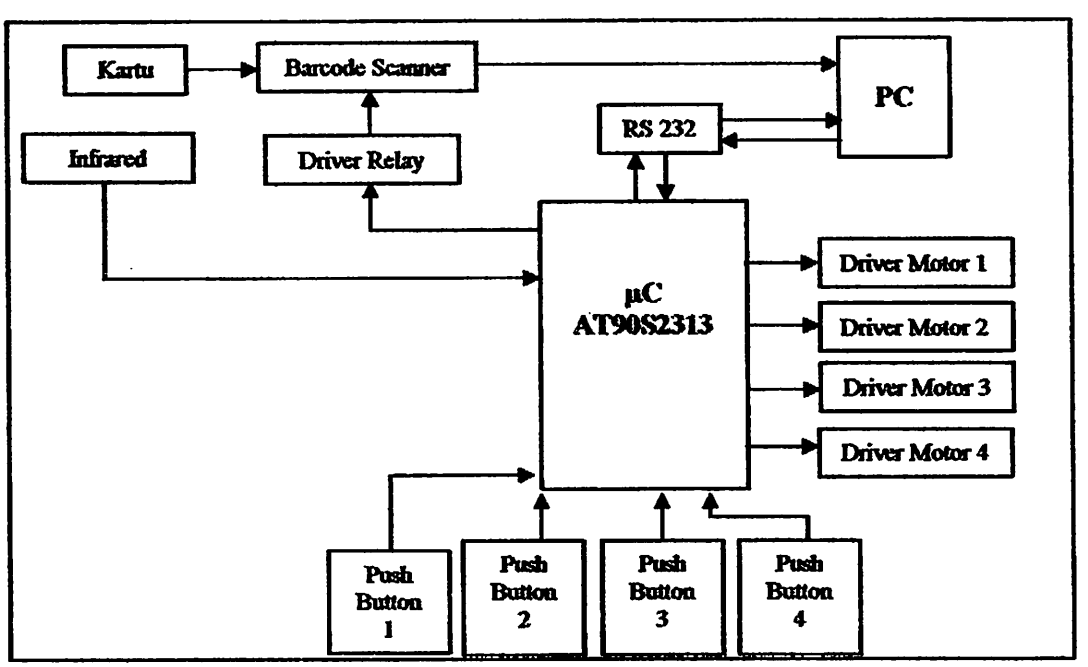
Bab ini membahas mengenai perencanaan alat Automatisasi mesin snack Berlangganan untuk siswa sekolah dasar berbasis mikrokontroller AT90S2313. Secara garis besar, perencanaan alat meliputi dua bagian yaitu:

1. Perencanaan perangkat keras *(hardware)*
2. Perencanaan perangkat lunak *(software)*

3.1. Perancangan Perangkat Keras

3.1.1. Blok Diagram Perancangan

Adapun blok diagram dari perancangan alat ini secara garis besar adalah sebagai berikut :



Gambar 3-1 Blok Diagram Perancangan

Berdasarkan blok diagram diatas, maka prinsip kerja dari alat tersebut dapat dijelaskan sebagai berikut.

Infrared :

Berfungsi untuk mendeteksi ada atau tidaknya kartu yang masuk.

Mikrokontroler :

Merupakan rangkaian dengan menggunakan IC AT90S2313 yang berfungsi untuk mengolah data-data input dari PC, limit switch, dan sensor infra merah juga untuk mengontrol seluruh sistem.

Driver Relay :

Digunakan untuk menggerakan kontak relay yang kemudian digunakan untuk mengaktifkan barcode scanner serta motor DC.

Barcode Scanner :

Perangkat sensor ini berfungsi mengubah data masukan beberapa kode bar menjadi bentuk logika biner, perangkat ini terdiri dari 2 bagian yaitu blok pemancar dan detektor cahaya. Pada sistem ini digunakan sensor dalam satu kemasan.

Limit Switch :

Rangkaian ini menggunakan 2 buah limit switch yang berfungsi untuk membatasi putaran motor DC agar tidak melebihi putaran yang kita inginkan.

Personal Computer (PC) :

Digunakan untuk mengolah database data pelanggan dan untuk pembelian makanan.

RS 232 :

RS232 sebagai jalur transfer data serial antara mikrokontroler dengan PC

Push Button :

Difungsikan sebagai tombol pemilih makanan yang dibeli.

Driver Motor :

Berfungsi sebagai penggerak mekanik pada Tabung makanan ringan.

3.1.2. Mikrokontroler AT90S2313

Disini rangkaian mikrokontroller AT90S2313 berfungsi sebagai pengolah data dan pengendali alat. Mikrokontroller agar dapat melakukan prosesnya harus didukung oleh beberapa komponen tambahan, yaitu berupa rangkaian clock .

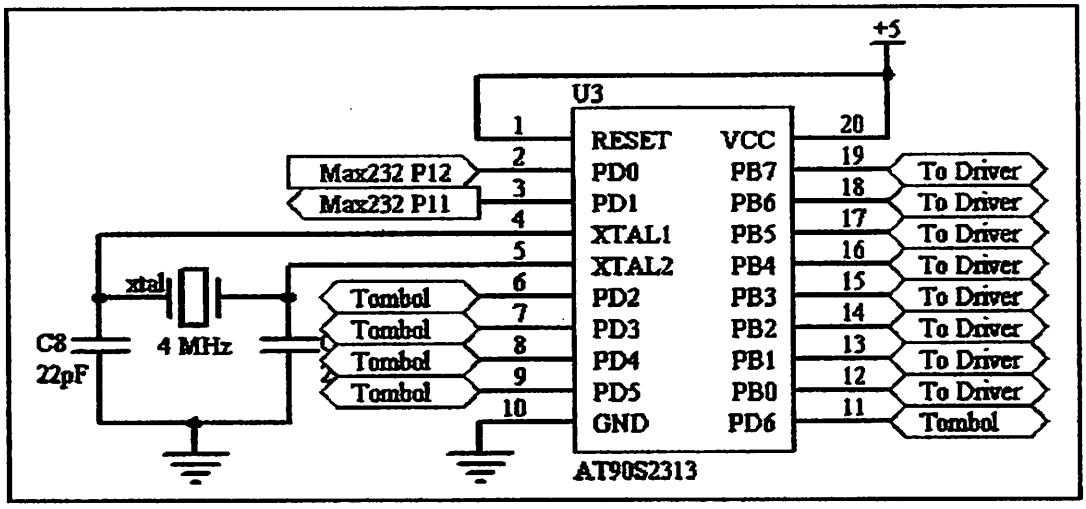
3.1.2.1.Konfigurasi Pin Mikrokontroler AT90S2313

Penentuan port-portnya dan sinyal-sinyal yang digunakan untuk mendukung proses yang akan dilakukan adalah sangat penting. Mikrokontroller AT90S2313 adalah suatu chip IC yang terdiri dari 20 pin, dalam perancangan alat ini pin-pin yang digunakan adalah sebagai berikut :

1. Pin 1 / Port (RST) digunakan sebagai reset sistem
2. Pin 2-3 / Port (D0-D1) digunakan sebagai komunikasi serial dengan PC yang dihubungkan dengan IC MAX 232.
3. Pin 4-5 / Port (XTAL1-XTAL2) digunakan sebagai sistem clock.
4. Pin 6-9 / Port (D2 sampai D6) digunakan sebagai inputan dari Push Button.

5. Pin 13-14 / Port (B0 sampai B7) Digunakan untuk mengaktifkan rangkaian driver relay untuk motor.

Dari uraian diatas tentang pin atau port agar lebih jelasnya dapat dilihat pada gambar 3-2



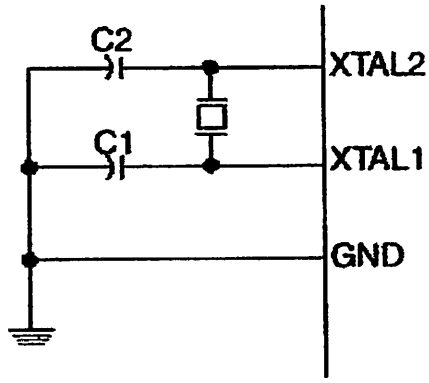
Gambar 3-2 Konfigurasi pin-pin yang digunakan

3.1.2.2.Rangkaian Clock Minimum Sistem

Kecepatan proses pengolahan data pada mikrokontroller ditentukan oleh Clock (pewaktu) yang dikendalikan oleh Mikrokontroller tersebut. Pada Mikrokontroller AT90S2313 terdapat internal Clock. Internal Clock generator berfungsi sebagai sumber Clock, tapi masih memerlukan rangkaian tambahan untuk membangkitkan Clock yang diperlukan. Rangkaian Clock ini terdiri dari dua buah kapasitor dan sebuah kristal yang dirangkai sedemikian rupa dan kemudian dihubungkan dengan Pin 4 dan 5 pada AT90S2313.

Dalam Perancangan rangkaian ini menggunakan.

1. C = 220 pF.Penentuan besarnya kapasitansi disesuaikan dengan spesifikasi pada data sheet AT90S2313.
2. Kristal 4 MHZ (berdasarkan data sheet AT90S2313) adapun gambar rangkaian clock tampak seperti pada gambar 3-3.



Gambar 3-3 Rangkaian Clock Minimum Sistem

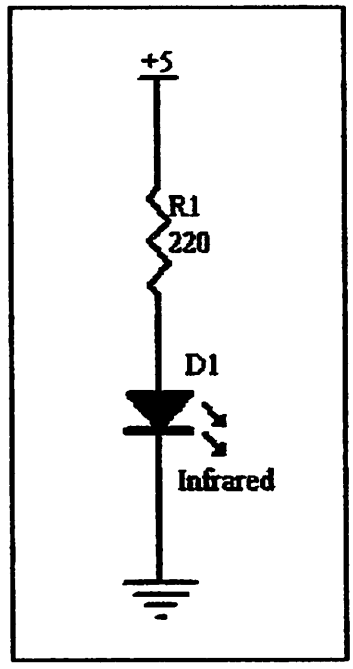
3.1.3. Pendeteksi infra merah.

Rangkaian yang dipakai menggunakan pendeteksi sudah ada atau belum kartu yang masuk, dimana pada sensor ini terdapat komponen dioda pemancar cahaya dan *photodiode* yang terpisah oleh celah, dan jika diberi tegangan maka akan menghasilkan tegangan output yang berupa pulsa.

Photodiode pada rangkaian ini berfungsi untuk menerima sinar dari dioda pemancar cahaya, Ketika *photodiode* terkena cahaya inframerah maka *photodiode* akan saturasi (saklar terbuka). Begitu sebaliknya jika *photodiode* tidak terkena cahaya inframerah (terhalang oleh kartu) maka *photodiode* akan cut off (saklar tertutup).

Dikarenakan jarak celah antara kedua sensor infra merah berbeda maka disini digunakan dua rangkaian yang berbeda pula. Untuk sensor infra merah pada tempat memasukkan kartu hanya menggunakan pembanding saja karena celahnya sempit.

3.1.3.1. Rangkaian Detektor Kartu



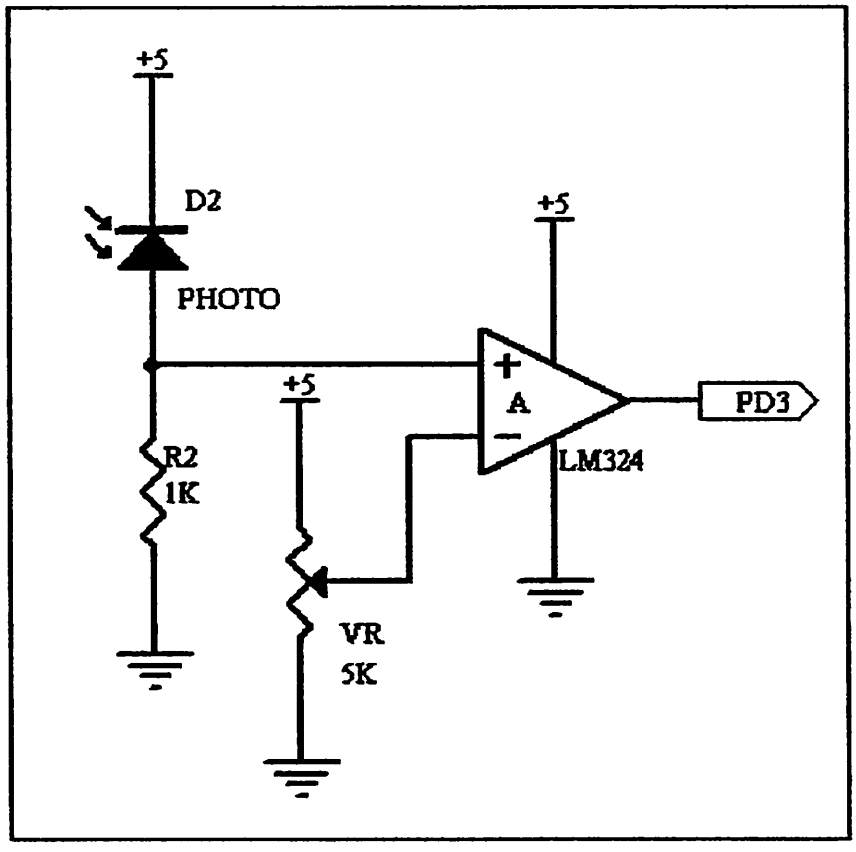
Gambar 3-4. Rangkaian Pengirim

Pada rangkaian ini, LED mempunyai arus maju (Forward current) (If) sebesar 20 mA. Pada arus ini, tegangan maju dioda cahaya (Vf) adalah 1,2 V, maka nilai R1 dapat ditentukan dengan persamaan sebagai berikut :

$$R1 = \frac{V - VD}{I}$$

$$R1 = \frac{5V - 1{,}2V}{20.10^{-3}}$$

R1= 190 Ω



Gambar 3-5. Rangkaian Penerima Dan Pembanding

Karena dipasaran tidak ada harga R = 190Ω maka dipakai R = 220Ω.

Arus Reverse Photo dioda direncanakan = 5 mA, maka:

$$R2 = \frac{V - Vr}{I}$$

$$R2 = \frac{5V - 0{,}2V}{5.10^{-3}}$$

$$R2 = 960\Omega$$

Karena dipasaran tidak ada harga R = 960Ω maka dipakai R = 1kΩ.

3.1.4. Rangkaian Driver Motor DC

Untuk menjalankan motor diperlukan arus yang cukup tinggi tetapi karena mikrokontroler mengeluarkan arus yang kecil yang tidak cukup untuk menggerakan motor maka perlu tambahan pengandali yaitu driver motor. Driver yang dipakai adalah dua buah ralay yang dihubungkan dengan transistor, untuk menjalankan relay diperlukan arus yang cukup, untuk itu maka dibutuhkan sebuah transistor yang memiliki penguatan arus yang cukup besar untuk dapat menggerakan relay.

Pada rancangan alat ini, digunakan relay dengan tegangan relay sebesar 12 Volt dan hambatan relaynya sebesar 400 Ω maka arus yang mengalir dapat dihitung dengan rumus:

$$\frac{V\,relay}{R\,relay} = I\,relay$$

$$\frac{12\,volt}{400\Omega} = 0.03\,A$$

Transistor yang dapat digunakan untuk arus tersebut adalah tipe BD139 karena memiliki Ic maksimum sebesar 1.5 A (Datasheet). Oleh karena relay ini terhubung pada bagian kolektor dari transistor BD139, maka dapat dianggap :

$$Ic = I\,relay = 0.03\,A$$

Jika *Hfe* BD139 = 40 (Datasheet)

$$Ic = 0.03\,A$$

Maka arus basis (Ib) dapat ditentukan dengan persamaan :

$$Ib = \frac{Ic}{Hfe}$$

$$= \frac{0.03\,A}{40} = 0.75\,mA$$

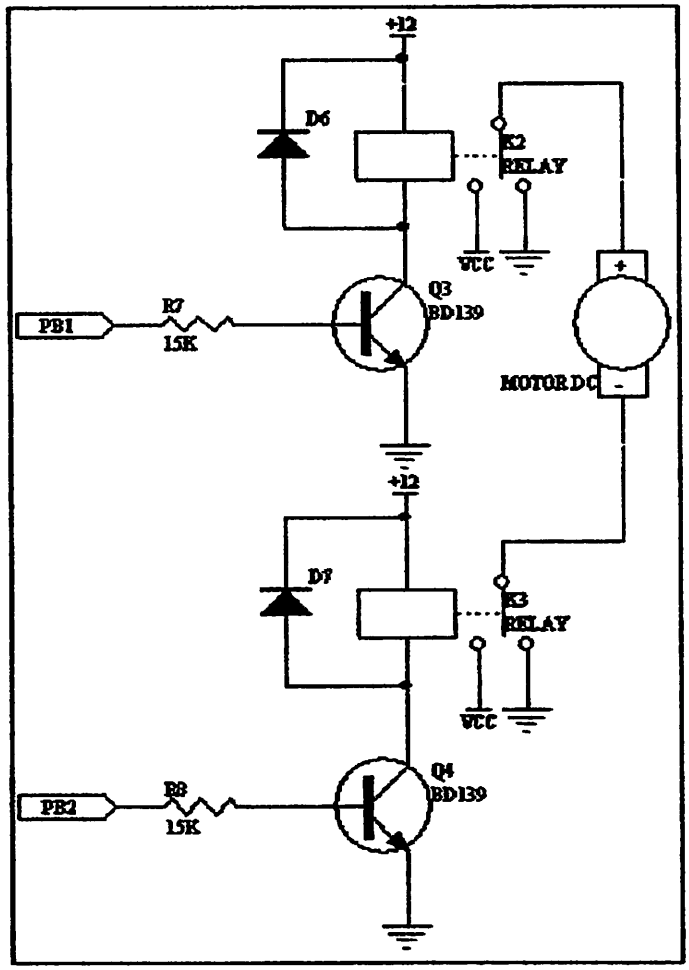
Dengan harga *Ib* sebesar 0.75 *mA*, maka harga *Rb* dapat ditentukan dengan menggunakan persamaan:

$$Rb = \frac{V\,Rb}{Ib} = \frac{Vcc - Vbe(saturasi)}{Ib}$$

$$= \frac{12\,volt - 0.7}{0.75 x 10^{-3}}$$

$$= 15066\,\Omega$$

Karena harga resistor 15066 Ω tidak ada dipasaran maka digunakan nilai pendekatan sebasar 15 KΩ.

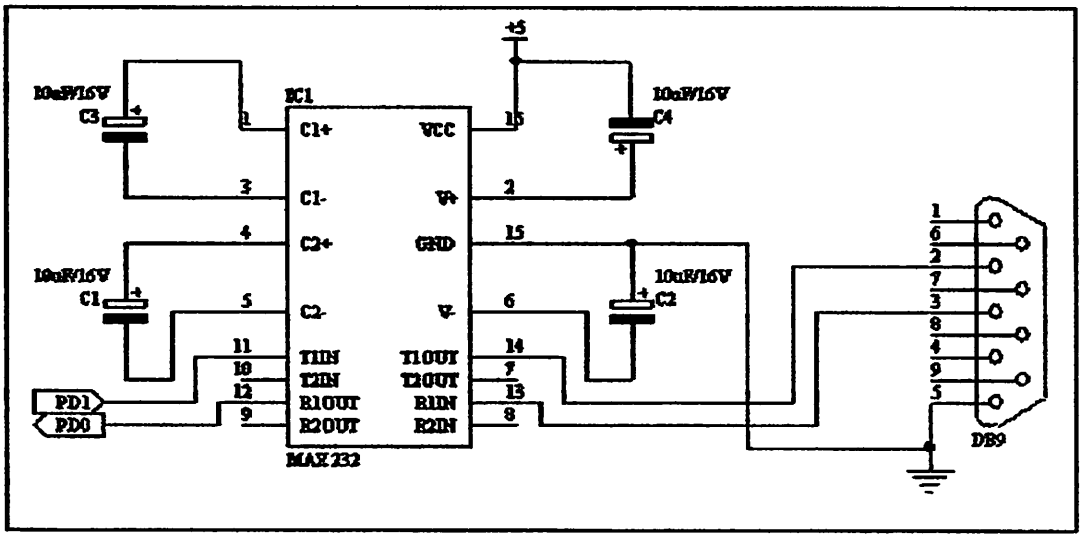


Gambar 3-7 Rangkaian Driver Motor DC

Selain driver untuk motor DC dirancang juga driver relay. Rangkaian driver relay ini digunakan untuk mendrive kontak relay agar dapat mengaktifkan perangkat barcode scanner.

3.1.5. RS 232

Sebelum diinputkan ke PC dibutuhkan rangakaian konverter tegangan. Mikrokontroler mempunyai output logika high dihasilkan dari tegangan 5 volt dan logika low sebasar 0 volt, tegangan ini akan sering mengakibatkan terjadinya kesalahan pengiriman dan penerimaan data dikarenakan rugi-rugi dari kabel. RS 232 berfungsi untuk memperlebar range tegangan karena berada dikisaran +10 volt dan –10 volt, dengan range yang lebar ini kesalahan karena rugi-rugi sistem komunikasi dari mikrokontroler ke PC tidak mempengaruhi nilai data yang dikirimkan

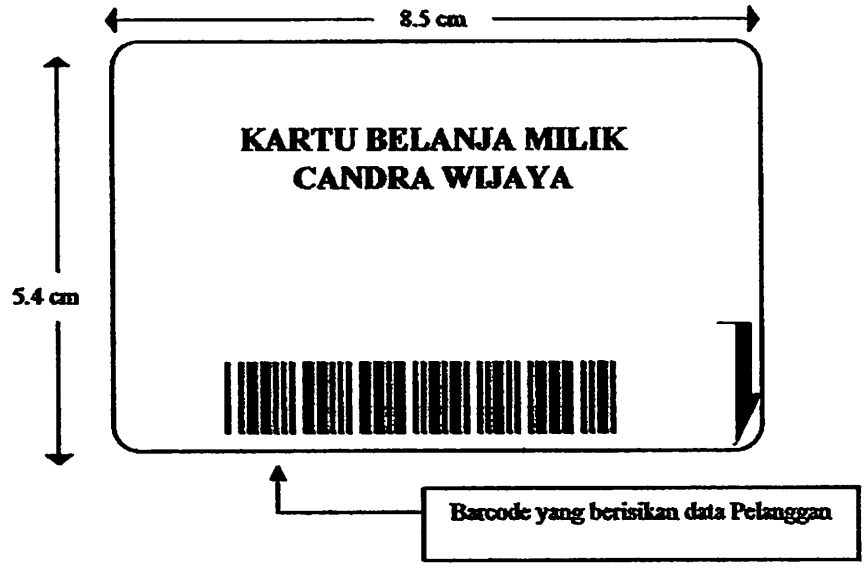


Gambar 3-9 Rangkaian RS 232

Untuk koneksi ke PC digunakan konektor DB9, dimana pin 5 dihubungkan dengan ground, pin 2 dan pin 3 dihubungkan dengan pin 13 dan pin 14 pada IC MAX 232 yang akan mengkonversikan tegangan.

3.1.6. Perancangan Kartu

Agar pelanggan dapat berbelanja makanan maka dirancang kartu belanja yang dilengkapi dengan *barcode*. Adapun perancangan kartu belanja dapat dilihat pada gambar berikut ini.



Gambar 3-10 Perancangan Kartu Belanja

Barcode yang ada pada kartu nantinya akan dibaca oleh barcode scanner dan datanya dicocokan dengan data yang ada dalam database pada PC untuk pembelian makanan.

3.1.7. Barcode Scanner

Barcode pada dasarnya adalah susunan garis vertikal hitam dan putih dengan ketebalan yang berbeda, sangat sederhana tetapi sangat berguna, dengan kegunaan untuk menyimpan data-data spesifik misalnya kode produksi, tanggal kadaluwarsa, nomor identitas dengan mudah dan murah, walaupun teknologi semacam itu terus berkembang dengan ditemukannya media magnetic, rfid, electronics tags, serial eeprom (seperti pada smart card), barcode terus bertahan

dan masih memiliki kelebihan-kelebihan tertentu yaitu ,yang paling utama, murah dan mudah, sebab media yang digunakan adalah kertas dan tinta, sedangkan untuk membaca barcode ada begitu banyak pilihan di pasaran dengan harga yang relatif murah mulai dari yang berbentuk pena (wand), slot, scanner, sampai ke CCD dan bahkan kita dapat membuatnya sendiri.

Jenis barcode sangatlah banyak mulai dari yang tradisional yaitu 1 dimensi sampai dengan barcode yang multi dimensi, dalam hal ini akan digunakan barcode jenis code 39 pada perancangan kartu untuk pembelian makanan. Disini Barcode Scanner yang digunakan adalah barcode Scanner dengan merk ARGOX.

3.2. Perancangan Perangkat Lunak

Dalam menunjang kerja sistem secara keseluruhan diperlukan suatu perangkat lunak (*software*). *Software* yang digunakan untuk AT90S2313 disini menggunakan bahasa *assembler* keluarga AVR – 8 bit. Program yang ditulis dengan bahasa assembly terdiri dari *label kode mnemonic* dan lain sebagainya yang pada umumnya dinamakan sebagai program sumber (*source code*) yang belum bisa diterima oleh prosesor untuk dijalankan sebagai program, tetapi harus dijalankan dulu menjadi bahasa mesin dalam bentuk *kode biner*.

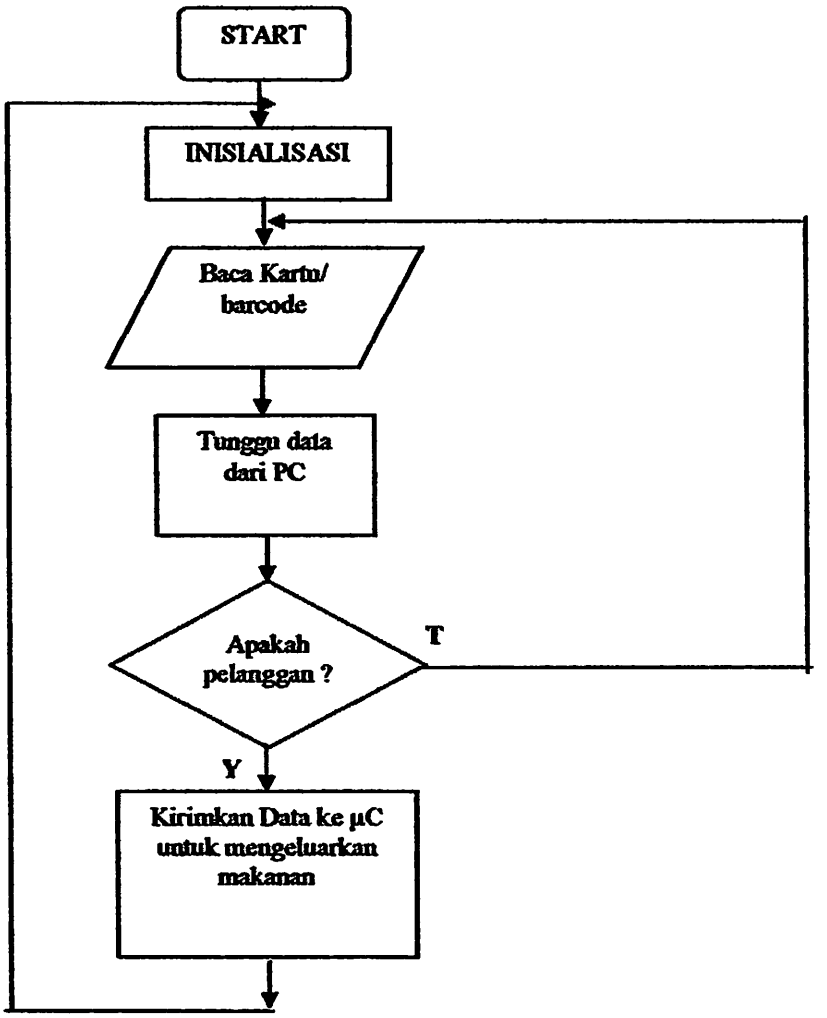
- Penulisan program dengan menggunakan teks editor dan disimpan dengan ekstensi *Asm*.
- Meng-*compile* program yang telah ditulis dengan menggunakan AVR Studio 4 sehingga didapatkan file dengan ekstensi *Hex*.

➢ Men-*download* file berekstensi *Hex* ke dalam PEROM Mikrokontroler AT90S2313.

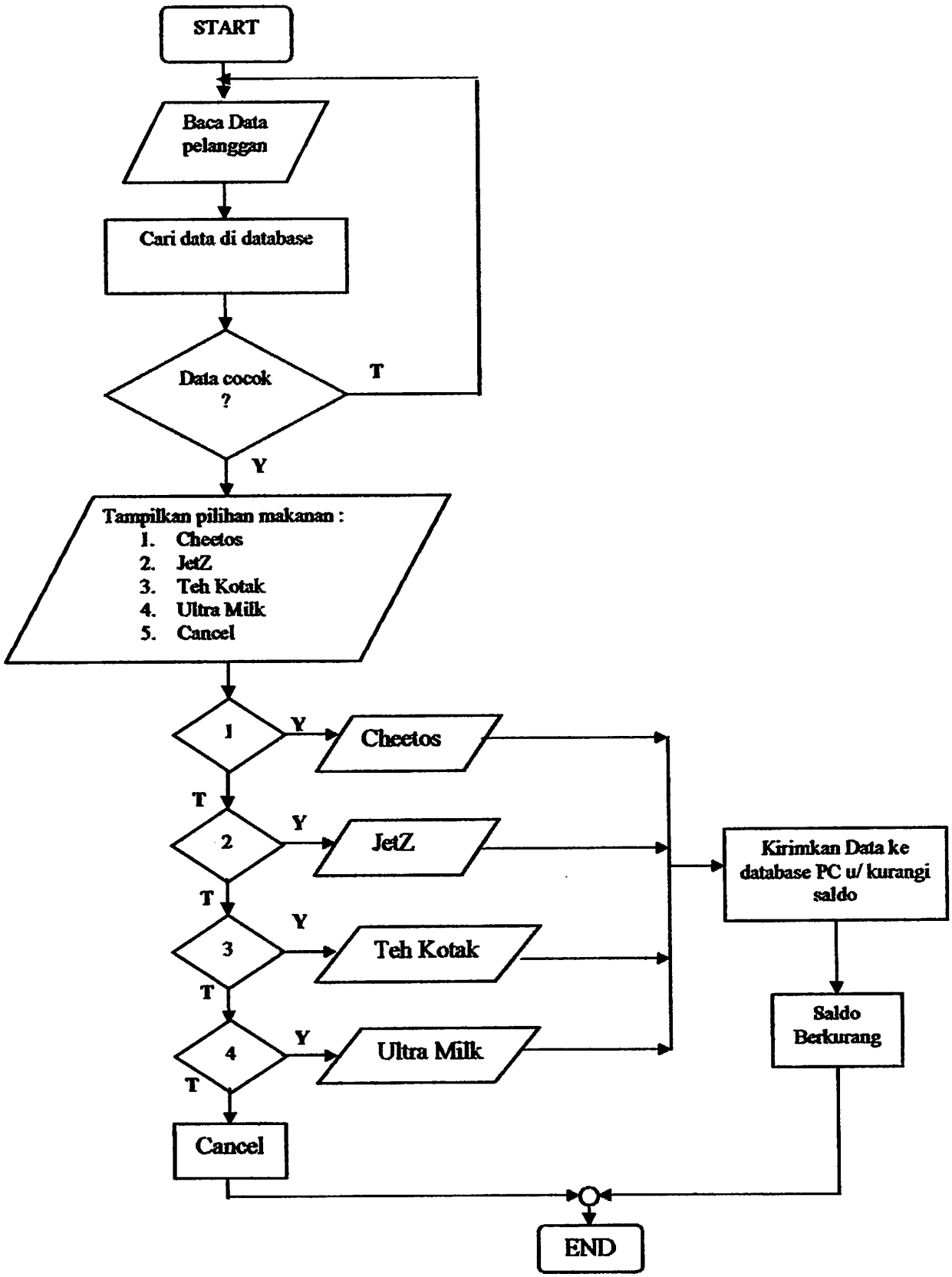
Selain itu juga dibutuhkan software untuk pengolah database pada PC dan dapat berkomunikasi dengan mikrokontroler. Dalam hal ini digunakan bahasa pemrograman Microsoft Visual Basic 6.0.

Software dari alat tersebut terdapat dibagian lampiran dan diagram alir (flowchart) dari alat adalah sebagai berikut berikut :

- **Flow Chart Hardware sistem automatisasi Mesin Snack**



- **Flow Chart Software Sistem Automatisasi Snack**



BAB IV

PENGUJIAN ALAT

Bab ini akan membahas pengujian alat yang telah dirancang, dirakit serta direalisasikan. Tujuan pengujian alat ini adalah mengetahui kerja dari masing-masing sistem yang dibuat secara per-blok. Dengan demikian dapat diketahui kepresisian kerja dari alat yang direncanakan dan dibuat.. Secara umum tujuan dari pengujian alat tersebut adalah sebagai berikut :

1. Mengetahui proses kerja dari masing-masing rangkaian.
2. Memudahkan pendataan spesifikasi alat.
3. Mengetahui hasil dari suatu perencanaan yang telah dibuat.
4. Memudahkan perawatan dan perbaikan apabila sewaktu-waktu terjadi kerusakan.

Untuk mencari kesalahan /simpangan dan ketelitian digunakan rumus:

$$(\%)\ \text{Simpangan} = \frac{\text{Selisih Hasil Pengukuran Dan Hasil Perhitungan}}{\text{Hasil Perhitungan}} \times 100\%$$

$$(\%)\ \text{Ketelitian} = 100\% - (\%)\ \text{Simpangan}$$

4.1. Pengujian Detektor Infra merah

4.1.1. Tujuan pengujian Infra merah

Untuk mengetahui apakah penerima infra merah tersebut dapat mendeteksi sinyal dari pemancar infra merah.

4.1.2. Langkah-langkah Pengujian Infra merah

Peralatan yang digunakan :

- Pemancar Infra merah
- Detektor infra merah
- *Logic Probe.*
- Catu daya 5 volt.

Prosedur pengujian

Gambar 4.1 Rangkaian Pengujian infra merah

- Merangkai peralatan yang digunakan sesuai Gambar 4.1.
- Memberikan catu daya 5 volt pada rangkaian infra merah.
- Mengaktifkan pemancar infra merah dan diarahkan ke penerima infra merah dengan jarak 60 cm dan sudut 0°.
- Mengamati keluaran *Logic Probe.*

4.1.3. Hasil Pengujian

Hasil pengujian infra merah ditunjukkan dalam Tabel 4.4. berikut ini :

Tabel 4-1
Hasil Pengujian Infra merah

Jarak (cm)	Vref (Volt)	Halangan	Output Photodiode (Volt)	Output Penguat (Volt)	Keluar *Logic Probe*
100	0.2	Ada	0.08	0.02	*low*
100		Tidak	0.42	4,92	*high*

4.1.4. Analisa Hasil Pengujian

Berdasarkan hasil pengujian di atas, terlihat bahwa penerima infra merah tersebut mampu menerima sinyal infra merah.

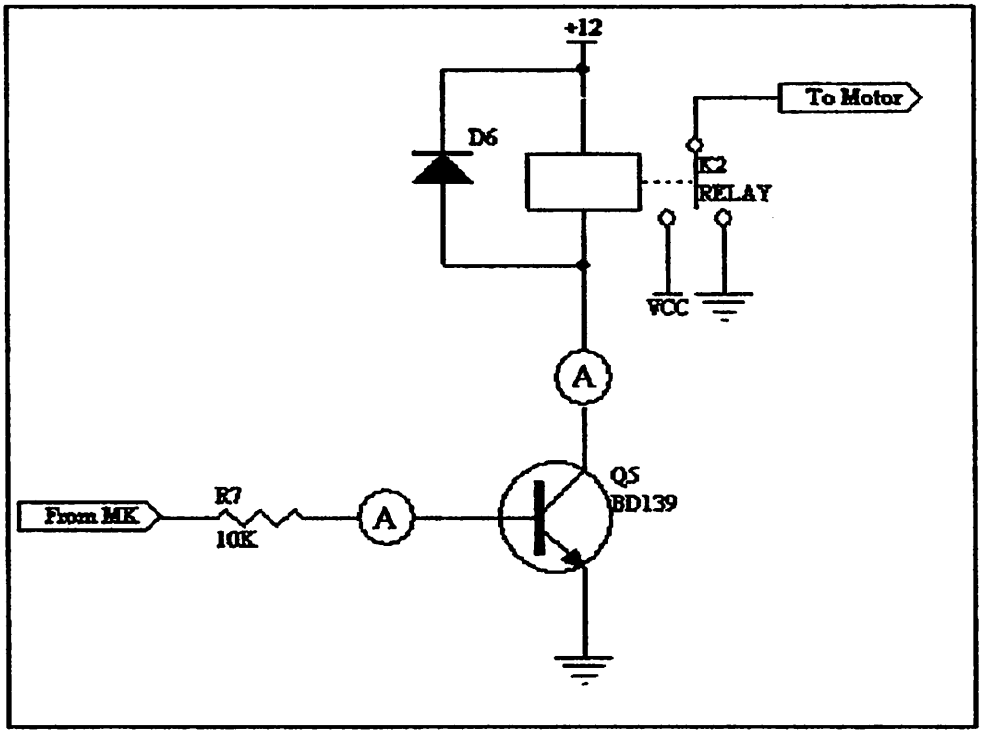
4.2. Pengujian Rangkaian *Driver Relay*

4.2.1. Tujuan Pengujian Rangkaian *Driver Relay*

Untuk mengetahui apakah rangkaian *driver relay* dapat berjalan dengan baik. Pengujian rangkaian *driver relay* dilakukan dengan mengukur arus pada kaki kolektor dan kaki basis transistor BD139.

4.2.2. Langkah-langkah Pengujian Rangkaian *Driver Relay*

- Menyusun rangkaian seperti pada gambar 4-2.
- Menghubungkan rangkaian *driver relay* dengan catu daya untuk Vin 5volt dan 12Volt.
- Memasukkan hasil pengukuran pada table 4-2.



Gambar 4-2. Skema Rangkaian *Driver Relay*

4.2.3. Data Hasil Pengujian Rangkaian *Driver Relay*

Tabel 4-2

Perbandingan Hasil Pengukuran Dan Perhitungan Rangkaian *Driver Relay*.

Hasil Perhitungan		Hasil Pengukuran		Error (%)		Ketelitian (%)	
Ib (mA)	Ic (mA)	Ib (mA)	Ic (mA)	Ib	Ic	Ib	Ic
0.75	30	0.79	31	0.053	0.033	99.94	99.96

4.2.4. Analisa Data Pengujian Rangkaian *Driver Relay*

Dikatahui R relay = 400Ω

Hfe = 40 ; Vbe = 0.6 Volt

Vcc = 12 Volt ; Vin = 4.5 Volt

$$Ic = \frac{Vcc}{R_{relay}} = \frac{12Volt}{400\Omega} = 0.03A$$

$$= 30mA$$

$$Ib = \frac{Ic}{Hfe} = \frac{0.038A}{25} = 0.00075A$$

$$= 0.75\ mA$$

Hfe = 40 ; Vbe = 0,6 Volt

Vcc = 12 Volt ; Vin = 5 Volt

Nilai Ic dapat dicari dengan menggunakan rumus sebagai berikut:

$$Ic = \frac{Vcc}{R_{buzzer}} = \frac{12Volt}{400\Omega} = 0.03A$$

$$= 30\ mA$$

Selanjutnya Ib dapat dihitung dengan rumus seperti dibawah:

$$Ib = \frac{Ic}{Hfe} = \frac{0.03}{40}$$

$$= 0.75\ mA$$

Dengan mengamati perbedaan hasil perhitungan dengan pengukuran. Terdapat simpangan atau *error* yang tidak terlalu jauh karena jenis bahan

komponen dan ketelitian alat ukur yang digunakan. Sehingga dalam hal ini dapat ditarik kesimpulan rangkaian dapat bekerja sesuai perancangan.

4.3. Pengujian *Komunikasi Serial.*

4.3.1. Tujuan Dari Pengujian.

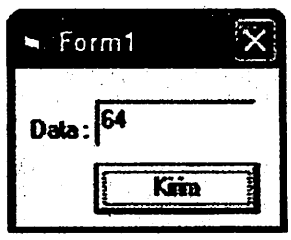
Pengujian *Komunikasi Serial* disini bertujuan untuk mengetahui apakah *software* yang telah dirancang dapat bekerja sesuai dengan apa yang kita inginkan . Pengujian yang dilakukan adalah sebagai berikut:

4.3.2. Peralatan Yang Digunakan.

- Catu Daya 5 Volt.
- Personal Computer (PC)

4.3.3. Langkah-langkah Pengujian Pengiriman Data Serial Dari PC ke Minimum Sistem AT90S2313.

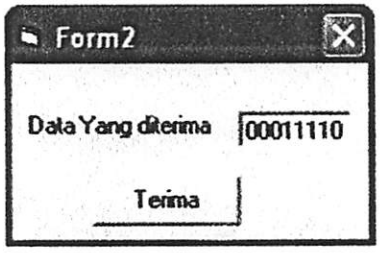
- Mengirimkan data ke rangkaian pengujian dan melihat hasilnya seperti terlihat pada gambar beikut:



Gambar 4-4. Pengiriman Data 64 Ke Rangkaian Pengujian

4.3.4. Langkah-langkah Pengujian Penerimaan Data Serial Di PC dari Minimum Sistem AT90S2313.

- Menekan salah satu tombol yang terhubung ke Pin D dari mikrokontroller AT90S2313 dan melihat hasilnya pada PC. Hasil pengujian tersebut terlihat pada gambar berikut ini :



Gambar 4-6 Hasil Pengujian Penerimaan Data.

Pada gambar diatas terlihat tiga baris pertama adalah "000" ini dikarenakan PD0, PD1 digunaka sebagai jalur transmisi data serial., sedangkan untuk bit terakhir merupakan data yang diterima setelah penekanan tombol yang terhubung dengan PD2.

4.3.5. Analisa Pengujian sistem.

4.3.5.1. Registrasi

Pelanggan sebelum dapat melakukan transaksi/berbelanja, diharuskan melakukan registrasi terlebih dahulu. Ini dapat dilihat seperti tabel berikut ini:

No Identitas	Nama Pelanggan	Saldo
123456789	Chandra Wijaya	Rp 50.000;
789456812	Heri jaya	Rp 50.000;
659478216	Maharani	Rp 50.000;
791346582	Intan Putri	Rp 50.000;

Tabel 4-3 Tabel Registrasi Pelanggan.

4.3.5.2. Jenis Makanan dan Minuman.

Disini dibahas tentang jenis-jenis makanan yang dapat dibeli dengan pencantuman nominal dari harga makanan-makanan tersebut, Jenis makanan disini ada 2 macam makanan dan 2 macam minuman. seperti yang dilihat pada tabel berikut ini:

Tombol 1 Tombol 2 Tombol 3 Tombol 4

Gambar 4-7 Sistem Pemilihan Makanan

4.3.5.4. Pengurangan Saldo.

Pada saat melakukan pembelian atau melakukan transaksi, saldo pelanggan akan secara otomatis berkurang sesuai dengan harga makanan atau minuman yang dibeli. Pengurangan saldo dapat dilihat pada contoh tabel berikut:

Nama Pelanggan	Saldo Awal	Makanan yang dibeli	Harga	Saldo Akhir
Heri Jaya	Rp 50.000;	Cheetos Jetz Ultra Milk	Rp 2000; Rp 1500; Rp 1000;	Rp 48.000; Rp 46.500; Rp 45.500;

Tabel 4-6 Pengurangan Saldo

Keterangan:

Pada Tabel diatas diambil contoh nama pelanggan Heri jaya dengan saldo awal Rp 50.000; melakukan Transaksi atau pembelian yaitu:

1. makanan cheetos dengan harga Rp 2000; maka saldo akan secara otomatis berkurang menjadi Rp 48.000;
2. Makanan JetZ dengan harga Rp 1500; maka saldo akan secara otomatis berkurang menjadi Rp 46.500;
3. Minuman Ultra Milk dengan harga Rp 1000; maka saldo akan secara otomatis berkurang menjadi Rp 45.500;

Begitu juga pengurangan saldo pada pelanggan-pelanggan lainnya sesuai dengan makanan atau minuman yang dibeli. Jika saldo pelanggan tidak mencukupi maka akan ditampilkan peringatan saldo tidak mencukupi untuk melakukan transaksi, gambar berikut memperlihatkan jika saldo tidak mencukupi untuk melakukan transaksi.

Gambar 4-8 Sistem Peringatan Saldo Tidak Mencukupi

4.3.5.5. Tampilan Makanan Atau minuman habis

Jika makanan atau minuman yang akan dibeli dalam keadaan habis maka akan ada peringatan dari sistem bahwa makanan atau minuman yang akan dibeli habis. Gambar berikut merupakan tampilan sistem Peringatan makanan atau minuman dalam keadaan habis:

Gambar 4-9 Sistem Peringatan Makanan dan Minuman Habis

4.3.6. Analisa Hasil Pengujian.

Dari hasil pengujian dapat dikatakan bahwa software pengiriman dan penerimaan data dapat bekerja dengan baik.

4.4. Pengujian Sistem Secara Keseluruhan.

Setelah dilakukan pengujian, semua sistem dapat bekerja dengan baik dan sesuai dengan keinginan..

BAB V

PENUTUP

5.1. Kesimpulan

Dari data pengujian dan analisa pada alat, maka diperoleh kesimpulan sebagai berikut :

1. Setelah dilakukan pegujian, semua sistem dapat bekerja dengan baik sesuai dengan keinginan.
2. Pada pengujian rangkaian *driver relay* terdapat kesalahan yang kecil yakni 0.053 % untuk Ib dan 0.033 % untuk Ic dengan ketelitian 99.94% untuk Ib dan 99.96% untuk Ic.
3. Proses pembelian makanan tidak dapat dilakukan secara bersamaan ini dikarenakan sistem yang dibuat terletak dalam satu sistem komputer.
4. Jarak baca terjauh dari Barcode Scanner yang digunakan adalah 10 cm. Dari pengujian yang dilakukan terdapat selisih waktu pembacaan dengan jarak yang sama. Hal ini dikarenakan Barcode yang kurang jelas.

5.2. Saran-saran

Alat yang direncanakan dapat dikembangkan lebih lanjut untuk memperoleh hasil yang sempurna pada aplikasi sebenarnya. Untuk pengembangan lebih lanjut disarankan:

1. Agar barcode dapat terbaca dengan benar oleh barcode scanner, barcode harus dicetak dengan menggunakan printer laser.
2. Untuk mendapatkan kinerja sistem yang lebih baik sebaiknya program pembelian makanan diproses oleh komputer *client* pada satu jaringan lokal dan tentunya dengan pemrograman yang lebih rumit juga.
3. Pada Tabung Makanan perlu ada sensor barang untuk mengetahui apakah makanan sudah keluar ataupun belum keluar.

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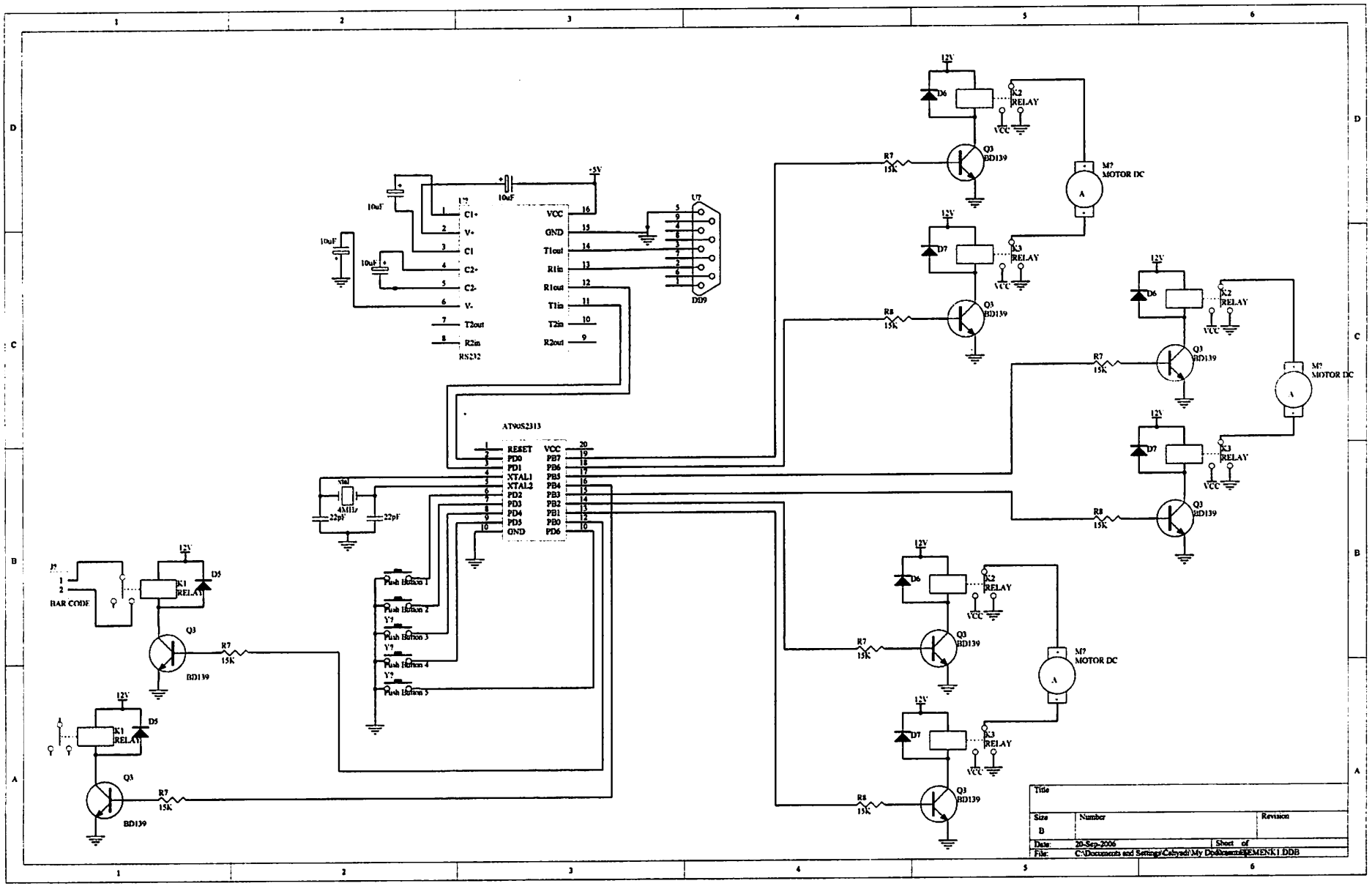
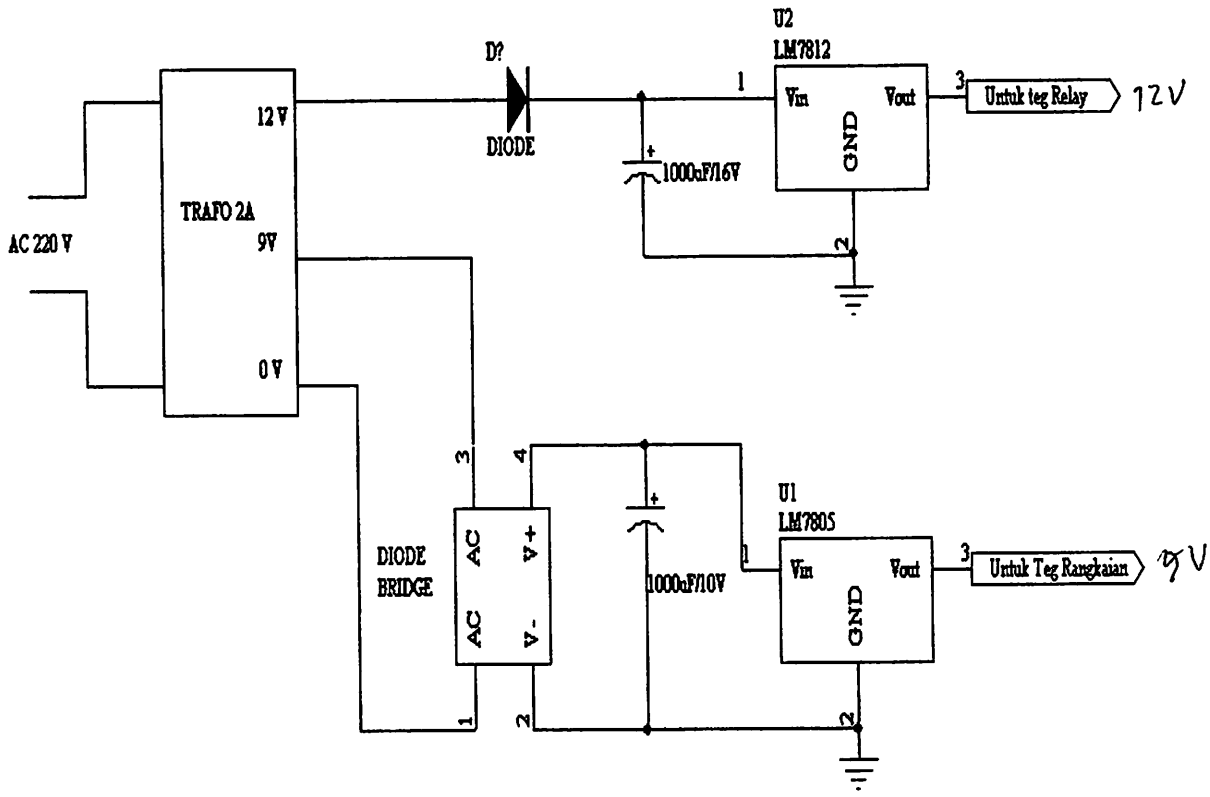
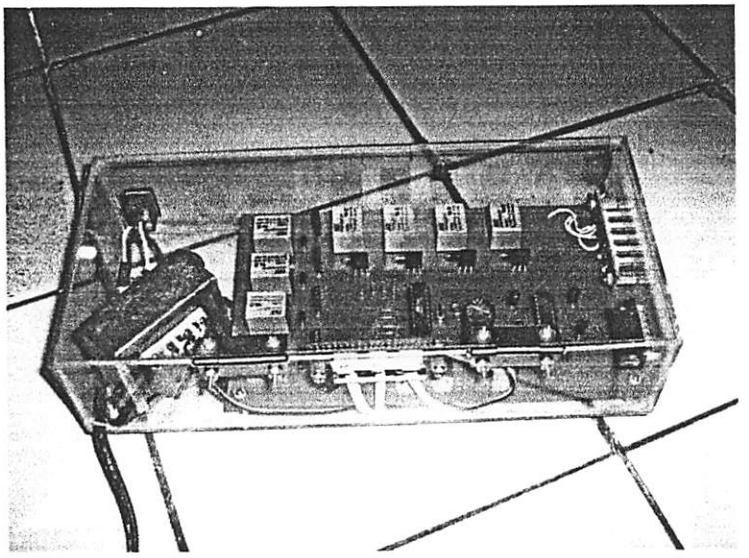

U7
MAX232
C1+
V+
C1-
C2+
C2-
V-
T2out
R2in
VCC
GND
T1out
R1in
R1out
T1in
T2in
R2out
DB9
+5V
10uF
AT90S2313
RESET
PD0
PD1
XTAL1
XTAL2
PD2
PD3
PD4
PD5
GND
PB7
PB6
PB5
PB4
PB3
PB2
PB1
PB0
PD6
4MHz
22pF
Push Button 1
Push Button 2
Push Button 3
Push Button 4
Push Button 5
BAR CODE
K1 RELAY
K2 RELAY
K3 RELAY
D5
D6
D7
Q3 BD139
R7 15K
R8 15K
M? MOTOR DC
12V
VCC
Title
Size B
Number
Revision
Date: 20-Sep-2006
Sheet of
File: C:\Documents and Settings\Cahyadi\My Documents\PEMENKI.DDB

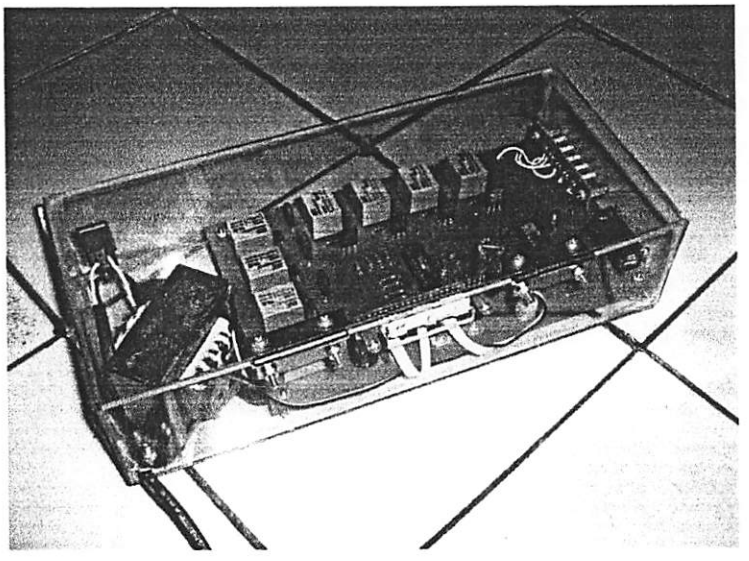


Gambar Rangkaian Power Supply

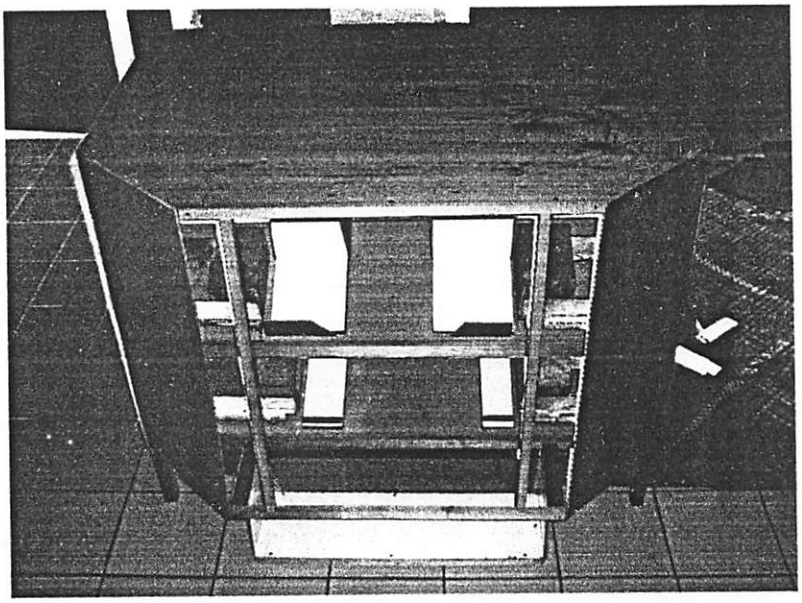
FOTO-FOTO ALAT



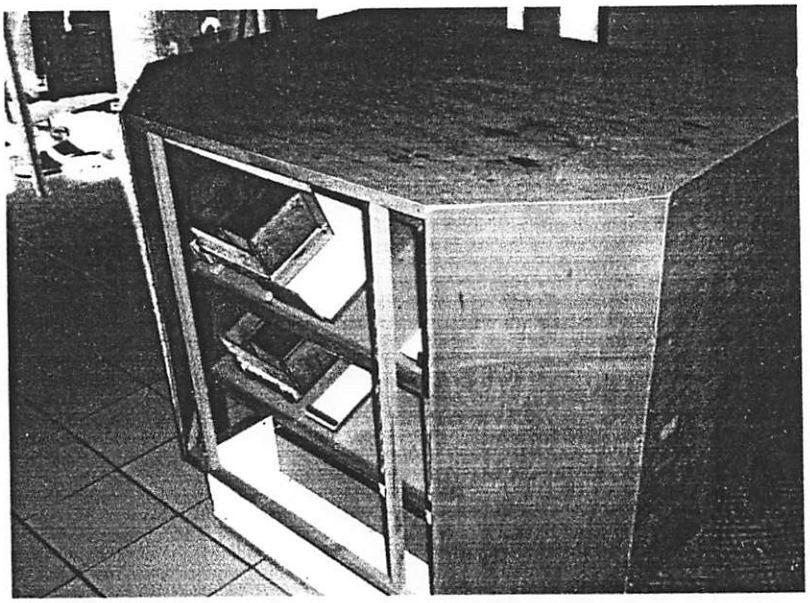
TAMPAK DEPAN RANGKAIAN MIKROKONTROLER AT90S2313



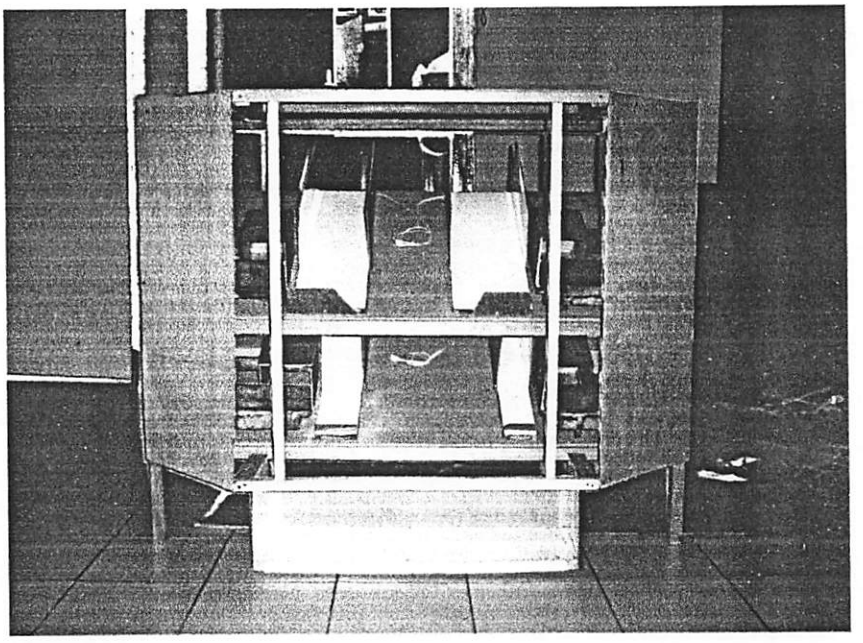
TAMPAK SAMPING RANGKAIAN MIKROKONTROLER AT90S2313



GAMBAR MEKANIK TAMPAK ATAS



GAMBAR MEKANIK TAMPAK SAMPING



GAMBAR MEKANIK TAMPAK DEPAN

GAMBAR TAMPILAN PEMBELIAN MAKANAN PADA PC

LAMPIRAN

INSTITUT TEKNOLOGI NASIONAL
FAKULTAS TEKNOLOGI INDUSTRI
JURUSAN TEKNIK ELEKTRO

Formulir Perbaikan Ujian Skripsi

Dalam pelaksanaan Ujian Skripsi Janjang Strata 1 Jurusan Teknik Elektro Konsentasi T. Energi Listrik / T. Elektronika, maka perlu adanya perbaikan skripsi untuk mahasiswa :

NAMA : Wyoman Tjahyadi P.
NIM : 0117057
Perbaikan meliputi :

- Tujuan skripsi, disesuaikan. -
- Tulisan Tugas akhir harap diubah skripsi.
- Harap dicantumkan gambar rangkaian power supply. -

Malang,

(_____)

INSTITUT TEKNOLOGI NASIONAL MALANG
FAKULTAS TEKNOLOGI INDUSTRI
JURUSAN TEKNIK ELEKTRO S-1
KONSENTRASI TEKNIK ELEKTRONIKA

FORMULIR PERBAIKAN SKRIPSI

Nama Mahasiswa : Nyoman Tjahyadi Putra

NIM : 01.17.151

Masa Bimbingan : 23 Juni 2006 s/d 23 Desember 2006

Judul Skripsi : PERENCANAAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313.

No	Tanggal	Materi Perbaikan	Paraf Penguji
1	26-09-2006	- Tujuan skripsi disesuaikan. - Tulisan Tugas akhir harap dirubah skripsi - Harap diikutkan gambar rangkaian power supply.	

Disetujui,

Dosen Penguji

Ir. Teguh Herbasuki, MT

NIP. 1038900209.

INSTITUT TEKNOLOGI NASIONAL
FAKULTAS TEKNOLOGI INDUSTRI
JURUSAN TEKNIK ELEKTRO

Formulir Perbaikan Ujian Skripsi

Dalam pelaksanaan Ujian Skripsi Janjang Strata 1 Jurusan Teknik Elektro Konsentasi T. Energi Listrik / T. Elektronika, maka perlu adanya perbaikan skripsi untuk mahasiswa :

NAMA : Nyoman Tjahyadi P.
N I M : 02.1715.1
Perbaikan meliputi :

1) Di Jembatan (Gaya) nilai sensor harus sudah keluar.

2) Lampiran Data Sheet.

Malang, 25 - 09 - 2006

(Komang Somawirata)

INSTITUT TEKNOLOGI NASIONAL MALANG FAKULTAS TEKNOLOGI INDUSTRI
JURUSAN TEKNIK ELEKTRO S-1
KONSENTRASI TEKNIK ELEKTRONIKA

FORMULIR PERBAIKAN SKRIPSI

Nama Mahasiswa : Nyoman Tjahyadi Putra

NIM : 01.17.151

Masa Bimbingan : 23 Juni 2006 s/d 23 Desember 2006

Judul Skripsi : PERENCANAAN DAN PEMBUATAN ALAT AUTOMATISASI SNACK BERLANGGANAN UNTUK SISWA SEKOLAH DASAR BERBASIS MIKROKONTROLER AT90S2313.

No	Tanggal	Materi Perbaikan	Paraf Penguji
1	26-09-2006	- Ditambah (saran) untuk sensor barang sudah keluar. - Lampiran Data sheet.	

Disetujui,
Dosen Penguji

I Komang Somawirata, ST, MT

LISTING PROGRAM PADA MIKROKONTROLER

```
.include "2313def.inc"              ;Define chip particulars
.list

.equ    BAUD=24             ;9600 bps at 4 MHz.

.def    temp   =R16         ;temporary storage register
.def    temp2  =R17
.def    EEard  =R18         ;EEPROM address to read from
.def    txbyte =R19         ;Data to be transmitted
.def    rxbyte =R20         ;Received data
.def    delay  =R21
.def    txtemp =r22
.def    rxtemp =r23

.cseg

.org    0

..
                ldi             temp,RAMEND
                out             SPL,temp        ;Init Stack Pointer


                ldi     temp, 0b00000000        ;set port D as inputs
                out     DDRD, temp
                ldi     temp, 0b11111111        ;enable pull-up
                out     PortD, temp
                ldi     temp, 0b11111111        ;set port B as outputs
                out     DDRB, temp

                ldi             temp, BAUD
                out             UBRR, temp      ;Set baud rate generator

;=============  Set UART, as Transmiter  ==========================

                ldi             temp,0b00011000
                out             UCR,temp        ;Enable UART Tx w/o interrupts
;=================================================================

load:
```

```
                rcall   delay                   ;Delay some time
                rcall   delay           ;Delay some time
                sbic    read
                ldi             temp,0b00000000
                out             portb,temp
                rjmp

read:

                in              txbyte,pinD             ;read the port D
                lsr             txbyte                  ;shift the txbyte register right
                lsr             txbyte                  ;shift one more time the txbyte
register right
                cp              temp,txbyte             ; compare temp with txbyte
                breq    cont                    ; if are the same go to cont

                cp              txbyte,temp             ;$1f is when release the key
                breq    cont
                rcall   b_transmit

cont:

                in              temp,pinD               ;Read portD...
                lsr             temp
                lsr             temp

                rjmp    receive                 ;Wait character from PC



;*********************************************************************
;
****
; Transmiting routine (The data from the eeprom through the AVR are going to
; the PC computer)
;*********************************************************************
;
****
b_transmit:
                sbis    USR,UDRE    ;is UART transmitter ready?
                rjmp    b_transmit
                out             UDR,txbyte    ;sent out char
                ret

;*********************************************************************
;
**
; Receiving routine (The data from PC computer through to the AVR are going
```

```
; to the eeprom)
;*****************************************************************************
;
**
receive:
                sbis    USR,RXC
                rjmp    load
                in              rxbyte,UDR
                out             portb,rxbyte
                rjmp    load

;=================== Delay routine ===================
delay:          ldi             delay,255
again:          dec             delay
                        brne    again
                        ret
```

```
'-----------------------------------------
'LISTING PROGRAM PADA PC DENGAN BAHASA VISUAL BASIC 6.0
'OLEH NYOMAN TJAHYADI PUTRA
'TEKNIK ELEKTRONIKA ITN MALANG
'PROGRAM INI UNTUK PENGENDALI PEMBELIAN MAKANAN
'DENGAN MENGGUNAKAN MEDIA BARCODE PROGRAM INI JUGA
'DIGUNAKAN UNTUK MENGELOLA DATABASE PELANGGAN
'SERTA SALDO PELANGGAN
'PROGRAM INI TERBAGI ATAS BEBERAPA FORM BERIKUT LISTING
'PROGRAM UNTUK MASING-MASING FORM
'-----------------------------------------

'-----------------------------------
'   LISTING PROGRAM UNTUK FORM UTAMA
'-----------------------------------

Option Explicit
Dim LEDs As Integer
Dim Switches() As Byte
Dim sData As String
Dim temp As String
Dim Button As Integer
Dim PB0 As Integer
Dim PB1 As Integer
Dim PB2 As Integer
Dim PB3 As Integer
Dim PB4 As Integer
Dim PB5 As Integer
Dim PB6 As Integer
Dim PB7 As Integer
Dim searchstr As String
Dim Susu As String
Dim Citos As String
Dim Teh As String
Dim Jetz As String

Private Sub Serial_Click()
   Dim bytInput() As Byte
   Dim bytElement As Byte
   Dim iX As Long
   Dim iY As Long
   Dim iL As Long
   Dim sResult As String
   Dim sData As String
   Dim i As String
```

```
LEDs = PB0 + PB1 + PB2 + PB3 + PB4 + PB5 + PB6 + PB7
MSComm1.Output = Chr$(LEDs)
Switches = MSComm1.Input
    iX = UBound(Switches(), 1)
    For iY = 0 To iX
      bytElement = Switches(iY)                    'Get Single Byte Element
      sData = Chr$(bytElement)                     'and Its Character
      For iL = 1 To 8                              'Iterate Each Bit of the Byte
      sResult = Abs((BitOn((bytElement), iL))) & sResult

      i = Mid(sResult, 8, 1)
      If i = "0" Then
      Label5.Caption = "Selesai"
      Else: Label5.Caption = ""
      End If

      i = Mid(sResult, 7, 1)
      If i = "0" Then
      Label4.Caption = "Jetz"
      Else: Label4.Caption = ""
      End If

      i = Mid(sResult, 6, 1)
      If i = "0" Then
      Label3.Caption = "Citos"
      Else: Label3.Caption = ""
      End If

      i = Mid(sResult, 5, 1)
      If i = "0" Then
      Label2.Caption = "Teh"
      Else: Label2.Caption = ""
      End If

      i = Mid(sResult, 4, 1)
      If i = "0" Then
      Label1.Caption = "Susu"
      Else: Label1.Caption = ""
      End If
      Next
    Next
End Sub

Function BitOn(Number As Long, Bit As Long) As Boolean
  Dim iX As Long
```

```
  Dim iY As Long
    iY = 1
    For iX = 1 To Bit - 1
      iY = iY * 2
    Next
    If Number And iY Then BitOn = True Else BitOn = False
End Function



Private Sub Form_Load()
Susu = 2000
Teh = 1500
Citos = 1000
Jetz = 1000
If MSComm1.PortOpen = False Then
    MSComm1.PortOpen = True
End If
MSComm1.Output = Chr$(0)
lblSel.Caption = "Selamat Datang " & frmAwal.txtnama.Text
lblsaldo.Caption = "Saldo Anda sebesar Rp. " & frmAwal.txtsaldo.Text
Timer1.Enabled = True
Timer2.Enabled = True
End Sub



Private Sub Timer1_Timer()
Serial_Click
End Sub

Private Sub Timer2_Timer()
If Label1.Caption = "Susu" Then
If frmAwal.Text1.Text = "2" Then
Label7.Caption = "HABIS"
Else
   If Val(frmAwal.txtsaldo.Text) < Val(Susu) Then
   Label6.Caption = "Maaf Saldo Anda Tidak Mencukupi Untuk Transaksi Ini....."
   Timer3.Enabled = True
   Else
   Timer2.Enabled = False
   frmAwal.txtsaldo.Text = Val(frmAwal.txtsaldo.Text) - Val(Susu)
   frmAwal.datStudent.UpdateRecord
   PB0 = 1
   frmAwal.Text1.Text = Val(frmAwal.Text1.Text) + 1
```

```
    tmrSnack1_1.Enabled = True
    End If
End If
ElseIf Label2.Caption = "Teh" Then
If frmAwal.Text2.Text = "2" Then
Label8.Caption = "HABIS"
Else
If Val(frmAwal.txtsaldo.Text) < Val(Teh) Then
    Label6.Caption = "Maaf Saldo Anda Tidak Mencukupi Untuk Transaksi Ini....."
    Timer3.Enabled = True
    Else
    Timer2.Enabled = False
    frmAwal.txtsaldo.Text = Val(frmAwal.txtsaldo.Text) - Val(Teh)
    frmAwal.datStudent.UpdateRecord
    PB0 = 4
    frmAwal.Text2.Text = Val(frmAwal.Text2.Text) + 1
    tmrSnack2_1.Enabled = True
End If
End If
ElseIf Label3.Caption = "Citos" Then
If frmAwal.Text3.Text = "2" Then
Label9.Caption = "HABIS"
Else
If Val(frmAwal.txtsaldo.Text) < Val(Citos) Then
    Label6.Caption = "Maaf Saldo Anda Tidak Mencukupi Untuk Transaksi Ini....."
    Timer3.Enabled = True
    Else
    Timer2.Enabled = False
    frmAwal.txtsaldo.Text = Val(frmAwal.txtsaldo.Text) - Val(Citos)
    frmAwal.datStudent.UpdateRecord
    PB0 = 16
    frmAwal.Text3.Text = Val(frmAwal.Text3.Text) + 1
    tmrSnack3_1.Enabled = True
    End If
    End If
ElseIf Label4.Caption = "Jetz" Then
If frmAwal.Text4.Text = "2" Then
Label10.Caption = "HABIS"
Else
If Val(frmAwal.txtsaldo.Text) < Val(Jetz) Then
    Label6.Caption = "Maaf Saldo Anda Tidak Mencukupi Untuk Transaksi Ini....."
    Timer3.Enabled = True
    Else
    Timer2.Enabled = False
    frmAwal.txtsaldo.Text = Val(frmAwal.txtsaldo.Text) - Val(Jetz)
    frmAwal.datStudent.UpdateRecord
```

```
    PB0 = 64
    frmAwal.Text4.Text = Val(frmAwal.Text4.Text) + 1
    tmrSnack4_1.Enabled = True
    End If
    End If
ElseIf Label5.Caption = "Selesai" Then
Unload Me
End If
End Sub

Private Sub Timer3_Timer()
Label6.Caption = ""
Timer3.Enabled = False
End Sub

Private Sub tmrSnack1_1_Timer()
PB0 = 2
tmrSnack1_2.Enabled = True
End Sub

Private Sub tmrSnack1_2_Timer()
tmrSnack1_1.Enabled = False
PB0 = 0
tmrSnack1_2.Enabled = False
Timer2.Enabled = True
lblsaldo.Caption = "Saldo Anda sebesar Rp. " & frmAwal.txtsaldo.Text
End Sub

Private Sub tmrSnack2_1_Timer()
PB0 = 8
tmrSnack2_2.Enabled = True
End Sub

Private Sub tmrSnack2_2_Timer()
tmrSnack2_1.Enabled = False
PB0 = 0
tmrSnack2_2.Enabled = False
Timer2.Enabled = True
lblsaldo.Caption = "Saldo Anda sebesar Rp. " & frmAwal.txtsaldo.Text
End Sub

Private Sub tmrSnack3_1_Timer()
PB0 = 32
tmrSnack3_2.Enabled = True
End Sub
```

```
Private Sub tmrSnack3_2_Timer()
tmrSnack3_1.Enabled = False
PB0 = 0
tmrSnack3_2.Enabled = False
Timer2.Enabled = True
lblsaldo.Caption = "Saldo Anda sebesar Rp. " & frmAwal.txtsaldo.Text
End Sub

Private Sub tmrSnack4_1_Timer()
PB0 = 128
tmrSnack4_2.Enabled = True
End Sub

Private Sub tmrSnack4_2_Timer()
tmrSnack4_1.Enabled = False
PB0 = 0
tmrSnack4_2.Enabled = False
Timer2.Enabled = True
lblsaldo.Caption = "Saldo Anda sebesar Rp. " & frmAwal.txtsaldo.Text
End Sub


'-----------------------------------
'   LISTING PROGRAM UNTUK FORM UTAMA
'-----------------------------------

Private Sub Form_KeyPress(KeyAscii As Integer)
If KeyAscii = vbKeyEscape Then
End
End If
End Sub

Private Sub Form_Load()
ShockwaveFlash1.Movie = App.Path & "\preview1.swf"
datStudent.DatabaseName = App.Path & "\Penjualan.mdb"
datStudent.RecordSource = "tbl_data"
End Sub

Private Sub txt_input_KeyPress(KeyAscii As Integer)
If KeyAscii = vbKeyReturn Then
searchstr = txt_input.Text
datStudent.Recordset.FindFirst "nim='" & searchstr & "'"
txt_input.Text = ""
If Not datStudent.Recordset.NoMatch Then
txtnama.DataField = "Nama"
txtsaldo.DataField = "Saldo"
```

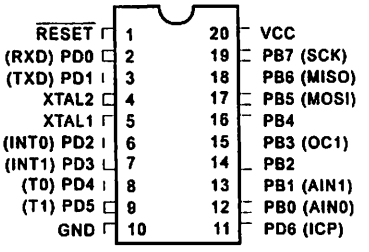
```
FrmUtama.Show
Else
End If
ElseIf KeyAscii = vbKeyEscape Then
End
End If
End Sub
```

atures

tilizes the AVR® RISC Architecture
VR – High-performance and Low-power RISC Architecture
– 118 Powerful Instructions – Most Single Clock Cycle Execution
– 32 x 8 General Purpose Working Registers
– Up to 10 MIPS Throughput at 10 MHz
ata and Non-volatile Program Memory
– 2K Bytes of In-System Programmable Flash
  Endurance 1,000 Write/Erase Cycles
– 128 Bytes of SRAM
– 128 Bytes of In-System Programmable EEPROM
  Endurance: 100,000 Write/Erase Cycles
– Programming Lock for Flash Program and EEPROM Data Security
eripheral Features
– One 8-bit Timer/Counter with Separate Prescaler
– One 16-bit Timer/Counter with Separate Prescaler, Compare, Capture Modes and 8-, 9-, or 10-bit PWM
– On-chip Analog Comparator
– Programmable Watchdog Timer with On-chip Oscillator
– SPI Serial Interface for In-System Programming
– Full Duplex UART
Special Microcontroller Features
– Low-power Idle and Power-down Modes
– External and Internal Interrupt Sources
Specifications
– Low-power, High-speed CMOS Process Technology
– Fully Static Operation
'ower Consumption at 4 MHz, 3V, 25°C
– Active: 2.8 mA
– Idle Mode: 0.8 mA
– Power-down Mode: <1 µA
'O and Packages
– 15 Programmable I/O Lines
– 20-pin PDIP and SOIC
)perating Voltages
– 2.7 - 6.0V (AT90S2313-4)
– 4.0 - 6.0V (AT90S2313-10)
Speed Grades
– 0 - 4 MHz (AT90S2313-4)
– 0 - 10 MHz (AT90S2313-10)

in Configuration

PDIP/SOIC



8-bit AVR® Microcontroller with 2K Bytes of In-System Programmable Flash

AT90S2313

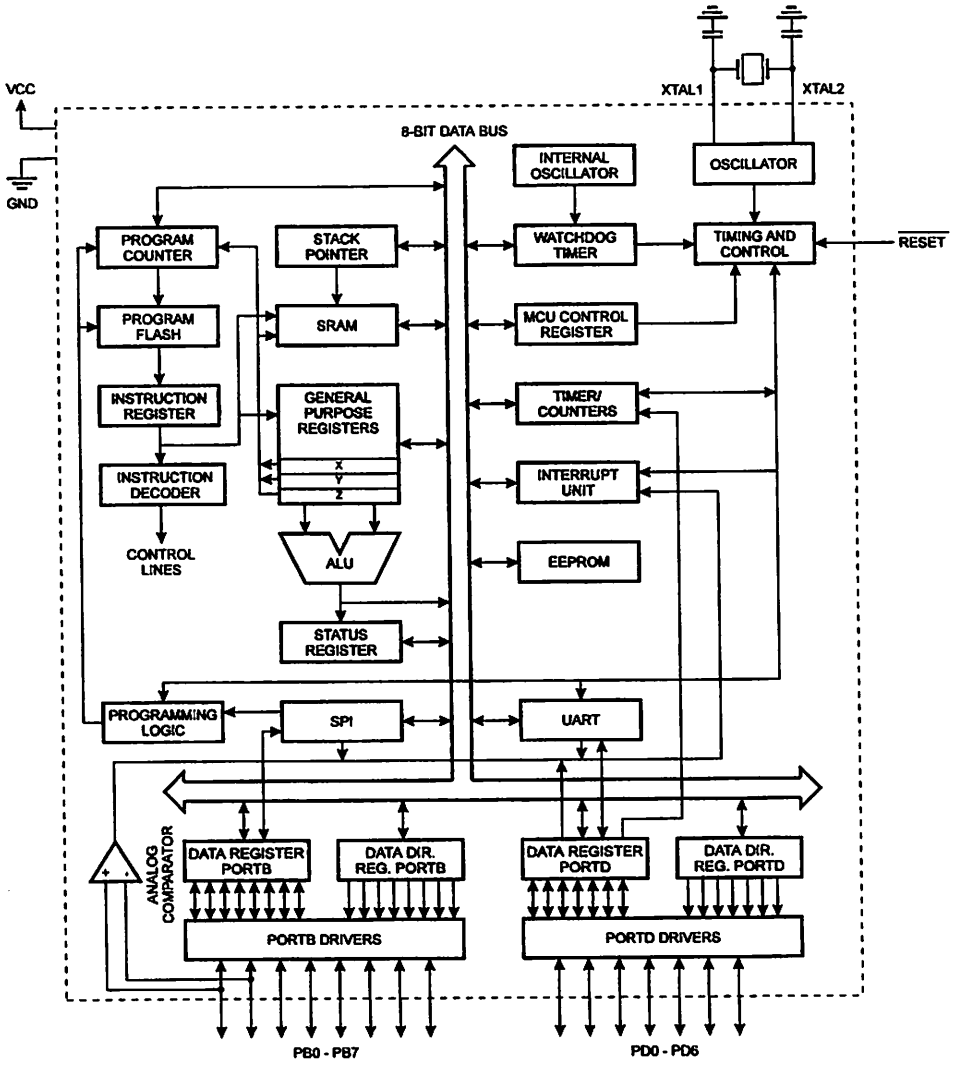
Rev. 0839I–AVR–06/02

scription

The AT90S2313 is a low-power CMOS 8-bit microcontroller based on the AVR RISC architecture. By executing powerful instructions in a single clock cycle, the AT90S2313 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

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.

Figure 1. The AT90S2313 Block Diagram



The AT90S2313 provides the following features: 2K bytes of In-System Programmable Flash, 128 bytes EEPROM, 128 bytes SRAM, 15 general purpose I/O lines, 32 general purpose working registers, flexible Timer/Counters with compare modes, internal and external interrupts, a programmable serial UART, programmable Watchdog Timer with internal Oscillator, an SPI serial port for Flash memory downloading and two software

selectable power-saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counters, SPI port and interrupt system to continue functioning. The Power-down mode saves the register contents but freezes the Oscillator, disabling all other chip functions until the next external interrupt or Hardware Reset.

The device is manufactured using Atmel's high-density non-volatile memory technology. The On-chip In-System Programmable Flash allows the Program memory to be reprogrammed in-system through an SPI serial interface or by a conventional non-volatile memory programmer. By combining an enhanced RISC 8-bit CPU with In-System Programmable Flash on a monolithic chip, the Atmel AT90S2313 is a powerful microcontroller that provides a highly flexible and cost-effective solution to many embedded control applications.

The AT90S2313 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.

n Descriptions

:C Supply voltage pin.

ID Ground pin.

rt B (PB7..PB0) Port B is an 8-bit bi-directional I/O port. Port pins can provide internal pull-up resistors (selected for each bit). PB0 and PB1 also serve as the positive input (AIN0) and the negative input (AIN1), respectively, of the On-chip Analog Comparator. The Port B output buffers can sink 20 mA and can drive LED displays directly. When pins PB0 to PB7 are used as inputs and are externally pulled low, they will source current if the internal pull-up resistors are activated. The Port B pins are tri-stated when a reset condition becomes active, even if the clock is not active.

Port B also serves the functions of various special features of the AT90S2313 as listed on page 51.

ırt D (PD6..PD0) Port D has seven bi-directional I/O ports with internal pull-up resistors, PD6..PD0. The Port D output buffers can sink 20 mA. 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 active.

Port D also serves the functions of various special features of the AT90S2313 as listed on page 56.

ESET Reset input. A low level on this pin for more than 50 ns will generate a Reset, even if the clock is not running. Shorter pulses are not guaranteed to generate a Reset.

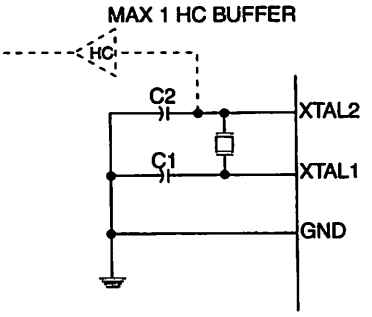
TAL1 Input to the inverting Oscillator amplifier and input to the internal clock operating circuit.

TAL2 Output from the inverting Oscillator amplifier.

ystal Oscillator

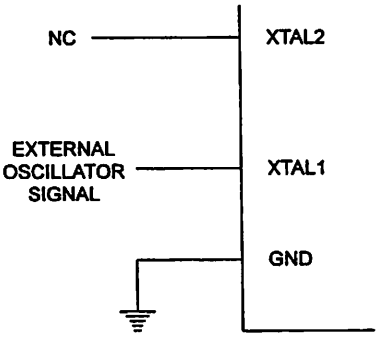
XTAL1 and XTAL2 are input and output, respectively, of an inverting amplifier that can be configured for use as an On-chip Oscillator, as shown in Figure 2. Either a quartz crystal or a ceramic resonator may be used. To drive the device from an external clock source, XTAL2 should be left unconnected while XTAL1 is driven, as shown in Figure 3.

Figure 2. Oscillator Connections



Note: When using the MCU Oscillator as a clock for an external device, an HC buffer should be connected as indicated in the figure.

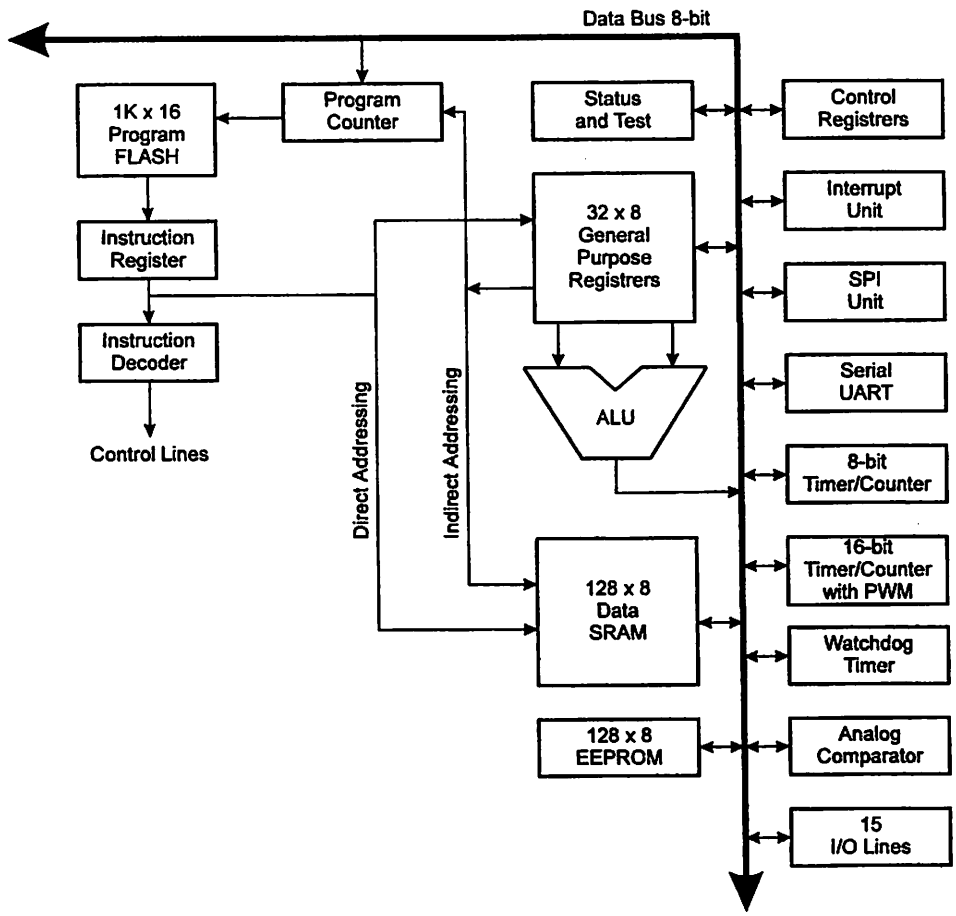
Figure 3. External Clock Drive Configuration



rchitectural verview

The fast-access Register File concept contains 32 x 8-bit general purpose working registers with a single clock cycle access time. This means that during one single clock cycle, one ALU (Arithmetic Logic Unit) operation is executed. Two operands are output from the Register File, the operation is executed, and the result is stored back in the Register File – in one clock cycle.

Figure 4. The AT90S2313 AVR RISC Architecture



Six of the 32 registers can be used as three 16-bit indirect address register pointers for Data Space addressing – enabling efficient address calculations. One of the three address pointers is also used as the address pointer for the constant table look-up function. These added function registers are the 16-bit X-register, Y-register, and Z-register.

The ALU supports arithmetic and logic functions between registers or between a constant and a register. Single register operations are also executed in the ALU. Figure 4 shows the AT90S2313 AVR RISC microcontroller architecture.

In addition to the register operation, the conventional memory addressing modes can be used on the Register File as well. This is enabled by the fact that the Register File is assigned the 32 lowermost Data Space addresses ($00 - $1F), allowing them to be accessed as though they were ordinary memory locations.

The I/O memory space contains 64 addresses for CPU peripheral functions such as control registers, Timer/Counters, A/D converters and other I/O functions. The I/O memory can be accessed directly or as the Data Space locations following those of the Register File, $20 - $5F.

The AVR has Harvard architecture – with separate memories and buses for program and data. The program memory is accessed with a 2-stage pipeline. While one instruction is being executed, the next instruction is pre-fetched from the program memory. This concept enables instructions to be executed in every clock cycle. The program memory is In-System Programmable Flash memory.

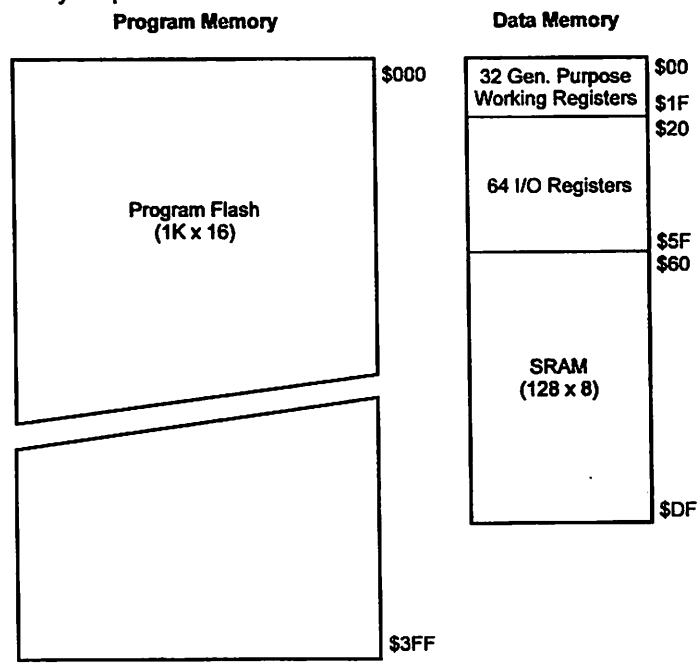
With the relative jump and call instructions, the whole 1K address space is directly accessed. Most AVR instructions have a single 16-bit word format. Every program memory address contains a 16- or 32-bit instruction.

During interrupts and subroutine calls, the return address Program Counter (PC) is stored on the Stack. The Stack is effectively allocated in the general data SRAM, and consequently the stack size is only limited by the total SRAM size and the usage of the SRAM. All user programs must initialize the SP in the reset routine (before subroutines or interrupts are executed). The 8-bit Stack Pointer (SP) is read/write accessible in the I/O space.

The 128 bytes data SRAM + Register File and I/O Registers can be easily accessed through the five different addressing modes supported in the AVR architecture.

The memory spaces in the AVR architecture are all linear and regular memory maps.

Figure 5. Memory Maps

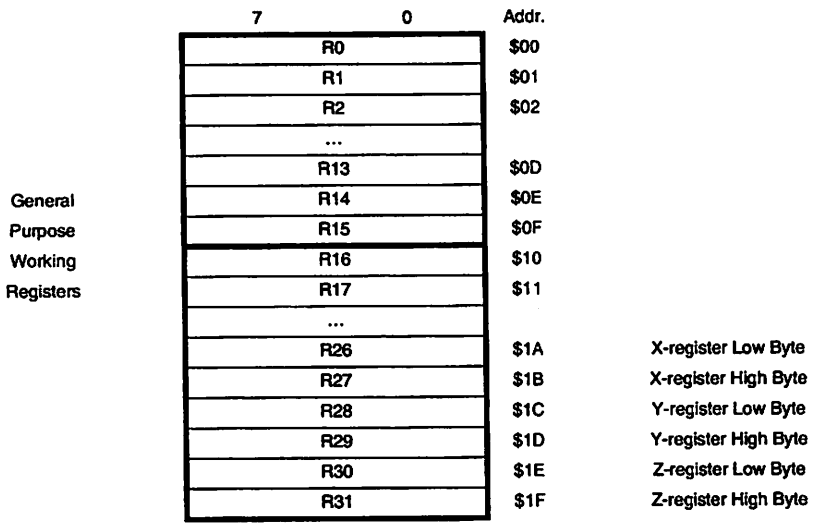


A flexible interrupt module has its control registers in the I/O space with an additional Global Interrupt Enable bit in the Status Register. All the different interrupts have a separate Interrupt Vector in the Interrupt Vector table at the beginning of the program memory. The different interrupts have priority in accordance with their Interrupt Vector position. The lower the Interrupt Vector address, the higher the priority.

ıeral Purpose ɟister File

Figure 6 shows the structure of the 32 general purpose registers in the CPU.

Figure 6. AVR CPU General Purpose Working Registers



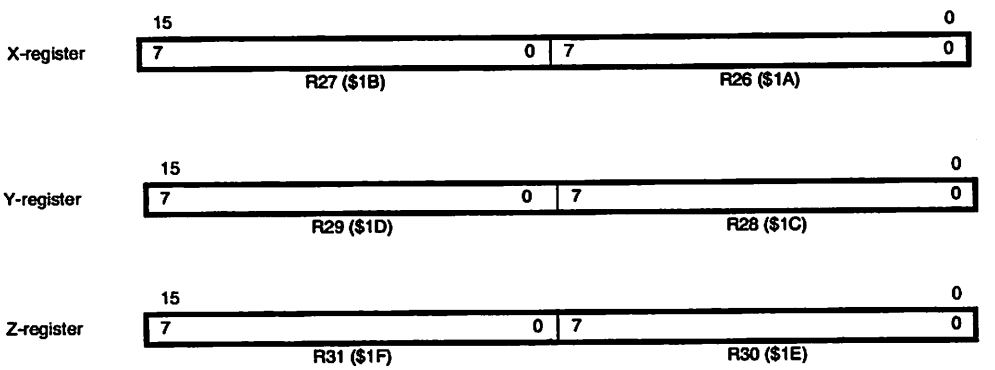
All the register operating instructions in the instruction set have direct and single-cycle access to all registers. The only exception is the five constant arithmetic and logic instructions SBCI, SUBI, CPI, ANDI, ORI between a constant and a register and the LDI instruction for load immediate constant data. These instructions apply to the second half of the registers in the Register File (R16..R31). The general SBC, SUB, CP, AND, OR, and all other operations between two registers or on a single register apply to the entire Register File.

As shown in Figure 6, each register is also assigned a data memory address, mapping them directly into the first 32 locations of the user Data Space. Although the Register File is not physically implemented as SRAM locations, this memory organization provides great flexibility in access of the registers, as the X-, Y-, and Z-registers can be set to index any register in the file.

egister, Y-register, and Z- ɟister

The registers R26..R31 have some added functions to their general purpose usage. These registers are the address pointers for indirect addressing of the Data Space. The three indirect address registers X, Y and Z are defined in Figure 7.

Figure 7. X-, Y-, and Z-Registers



In the different addressing modes these address registers have functions as fixed displacement, automatic increment and decrement (see the descriptions for the different instructions).

.U – Arithmetic Logic ıit

The high-performance AVR ALU operates in direct connection with all the 32 general purpose working registers. Within a single clock cycle, ALU operations between registers in the Register File are executed. The ALU operations are divided into three main categories – arithmetic, logical, and bit functions.

System Programmable ısh Program Memory

The AT90S2313 contains 2K bytes On-chip In-System Programmable Flash memory for program storage. Since all instructions are 16- or 32-bit words, the Flash is organized as 1K x 16. The Flash memory has an endurance of at least 1,000 write/erase cycles.

The AT90S2313 Program Counter (PC) is 10 bits wide, thus addressing the 1,024 program memory addresses.

See page 60 for a detailed description on Flash data downloading. See page 10 for the different addressing modes.

:PROM Data Memory

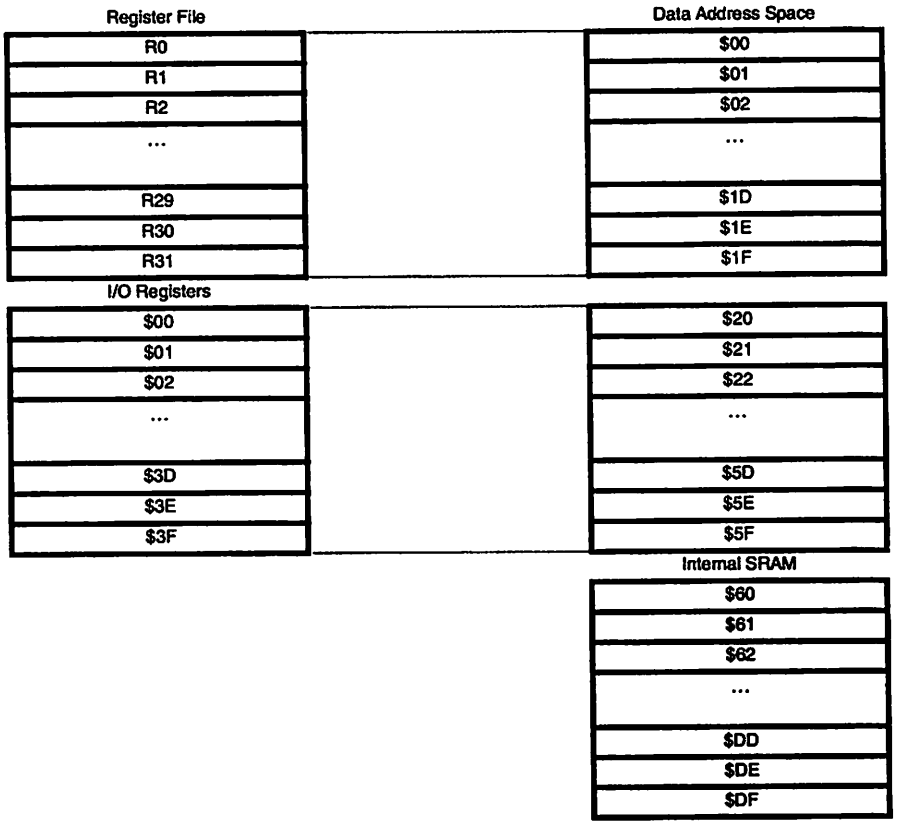
The AT90S2313 contains 128 bytes of EEPROM data memory. It is organized as a separate data space in which single bytes can be read and written. The EEPROM has an endurance of at least 100,000 write/erase cycles. The access between the EEPROM and the CPU is described on page 39, specifying the EEPROM Address Register, the EEPROM Data Register and the EEPROM Control Register.

For the SPI data downloading, see page 68 for a detailed description.

RAM Data Memory

Figure 8 shows how the AT90S2313 data memory is organized.

Figure 8. SRAM Organization



The 224 data memory locations address the Register File, I/O memory and the data SRAM. The first 96 locations address the Register File + I/O memory, and the next 128 locations address the data SRAM.

The five different addressing modes for the data memory cover: Direct, Indirect with Displacement, Indirect, Indirect with Pre-decrement and Indirect with Post-increment. In the Register File, registers R26 to R31 feature the indirect addressing pointer registers.

The Direct addressing reaches the entire data address space.

The Indirect with Displacement mode features 63 address locations reached from the base address given by the Y- and Z-registers.

When using register indirect addressing modes with automatic pre-decrement and post-increment, the address registers X, Y, and Z are used and decremented and incremented.

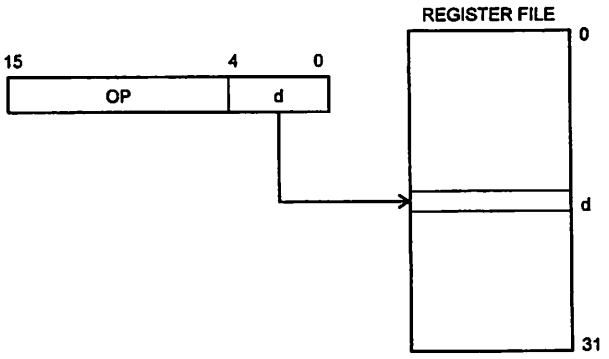
The 32 general purpose working registers, 64 I/O Registers and the 128 bytes of data SRAM in the AT90S2313 are all directly accessible through all these addressing modes.

ogram and Data ddressing Modes

The AT90S2313 AVR RISC microcontroller supports powerful and efficient addressing modes for access to the Program memory (Flash) and Data memory. This section describes the different addressing modes supported by the AVR architecture. In the figures, OP means the operation code part of the instruction word. To simplify, not all figures show the exact location of the addressing bits.

gister Direct, Single gister Rd

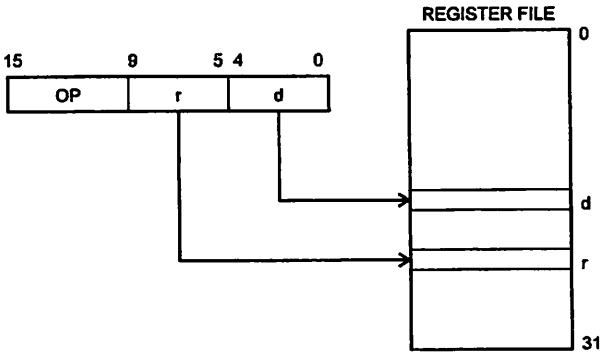
Figure 9. Direct Single Register Addressing



The operand is contained in register d (Rd).

gister Direct, Two Registers d and Rr

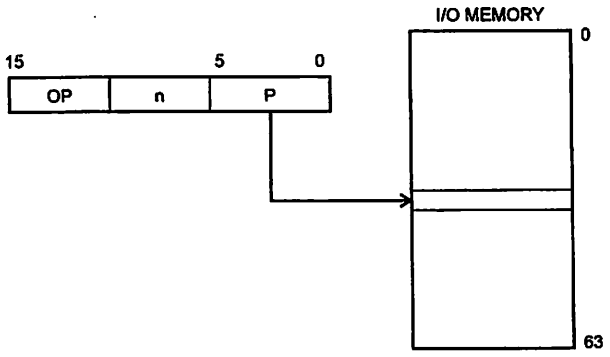
Figure 10. Direct Register Addressing, Two Registers



Operands are contained in register r (Rr) and d (Rd). The result is stored in register d (Rd).

D Direct

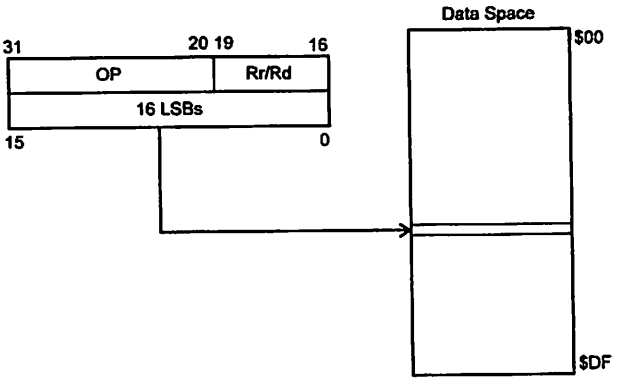
Figure 11. I/O Direct Addressing



Operand address is contained in 6 bits of the instruction word. n is the destination or source register address.

ıta Direct

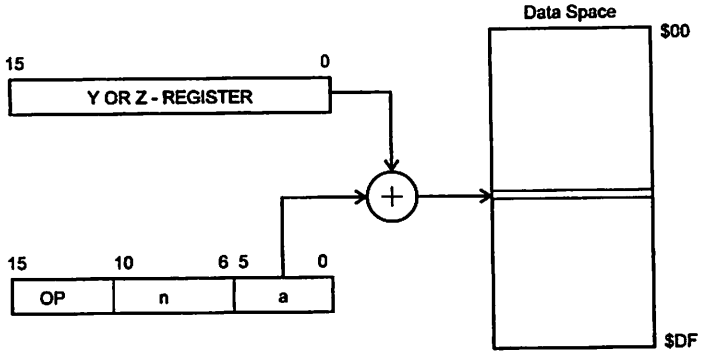
Figure 12. Direct Data Addressing



A 16-bit data address is contained in the 16 LSBs of a 2-word instruction. Rd/Rr specify the destination or source register.

ata Indirect with isplacement

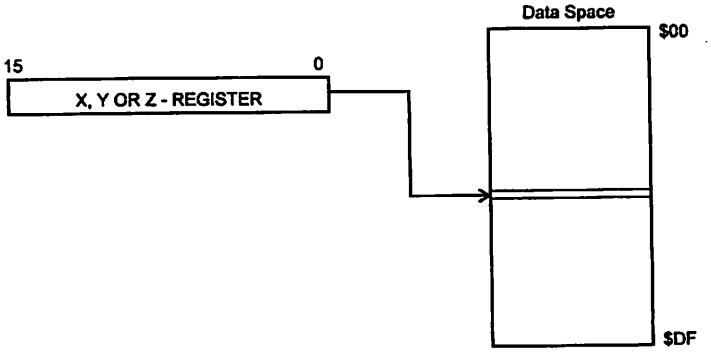
Figure 13. Data Indirect with Displacement



Operand address is the result of the Y- or Z-register contents added to the address contained in 6 bits of the instruction word.

)ata Indirect

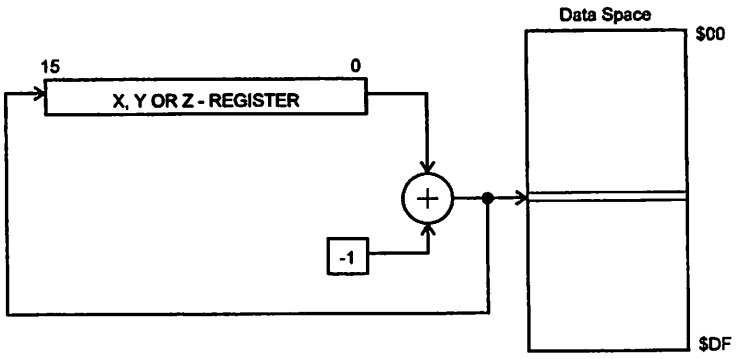
Figure 14. Data Indirect Addressing



Operand address is the contents of the X-, Y-, or Z-register.

ata Indirect with Pre-ecrement

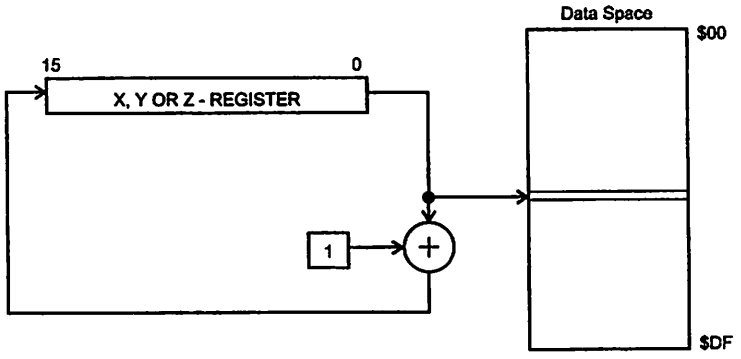
Figure 15. Data Indirect Addressing with Pre-decrement



The X-, Y-, or Z-register is decremented before the operation. Operand address is the decremented contents of the X-, Y-, or Z-register.

ata Indirect with Post-ıcrement

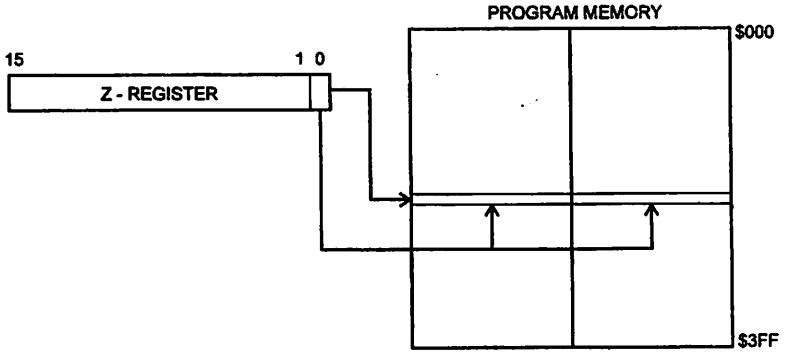
Figure 16. Data Indirect Addressing with Post-increment



The X-, Y-, or Z-register is incremented after the operation. Operand address is the contents of the X-, Y-, or Z-register prior to incrementing.

;onstant Addressing Using ıe LPM Instruction

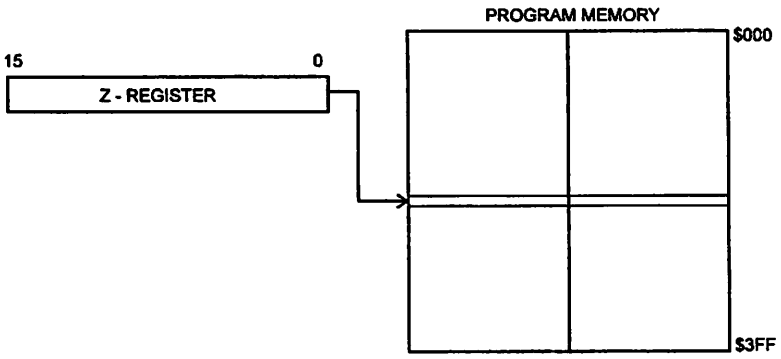
Figure 17. Code Memory Constant Addressing



Constant byte address is specified by the Z-register contents. The 15 MSBs select word address (0 - 1K), the LSB selects low byte if cleared (LSB = 0) or high byte if set (LSB = 1).

direct Program Addressing, MP and ICALL

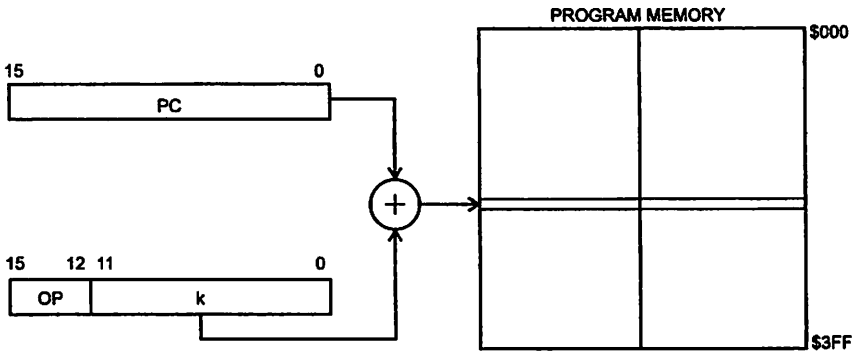
Figure 18. Indirect Program Memory Addressing



Program execution continues at address contained by the Z-register (i.e., the PC is loaded with the contents of the Z-register).

Relative Program Addressing, RJMP and RCALL

Figure 19. Relative Program Memory Addressing



Program execution continues at address PC + k + 1. The relative address k is -2048 to 2047.

Memory Access and Instruction Execution Timing

This section describes the general access timing concepts for instruction execution and internal memory access.

The AVR CPU is driven by the System Clock Ø, directly generated from the external clock crystal for the chip. No internal clock division is used.

Figure 20 shows the parallel instruction fetches and instruction executions enabled by the Harvard architecture and the fast-access Register File concept. This is the basic pipelining concept to obtain up to 1 MIPS per MHz with the corresponding unique results for functions per cost, functions per clocks and functions per power-unit.

Figure 20. The Parallel Instruction Fetches and Instruction Executions

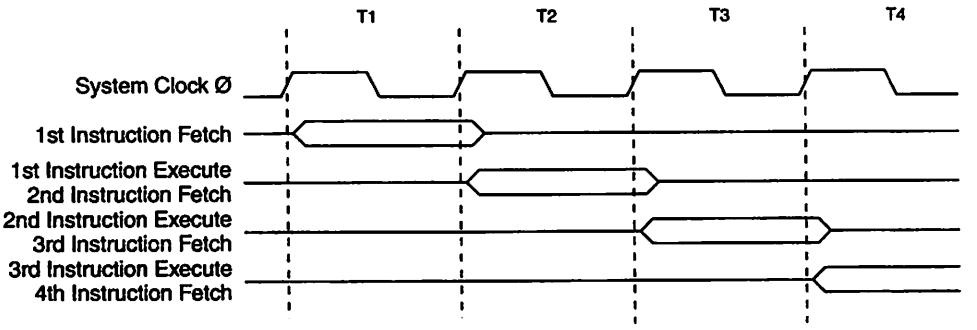
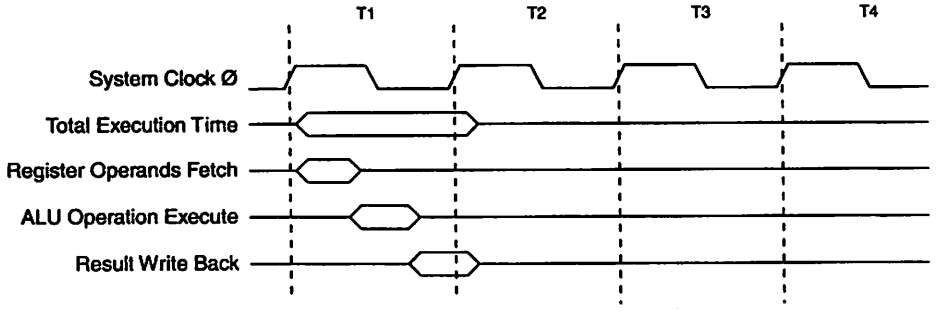


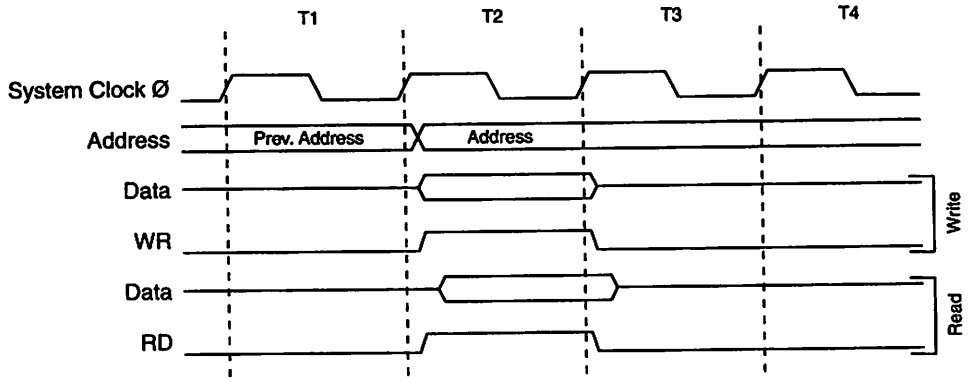
Figure 21 shows the internal timing concept for the Register File. In a single clock cycle an ALU operation using two register operands is executed, and the result is stored back to the destination register.

Figure 21. Single-cycle ALU Operation



The internal data SRAM access is performed in two System Clock cycles as described in Figure 22.

Figure 22. On-chip Data SRAM Access Cycles



Memory

The I/O space definition of the AT90S2313 is shown in Table 1.

Table 1. AT90S2313 I/O Space[1]

Address Hex	Name	Function
$3F ($5F)	SREG	Status Register
$3D ($5D)	SPL	Stack Pointer Low
$3B ($5B)	GIMSK	General Interrupt MaSK Register
$3A ($5A)	GIFR	General Interrupt Flag Register
$39 ($59)	TIMSK	Timer/Counter Interrupt MaSK Register
$38 ($58)	TIFR	Timer/Counter Interrupt Flag Register
$35 ($55)	MCUCR	MCU general Control Register
$33 ($53)	TCCR0	Timer/Counter 0 Control Register
$32 ($52)	TCNT0	Timer/Counter 0 (8-bit)
$2F ($4F)	TCCR1A	Timer/Counter 1 Control Register A
$2E ($4E)	TCCR1B	Timer/Counter 1 Control Register B
$2D ($4D)	TCNT1H	Timer/Counter 1 High Byte
$2C ($4C)	TCNT1L	Timer/Counter 1 Low Byte
$2B ($4B)	OCR1AH	Output Compare Register 1 High Byte
$2A ($4A)	OCR1AL	Output Compare Register 1 Low Byte
$25 ($45)	ICR1H	T/C 1 Input Capture Register High Byte
$24 ($44)	ICR1L	T/C 1 Input Capture Register Low Byte
$21 ($41)	WDTCR	Watchdog Timer Control Register
$1E ($3E)	EEAR	EEPROM Address Register
$1D ($3D)	EEDR	EEPROM Data Register
$1C ($3C)	EECR	EEPROM Control Register
$18 ($38)	PORTB	Data Register, Port B
$17 ($37)	DDRB	Data Direction Register, Port B
$16 ($36)	PINB	Input Pins, Port B

Table 1. AT90S2313 I/O Space[1] (Continued)

Address Hex	Name	Function
$12 ($32)	PORTD	Data Register, Port D
$11 ($31)	DDRD	Data Direction Register, Port D
$10 ($30)	PIND	Input Pins, Port D
$0C ($2C)	UDR	UART I/O Data Register
$0B ($2B)	USR	UART Status Register
$0A ($2A)	UCR	UART Control Register
$09 ($29)	UBRR	UART Baud Rate Register
$08 ($28)	ACSR	Analog Comparator Control and Status Register

Note: 1. Reserved and unused locations are not shown in the table.

All AT90S2313 I/O and peripherals are placed in the I/O space. The I/O locations are accessed by the IN and OUT instructions transferring data between the 32 general purpose working registers and the I/O space. I/O Registers within the address range $00 - $1F 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. Refer to the instruction set section for more details. When using the I/O specific commands IN and OUT, the I/O addresses $00 - $3F must be used. When addressing I/O Registers as SRAM, $20 must be added to this address. All I/O Register addresses throughout this document are shown with the SRAM address in parentheses.

For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.

Some of the Status Flags are cleared by writing a logical "1" to them. Note that the CBI and SBI instructions will operate on all bits in the I/O Register, writing a "1" back into any flag read as set, thus clearing the flag. The CBI and SBI instructions work with registers $00 to $1F only.

The I/O and peripherals control registers are explained in the following sections.

ıtus Register – SREG

The AVR Status Register (SREG) at I/O space location $3F ($5F) is defined as:

Bit	7	6	5	4	3	2	1	0	
$3F ($5F)	I	T	H	S	V	N	Z	C	SREG
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7 – I: Global Interrupt Enable

The Global Interrupt Enable bit must be set (one) for the interrupts to be enabled. The individual interrupt enable control is then performed in separate control registers. If the Global Interrupt Enable bit is cleared (zero), none of the interrupts are enabled independent of the individual interrupt enable settings. The I-bit is cleared by hardware after an interrupt has occurred, and is set by the RETI instruction to enable subsequent interrupts.

• Bit 6 – T: Bit Copy Storage

The Bit Copy instructions BLD (Bit LoaD) and BST (Bit STore) use the T-bit as source and destination for the operated bit. A bit from a register in the Register File can be copied into T by the BST instruction, and a bit in T can be copied into a bit in a register in the Register File by the BLD instruction.

• **Bit 5 – H: Half-carry Flag**

The Half-carry Flag H indicates a Half-carry in some arithmetic operations. See the Instruction Set description for detailed information.

• **Bit 4 – S: Sign Bit, S = N ⊕ V**

The S-bit is always an exclusive or between the Negative Flag N and the Two's Complement Overflow Flag V. See the Instruction Set description for detailed information.

• **Bit 3 – V: Two's Complement Overflow Flag**

The Two's Complement Overflow Flag V supports two's complement arithmetics. See the Instruction Set description for detailed information.

• **Bit 2 – N: Negative Flag**

The Negative Flag N indicates a negative result after the different arithmetic and logic operations. See the Instruction Set description for detailed information.

• **Bit 1 – Z: Zero Flag**

The Zero Flag Z indicates a zero result after the different arithmetic and logic operations. See the Instruction Set description for detailed information.

• **Bit 0 – C: Carry Flag**

The Carry Flag C indicates a Carry in an arithmetic or logic operation. See the Instruction Set description for detailed information.

Note that the Status Register is not automatically stored when entering an interrupt routine and restored when returning from an interrupt routine. This must be handled by software.

ack Pointer – SP

An 8-bit register at I/O address $3D ($5D) forms the Stack Pointer of the AT90S2313. 8 bits are used to address the 128 bytes of SRAM in locations $60 - $DF.

Bit	7	6	5	4	3	2	1	0	
$3D ($5D)	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	SPL
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

The Stack Pointer points to the data SRAM stack area where the Subroutine and Interrupt Stacks are located. This stack space in the data SRAM must be defined by the program before any subroutine calls are executed or interrupts are enabled. The Stack Pointer must be set to point above $60. The Stack Pointer is decremented by 1 when data is pushed onto the stack with the PUSH instruction, and it is decremented by 2 when an address is pushed onto the stack with subroutine calls and interrupts. The Stack Pointer is incremented by 1 when data is popped from the stack with the POP instruction, and it is incremented by 2 when an address is popped from the stack with return from subroutine RET or return from interrupt RETI.

set and Interrupt ndling

The AT90S2313 provides 10 different interrupt sources. These interrupts and the separate Reset Vector each have a separate Program Vector in the program memory space. All the interrupts are assigned individual enable bits that must be set (one) together with the I-bit in the Status Register in order to enable the interrupt.

The lowest addresses in the Program memory space are automatically defined as the Reset and Interrupt Vectors. The complete list of vectors is shown in Table 2. The list also determines the priority levels of the different interrupts. The lower the address, the higher the priority level. RESET has the highest priority, and next is INT0 (the External Interrupt Request 0), etc.

Table 2. Reset and Interrupt Vectors

Vector No.	Program Address	Source	Interrupt Definition
1	$000	RESET	Hardware Pin, Power-on Reset and Watchdog Reset
2	$001	INT0	External Interrupt Request 0
3	$002	INT1	External Interrupt Request 1
4	$003	TIMER1 CAPT1	Timer/Counter1 Capture Event
5	$004	TIMER1 COMP1	Timer/Counter1 Compare Match
6	$005	TIMER1 OVF1	Timer/Counter1 Overflow
7	$006	TIMER0 OVF0	Timer/Counter0 Overflow
8	$007	UART, RX	UART, RX Complete
9	$008	UART, UDRE	UART Data Register Empty
10	$009	UART, TX	UART, TX Complete
11	$00A	ANA_COMP	Analog Comparator

The most typical and general program setup for the Reset and Interrupt Vector addresses are:

```
Address Labels  Code                    Comments

$000            rjmp RESET              ; Reset Handler
$001            rjmp EXT_INT0           ; IRQ0 Handler
$002            rjmp EXT_INT1           ; IRQ1 Handler
$003            rjmp TIM_CAPT1          ; Timer1 Capture Handler
$004            rjmp TIM_COMP1          ; Timer1 Compare Handler
$005            rjmp TIM_OVF1           ; Timer1 Overflow Handler
$006            rjmp TIM_OVF0           ; Timer0 Overflow Handler
$007            rjmp UART_RXC           ; UART RX Complete Handler
$008            rjmp UART_DRE           ; UDR Empty Handler
$009            rjmp UART_TXC           ; UART TX Complete Handler
$00a            rjmp ANA_COMP           ; Analog Comparator Handler
;
$00b    MAIN:   ldi r16,low(RAMEND); Main program start
$00c            out SPL,r16
$00d            <instr>  xxx
...      ...     ...      ...
```

et Sources

The AT90S2313 has three sources of reset:

- Power-on Reset. The MCU is reset when the supply voltage is below the Power-on Reset threshold (V_{POT}).
- External Reset. The MCU is reset when a low level is present on the $\overline{\text{RESET}}$ pin for more than 50 ns.
- Watchdog Reset. The MCU is reset when the Watchdog Timer period expires and the Watchdog is enabled.

During Reset, all I/O Registers are then set to their initial values, and the program starts execution from address $000. The instruction placed in address $000 must be an RJMP (Relative Jump) instruction to the reset handling routine. If the program never enables an interrupt source, the Interrupt Vectors are not used, and regular program code can be placed at these locations. The circuit diagram in Figure 23 shows the reset logic. Table 3 defines the timing and electrical parameters of the reset circuitry.

Figure 23. Reset Logic

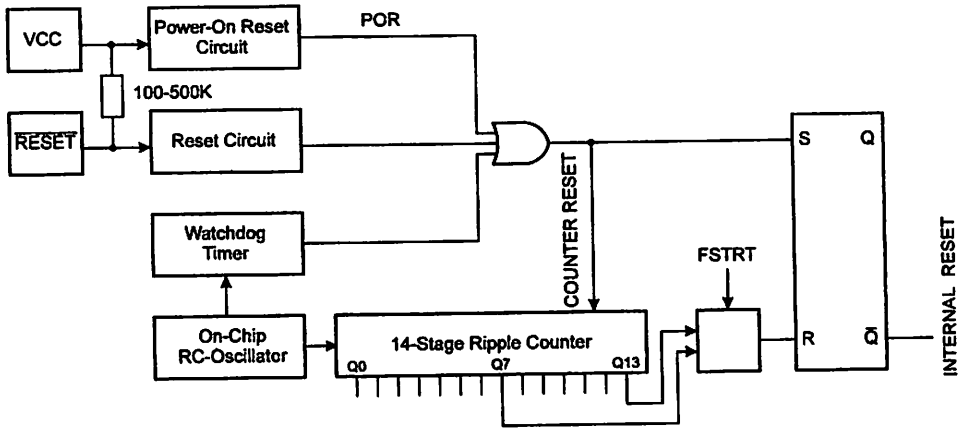


Table 3. Reset Characteristics (V_{CC} = 5.0V)

Symbol	Parameter	Min	Typ	Max	Units
V_{POT}[1]	Power-on Reset Threshold Voltage (rising)	1.0	1.4	1.8	V
	Power-on Reset Threshold Voltage (falling)	0.4	0.6	0.8	V
V_{RST}	$\overline{\text{RESET}}$ Pin Threshold Voltage		–	0.85 V_{CC}	V
t_{TOUT}	Reset Delay Time-out Period FSTRT Unprogrammed	11.0	16.0	21.0	ms
t_{TOUT}	Reset Delay Time-out Period FSTRT Programmed	0.25	0.28	0.31	ms

Note: 1. The Power-on Reset will not work unless the supply voltage has been below V_{POT} (falling).

The user can select the start-up time according to typical Oscillator start-up. The number of WDT Oscillator cycles used for each time-out is shown in Table 4. The frequency of the Watchdog Oscillator is voltage-dependent, as shown in "Typical Characteristics" on page 74.

Table 4. Number of Watchdog Oscillator Cycles

FSTRT	Time-out at V_{CC} = 5V	Number of WDT Cycles
Programmed	0.28 ms	256
Unprogrammed	16.0 ms	16K

wer-on Reset

A Power-on Reset (POR) circuit ensures that the device is reset from Power-on. As shown in Figure 23, an internal timer is clocked from the Watchdog Timer. This timer prevents the MCU from starting until after a certain period after V_{CC} has reached the Power-on Threshold voltage (V_{POT}) (see Figure 24). The FSTRT Fuse bit in the Flash can be programmed to give a shorter start-up time if a ceramic resonator or any other fast-start Oscillator is used to clock the MCU.

If the built-in start-up delay is sufficient, $\overline{\text{RESET}}$ can be connected to V_{CC} directly or via an external pull-up resistor. By holding the $\overline{\text{RESET}}$ pin low for a period after V_{CC} has been applied, the Power-on Reset period can be extended. Refer to Figure 25 for a timing example of this.

Figure 24. MCU Start-up, $\overline{\text{RESET}}$ Tied to V_{CC}.

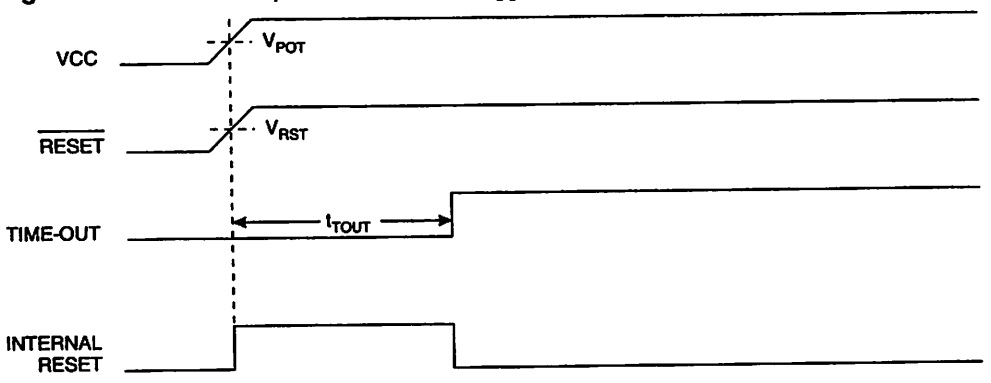
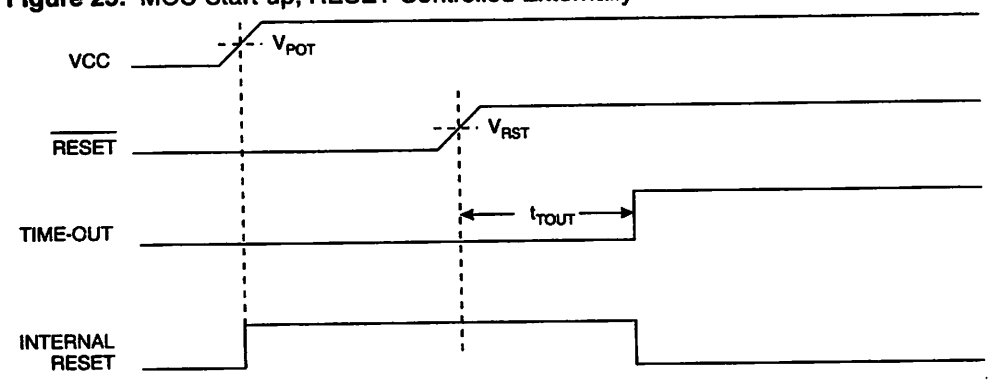


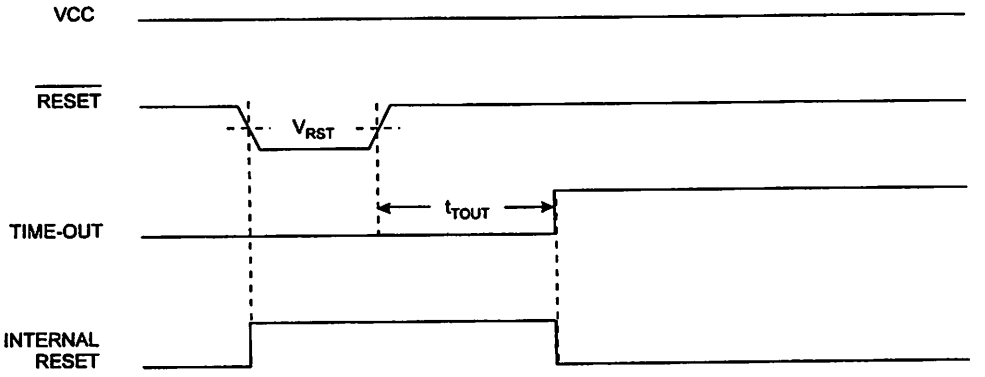
Figure 25. MCU Start-up, $\overline{\text{RESET}}$ Controlled Externally



ternal Reset

An External Reset is generated by a low level on the $\overline{\text{RESET}}$ pin. Reset pulses longer than 50 ns will generate a reset, even if the clock is not running. Shorter pulses are not guaranteed to generate a reset. When the applied signal reaches the Reset Threshold Voltage (V_{RST}) on its positive edge, the delay timer starts the MCU after the Time-out period t_{TOUT} has expired.

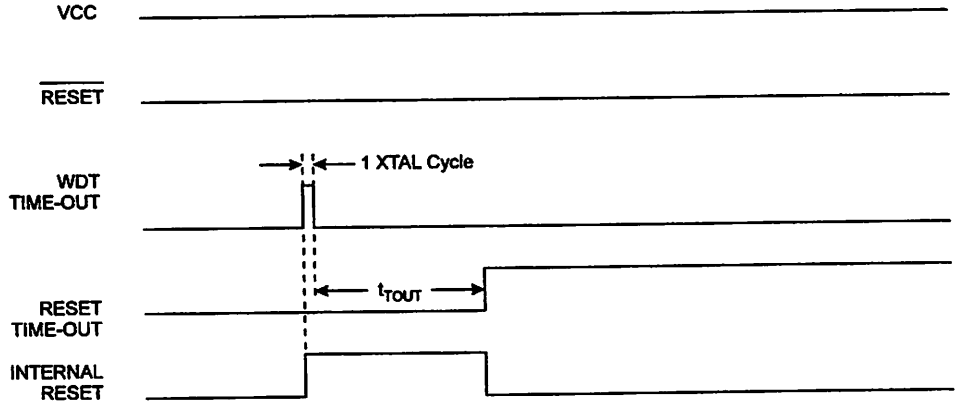
Figure 26. External Reset during Operation



atchdog Reset

When the Watchdog times out, it will generate a short reset pulse of one XTAL cycle duration. On the falling edge of this pulse, the delay timer starts counting the Time-out period t_{TOUT}. Refer to page 37 for details on operation of the Watchdog.

Figure 27. Watchdog Reset during Operation



terrupt Handling

The AT90S2313 has two 8-bit Interrupt Mask Control Registers: the GIMSK (General Interrupt Mask Register) and the TIMSK (Timer/Counter Interrupt Mask Register).

When an interrupt occurs, the Global Interrupt Enable I-bit is cleared (zero) and all interrupts are disabled. The user software can set (one) the I-bit to enable interrupts. The I-bit is set (one) when a Return from Interrupt instruction (RETI) is executed.

For interrupts triggered by events that can remain static (e.g., the Output Compare Register1 matching the value of Timer/Counter1), the Interrupt Flag is set when the event occurs. If the Interrupt Flag is cleared and the interrupt condition persists, the flag will not be set until the event occurs the next time.

When the Program Counter is vectored to the actual Interrupt Vector in order to execute the interrupt handling routine, hardware clears the corresponding flag that generated the

interrupt. Some of the Interrupt Flags can also be cleared by writing a logical "1" to the flag bit position(s) to be cleared.

If an interrupt condition occurs when the corresponding interrupt enable bit is cleared (zero), the Interrupt Flag will be set and remembered until the interrupt is enabled, or the flag is cleared by software.

If one or more interrupt conditions occur when the Global Interrupt Enable bit is cleared (zero), the corresponding interrupt flag(s) will be set and remembered until the Global Interrupt Enable bit is set (one), and will be executed by order of priority.

Note that external level interrupt does not have a flag, and will only be remembered for as long as the interrupt condition is active.

Note that the Status Register is not automatically stored when entering an interrupt routine and restored when returning from an interrupt routine. This must be handled by software.

neral Interrupt Mask gister – GIMSK

Bit	7	6	5	4	3	2	1	0	
$3B ($5B)	INT1	INT0	–	–	–	–	–	–	GIMSK
Read/Write	R/W	R/W	R	R	R	R	R	R	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7 – INT1: External Interrupt Request 1 Enable

When the INT1 bit is set (one) and the I-bit in the Status Register (SREG) is set (one), the external pin interrupt is enabled. The Interrupt Sense Control1 bits 1/0 (ISC11 and ISC10) in the MCU general Control Register (MCUCR) defines whether the external interrupt is activated on rising or falling edge of the INT1 pin or level sensed. Activity on the pin will cause an interrupt request even if INT1 is configured as an output. The corresponding interrupt of External Interrupt Request 1 is executed from program memory address $002. See also "External Interrupts".

• Bit 6 – INT0: External Interrupt Request 0 Enable

When the INT0 bit is set (one) and the I-bit in the Status Register (SREG) is set (one), the external pin interrupt is enabled. The Interrupt Sense Control0 bits 1/0 (ISC01 and ISC00) in the MCU general Control Register (MCUCR) defines whether the External Interrupt is activated on rising or falling edge of the INT0 pin or level sensed. Activity on the pin will cause an interrupt request even if INT0 is configured as an output. The corresponding interrupt of External Interrupt Request 0 is executed from program memory address $001. See also "External Interrupts."

• Bits 5..0 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and always read as zero.

neral Interrupt FLAG gister – GIFR

Bit	7	6	5	4	3	2	1	0	
$3A ($5A)	INTF1	INTF0	–	–	–	–	–	–	GIFR
Read/Write	R/W	R/W	R	R	R	R	R	R	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7 – INTF1: External Interrupt Flag1

When an edge on the INT1 pin triggers an interrupt request, the corresponding Interrupt Flag, INTF1, becomes set (one). If the I-bit in SREG and the corresponding interrupt enable bit, INT1 bit in GIMSK, are set (one), the MCU will jump to the Interrupt Vector. The flag is cleared when the interrupt routine is executed. Alternatively, the flag can be cleared by writing a logical "1" to it. The flag is always cleared when INT1 is configured as level interrupt.

• Bit 6 – INTF0: External Interrupt Flag0

When an edge on the INT0 pin triggers an interrupt request, the corresponding Interrupt Flag, INTF0, becomes set (one). If the I-bit in SREG and the corresponding interrupt enable bit, INT0 bit in GIMSK, are set (one), the MCU will jump to the Interrupt Vector. The flag is cleared when the interrupt routine is executed. Alternatively, the flag can be cleared by writing a logical "1" to it. The flag is always cleared when INT0 is configured as level interrupt.

• Bits 5..0 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and always read as zero.

Note that external level interrupt does not have a flag, and will only be remembered for as long as the interrupt condition is active.

mer/Counter Interrupt Mask egister – TIMSK

Bit	7	6	5	4	3	2	1	0	
$39 ($59)	TOIE1	OCIE1A	–	–	TICIE1	–	TOIE0	–	TIMSK
Read/Write	R/W	R/W	R	R	R/W	R	R/W	R	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7 – TOIE1: Timer/Counter1 Overflow Interrupt Enable

When the TOIE1 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 Overflow Interrupt is enabled. The corresponding interrupt (at vector $005) is executed if an overflow in Timer/Counter1 occurs (i.e., when the TOV1 bit is set in the Timer/Counter Interrupt Flag Register [TIFR]).

• Bit 6 – OCIE1A: Timer/Counter1 Output Compare Match Interrupt Enable

When the OCIE1A bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 Compare Match Interrupt is enabled. The corresponding interrupt (at vector $004) is executed if a compare match in Timer/Counter1 occurs (i.e., when the OCF1A bit is set in the Timer/Counter Interrupt Flag Register [TIFR]).

• Bit 5,4 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and always read as zero.

• **Bit 3 – TICIE1: Timer/Counter1 Input Capture Interrupt Enable**

When the TICIE1 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter1 Input Capture Event Interrupt is enabled. The corresponding interrupt (at vector $003) is executed if a capture-triggering event occurs on PD6(ICP) (i.e., when the ICF1 bit is set in the Timer/Counter Interrupt Flag Register [TIFR]).

• **Bit 2 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S2313 and always reads as zero.

• **Bit 1 – TOIE0: Timer/Counter0 Overflow Interrupt Enable**

When the TOIE0 bit is set (one) and the I-bit in the Status Register is set (one), the Timer/Counter0 Overflow Interrupt is enabled. The corresponding interrupt (at vector $006) is executed if an overflow in Timer/Counter0 occurs (i.e., when the TOV0 bit is set in the Timer/Counter Interrupt Flag Register [TIFR]).

• **Bit 0 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S2313 and always read as zero.

Timer/Counter Interrupt FLAG Register – TIFR

Bit	7	6	5	4	3	2	1	0	
$38 ($58)	TOV1	OCF1A	–	–	ICF1	–	TOV0	–	TIFR
Read/Write	R/W	R/W	R	R	R/W	R	R/W	R	
Initial value	0	0	0	0	0	0	0	0	

• **Bit 7 – TOV1: Timer/Counter1 Overflow Flag**

The TOV1 is set (one) when an overflow occurs in Timer/Counter1. TOV1 is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, TOV1 is cleared by writing a logical "1" to the flag. When the I-bit in SREG and TOIE1 (Timer/Counter1 Overflow Interrupt Enable) and TOV1 are set (one), the Timer/Counter1 Overflow Interrupt is executed. In PWM mode, this bit is set when Timer/Counter1 changes counting direction at $0000.

• **Bit 6 – OCF1A: Output Compare Flag 1A**

The OCF1A bit is set (one) when a compare match occurs between the Timer/Counter1 and the data in OCR1A (Output Compare Register1 A). OCF1A is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, OCF1A is cleared by writing a logical "1" to the flag. When the I-bit in SREG and OCIE1A (Timer/Counter1 Compare Match Interrupt Enable) and the OCF1A are set (one), the Timer/Counter1 Compare Match Interrupt is executed.

• **Bits 5, 4 – Res: Reserved Bits**

These bits are reserved bits in the AT90S2313 and always read as zero.

• **Bit 3 – ICF1: Input Capture Flag 1**

The ICF1 bit is set (one) to flag an input capture event, indicating that the Timer/Counter1 value has been transferred to the Input Capture Register (ICR1). ICF1 is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, ICF1 is cleared by writing a logical "1" to the flag. When the SREG I-bit and TICIE1 (Timer/Counter1 Input Capture Interrupt Enable) and ICF1 are set (one), the Timer/Counter1 Capture Interrupt is executed.

• **Bit 2 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S2313 and always reads as zero.

• **Bit 1 – TOV0: Timer/Counter0 Overflow Flag**

The bit TOV0 is set (one) when an overflow occurs in Timer/Counter0. TOV0 is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, TOV0 is cleared by writing a logical "1" to the flag. When the SREG I-bit and TOIE0 (Timer/Counter0 Overflow Interrupt Enable) and TOV0 are set (one), the Timer/Counter0 Overflow Interrupt is executed.

• **Bit 0 – Res: Reserved Bit**

This bit is a reserved bit in the AT90S2313 and always reads as zero.

ternal Interrupts

The External Interrupts are triggered by the INT1 and INT0 pins. Observe that, if enabled, the interrupts will trigger even if the INT0/INT1 pins are configured as outputs. This feature provides a way of generating a software interrupt. The External Interrupts can be triggered by a falling or rising edge or a low level. This is set up as indicated in the specification for the MCU Control Register (MCUCR). When the External Interrupt is enabled and is configured as level-triggered, the interrupt will trigger as long as the pin is held low.

The External Interrupts are set up as described in the specification for the MCU Control Register (MCUCR).

terrupt Response Time

The interrupt execution response for all the enabled AVR interrupts is four clock cycles, minimum. Four clock cycles after the Interrupt Flag has been set, the Program Vector address for the actual interrupt handling routine is executed. During this four clock cycle period, the Program Counter (two bytes) is pushed onto the Stack, and the Stack Pointer is decremented by two. The Power-down is normally a relative jump to the interrupt routine, and this jump takes two clock cycles. If an interrupt occurs during execution of a multi-cycle instruction, this instruction is completed before the interrupt is served.

A return from an interrupt handling routine takes four clock cycles. During these four clock cycles, the Program Counter (two bytes) is popped back from the Stack, the Stack Pointer is incremented by two, and the I-flag in SREG is set. When the AVR exits from an interrupt, it will always return to the main program and execute one more instruction before any pending interrupt is served.

CU Control Register – CUCR

The MCU Control Register contains control bits for general MCU functions.

Bit	7	6	5	4	3	2	1	0	
$35 ($55)	–	–	SE	SM	ISC11	ISC10	ISC01	ISC00	MCUCR
Read/Write	R	R	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• **Bits 7, 6 – Res: Reserved Bits**

These bits are reserved bits in the AT90S2313 and always read as zero.

• **Bit 5 – SE: Sleep Enable**

The SE bit must be set (one) to make the MCU enter the sleep mode when the SLEEP instruction is executed. To avoid the MCU entering the sleep mode unless it is the programmer's purpose, it is recommended to set the Sleep Enable (SE) bit just before the execution of the SLEEP instruction.

• **Bit 4 – SM: Sleep Mode**

This bit selects between the two available sleep modes. When SM is cleared (zero), Idle mode is selected as sleep mode. When SM is set (one), Power-down mode is selected as sleep mode. For details, refer to the paragraph "Sleep Modes".

• **Bits 3, 2 – ISC11, ISC10: Interrupt Sense Control 1 Bit 1 and Bit 0**

The External Interrupt 1 is activated by the external pin INT1 if the SREG I-flag and the corresponding interrupt mask in the GIMSK Register is set. The level and edges on the external INT1 pin that activate the interrupt are defined in Table 5.

Table 5. Interrupt 1 Sense Control

ISC11	ISC10	Description
0	0	The low level of INT1 generates an interrupt request.
0	1	Reserved
1	0	The falling edge of INT1 generates an interrupt request.
1	1	The rising edge of INT1 generates an interrupt request.

• **Bits 1, 0 – ISC01, ISC00: Interrupt Sense Control 0 Bit 1 and Bit 0**

The External Interrupt 0 is activated by the external pin INT0 if the SREG I-flag and the corresponding interrupt mask is set. The level and edges on the external INT0 pin that activate the interrupt are defined in Table 6.

Table 6. Interrupt 0 Sense Control

ISC01	ISC00	Description
0	0	The low level of INT0 generates an interrupt request.
0	1	Reserved
1	0	The falling edge of INT0 generates an interrupt request.
1	1	The rising edge of INT0 generates an interrupt request.

The value on the INTn pin is sampled before detecting edges. If edge interrupt is selected, pulses with a duration longer than one CPU clock period will generate an interrupt. Shorter pulses are not guaranteed to generate an interrupt. If low-level interrupt is selected, the low level must be held until the completion of the currently executing instruction to generate an interrupt. If enabled, a level-triggered interrupt will generate an interrupt request as long as the pin is held low.

ɛep Modes

To enter the sleep modes, the SE bit in MCUCR must be set (one) and a SLEEP instruction must be executed. If an enabled interrupt occurs while the MCU is in a sleep mode, the MCU awakes, executes the interrupt routine, and resumes execution from the instruction following SLEEP. The contents of the Register File, SRAM and I/O memory are unaltered. If a Reset occurs during sleep mode, the MCU wakes up and executes from the Reset Vector.

e Mode

When the SM bit is cleared (zero), the SLEEP instruction forces the MCU into the Idle mode, stopping the CPU but allowing Timer/Counters, Watchdog and the interrupt system to continue operating. This enables the MCU to wake up from external triggered interrupts as well as internal ones like Timer Overflow interrupt and Watchdog Reset. If wake-up from the Analog Comparator Interrupt is not required, the Analog Comparator can be powered down by setting the ACD-bit in the Analog Comparator Control and Status Register (ACSR). This will reduce power consumption in Idle mode. When the MCU wakes up from Idle mode, the CPU starts program execution immediately.

ɔwer-down Mode

When the SM bit is set (one), the SLEEP instruction forces the MCU into the Power-down mode. In this mode, the external Oscillator is stopped while the external interrupts and the Watchdog (if enabled) continue operating. Only an External Reset, a Watchdog Reset (if enabled), an external level interrupt on INT0 or INT1 can wake up the MCU.

Note that when a level-triggered interrupt is used for wake-up from Power-down, the low level must be held for a time longer than the reset delay Time-out period t_{TOUT}. Otherwise, the device will not wake up.

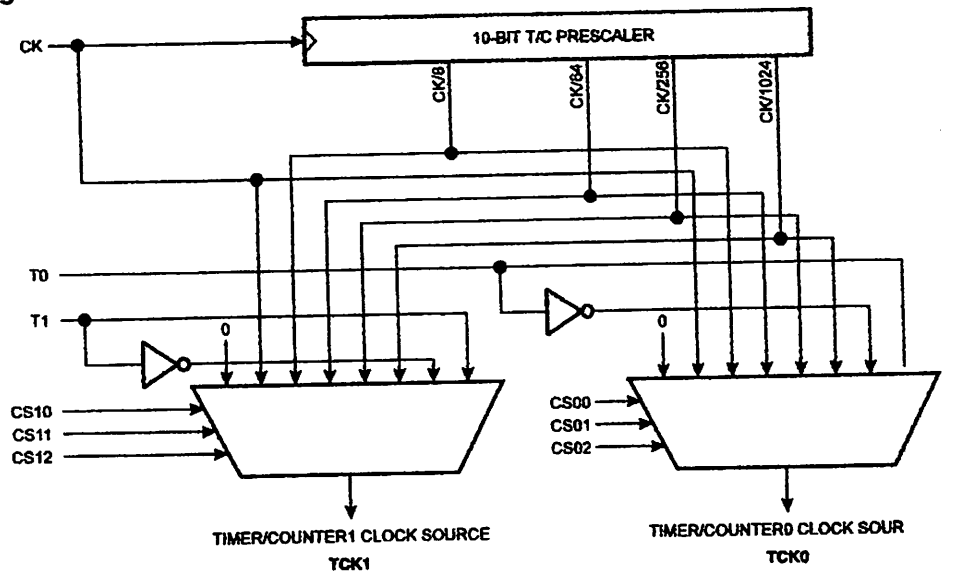
ʻimer/Counters

The AT90S2313 provides two general purpose Timer/Counters – one 8-bit T/C and one 16-bit T/C. The Timer/Counters have individual prescaling selection from the same 10-bit prescaling timer. Both Timer/Counters can either be used as a timer with an internal clock time base or as a counter with an external pin connection that triggers the counting.

ʻimer/Counter Prescaler

Figure 28 shows the general Timer/Counter prescaler.

Figure 28. Timer/Counter Prescaler



The four different prescaled selections are: CK/8, CK/64, CK/256, and CK/1024, where CK is the Oscillator clock. For the two Timer/Counters, added selections such as CK, external clock source and stop can be selected as clock sources.

it Timer/Counter0

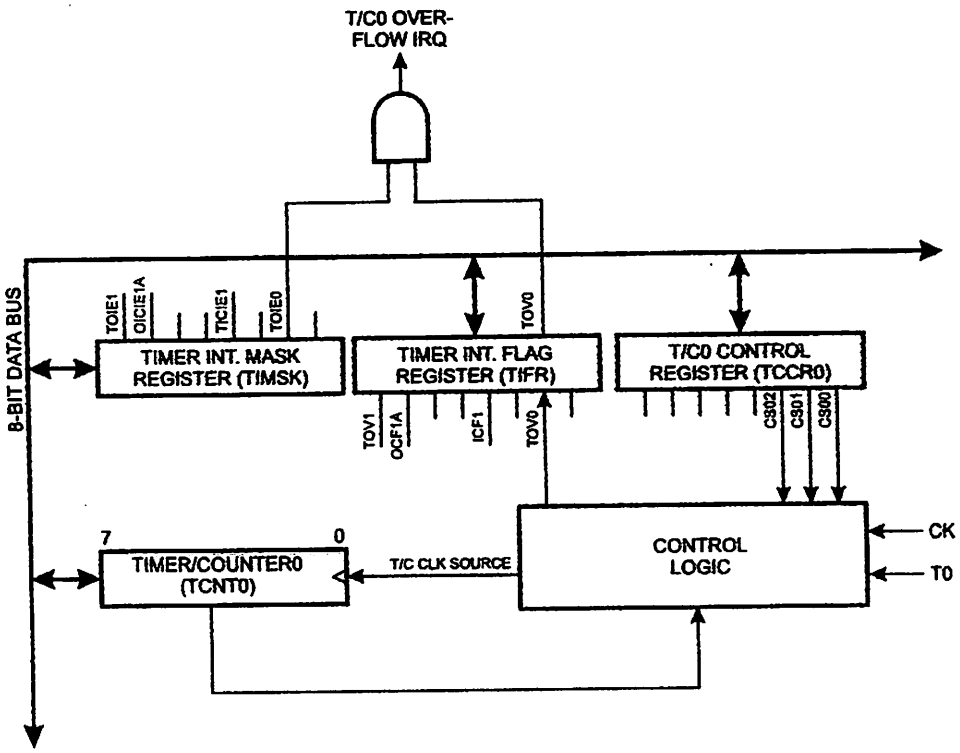
Figure 29 shows the block diagram for Timer/Counter0.

The 8-bit Timer/Counter0 can select clock source from CK, prescaled CK or an external pin. In addition, it can be stopped as described in the specification for the Timer/Counter0 Control Register (TCCR0). The Overflow Status Flag is found in the Timer/Counter Interrupt Flag Register (TIFR). Control signals are found in the Timer/Counter0 Control Register (TCCR0). The interrupt enable/disable settings for Timer/Counter0 are found in the Timer/Counter Interrupt Mask Register (TIMSK).

When Timer/Counter0 is externally clocked, the external signal is synchronized with the Oscillator frequency of the CPU. To assure proper sampling of the external clock, the minimum time between two external clock transitions must be at least one internal CPU clock period. The external clock signal is sampled on the rising edge of the internal CPU clock.

The 8-bit Timer/Counter0 features both a high-resolution and a high-accuracy usage with the lower prescaling opportunities. Similarly, the high prescaling opportunities make the Timer/Counter0 useful for lower speed functions or exact timing functions with infrequent actions.

Figure 29. Timer/Counter0 Block Diagram



mer/Counter0 Control egister – TCCR0

Bit	7	6	5	4	3	2	1	0	
$33 ($53)	–	–	–	–	–	CS02	CS01	CS00	TCCR0
Read/Write	R	R	R	R	R	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bits 7..3 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and always read zero.

• Bits 2,1,0 – CS02, CS01, CS00: Clock Select0, Bit 2,1 and 0

The Clock Select0 bits 2, 1, and 0 define the prescaling source of Timer/Counter0.

Table 7. Clock 0 Prescale Select

CS02	CS01	CS00	Description
0	0	0	Stop, the Timer/Counter0 is stopped.
0	0	1	CK
0	1	0	CK/8
0	1	1	CK/64
1	0	0	CK/256
1	0	1	CK/1024
1	1	0	External Pin T0, falling edge
1	1	1	External Pin T0, rising edge

The Stop condition provides a Timer Enable/Disable function. The CK down divided modes are scaled directly from the CK Oscillator clock. If the external pin modes are used for Timer/Counter0, transitions on PD4/(T0) will clock the counter even if the pin is configured as an output. This feature can give the user software control of the counting.

Timer/Counter0 – TCNT0

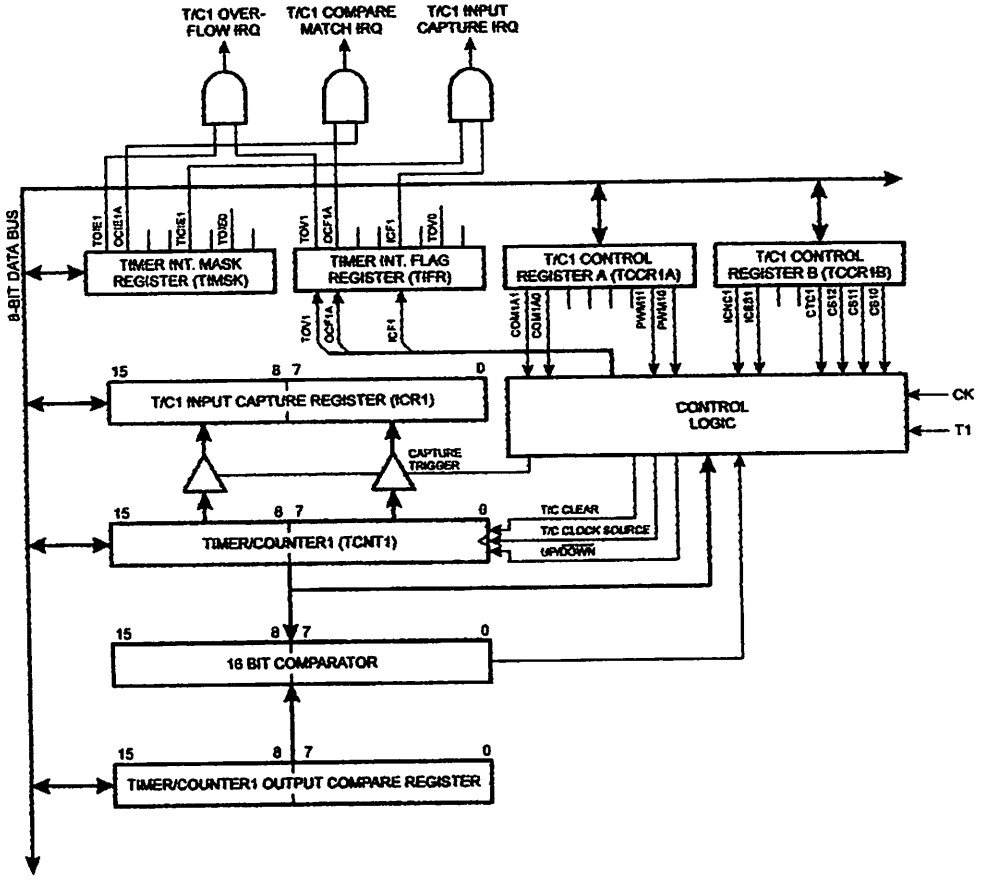
Bit	7	6	5	4	3	2	1	0	
$32 ($52)	MSB							LSB	TCNT0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

The Timer/Counter0 is realized as an up-counter with read and write access. If the Timer/Counter0 is written and a clock source is present, the Timer/Counter0 continues counting in the timer clock cycle following the write operation.

16-bit Timer/Counter1

Figure 30 shows the block diagram for Timer/Counter1.

Figure 30. Timer/Counter1 Block Diagram



The 16-bit Timer/Counter1 can select clock source from CK, prescaled CK or an external pin. In addition, it can be stopped as described in the specification for the Timer/Counter1 Control Register (TCCR1B). The different Status Flags (Overflow, Compare Match and Capture Event) and control signals are found in the Timer/Counter Interrupt Flag Register (TIFR). The interrupt enable/disable settings for Timer/Counter1 are found in the Timer/Counter Interrupt Mask Register (TIMSK).

When Timer/Counter1 is externally clocked, the external signal is synchronized with the Oscillator frequency of the CPU. To assure proper sampling of the external clock, the minimum time between two external clock transitions must be at least one internal CPU clock period. The external clock signal is sampled on the rising edge of the internal CPU clock.

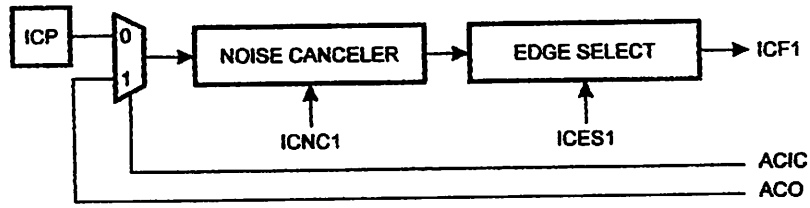
The 16-bit Timer/Counter1 features both a high-resolution and a high-accuracy usage with the lower prescaling opportunities. Similarly, the high prescaling opportunities makes the Timer/Counter1 useful for lower speed functions or exact timing functions with infrequent actions.

The Timer/Counter1 supports an Output Compare function using the Output Compare Register 1A (OCR1A) as the data source to be compared to the Timer/Counter1 contents. The Output Compare functions include optional clearing of the counter on compare matches, and actions on the Output Compare pin 1 on compare matches.

Timer/Counter1 can also be used as an 8-, 9-, or 10-bit Pulse Width Modulator. In this mode the counter and the OCR1 Register serve as a glitch-free standalone PWM with centered pulses. Refer to page 35 for a detailed description of this function.

The Input Capture function of Timer/Counter1 provides a capture of the Timer/Counter1 contents to the Input Capture Register (ICR1), triggered by an external event on the Input Capture Pin (ICP). The actual capture event settings are defined by the Timer/Counter1 Control Register (TCCR1B). In addition, the Analog Comparator can be set to trigger the input capture. Refer to "Analog Comparator" on page 48 for details on this. The ICP pin logic is shown in Figure 31.

Figure 31. ICP Pin Schematic Diagram



ACIC: COMPARATOR IC ENABLE
ACO: COMPARATOR OUTPUT

If the Noise Canceler function is enabled, the actual trigger condition for the capture event is monitored over four samples, and all four must be equal to activate the capture flag.

Timer/Counter1 Control Register A – TCCR1A

Bit	7	6	5	4	3	2	1	0	
$2F ($4F)	COM1A1	COM1A0	–	–	–	–	PWM11	PWM10	TCCR1A
Read/Write	R/W	R/W	R	R	R	R	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bits 7, 6 – COM1A1, COM1A0: Compare Output Mode1, Bits 1 and 0

The COM1A1 and COM1A0 control bits determine any output pin action following a compare match in Timer/Counter1. Any output pin actions affect pin OC1 (Output Compare pin 1) (PB3). This is an alternative function to the I/O port, and the corresponding direction control bit must be set (one) to control an output pin. The control configuration is shown in Table 8.

Table 8. Compare 1 Mode Select[1][2]

COM1A1	COM1A0	Description
0	0	Timer/Counter1 disconnected from output pin OC1
0	1	Toggle the OC1 output line.
1	0	Clear the OC1 output line (to zero).
1	1	Set the OC1 output line (to one).

Notes: 1. In PWM mode, these bits have a different function. Refer to Table 12 for a detailed description.
2. The initial state of the OC1 output line is undefined.

• Bits 5..2 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and always read zero.

• **Bits 1, 0 – PWM11, PWM10: Pulse Width Modulator Select Bits**

These bits select PWM operation of Timer/Counter1 as specified in Table 9. This mode is described on page 35.

Table 9. PWM Mode Select

PWM11	PWM10	Description
0	0	PWM operation of Timer/Counter1 is disabled
0	1	Timer/Counter1 is an 8-bit PWM
1	0	Timer/Counter1 is a 9-bit PWM
1	1	Timer/Counter1 is a 10-bit PWM

mer/Counter1 Control egister B – TCCR1B

Bit	7	6	5	4	3	2	1	0	
$2E ($4E)	ICNC1	ICES1	–	–	CTC1	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• **Bit 7 – ICNC1: Input Capture1 Noise Canceler (4 CKs)**

When the ICNC1 bit is cleared (zero), the input capture trigger noise canceler function is disabled. The input capture is triggered at the first rising/falling edge sampled on the ICP (input capture pin) as specified. When the ICNC1 bit is set (one), four successive samples are measured on the ICP (input capture pin), and all samples must be high/low according to the input capture trigger specification in the ICES1 bit. The actual sampling frequency is the XTAL clock frequency.

• **Bit 6 – ICES1: Input Capture1 Edge Select**

While the ICES1 bit is cleared (zero), the Timer/Counter1 contents are transferred to the Input Capture Register (ICR1) on the falling edge of the input capture pin (ICP). While the ICES1 bit is set (one), the Timer/Counter1 contents are transferred to the Input Capture Register (ICR1) on the rising edge of the input capture pin (ICP).

• **Bits 5, 4 – Res: Reserved Bits**

These bits are reserved bits in the AT90S2313 and always read zero.

• **Bit 3 – CTC1: Clear Timer/Counter1 on Compare Match**

When the CTC1 control bit is set (one), the Timer/Counter1 is reset to $0000 in the clock cycle after a compareA match. If the CTC1 control bit is cleared, Timer/Counter1 continues counting and is unaffected by a compare match. Since the compare match is detected in the CPU clock cycle following the match, this function will behave differently when a prescaling higher than 1 is used for the timer. When a prescaling of 1 is used, and the Compare A Register is set to C, the timer will count as follows if CTC1 is set:

... | C-2 | C-1 | C | 0 | 1 |...

When the prescaler is set to divide by 8, the timer will count like this:

... | C-2, C-2, C-2, C-2, C-2, C-2, C-2, C-2 | C-1, C-1, C-1, C-1, C-1, C-1, C-1, C-1 | C, 0, 0, 0, 0, 0, 0, 0 |...

In PWM mode, this bit has no effect.

• **Bits 2,1,0 – CS12, CS11, CS10: Clock Select1, Bits 2, 1 and 0**

The Clock Select1 bits 2, 1, and 0 define the prescaling source of Timer/Counter1.

Table 10. Clock 1 Prescale Select

CS12	CS11	CS10	Description
0	0	0	Stop, the Timer/Counter1 is stopped.
0	0	1	CK
0	1	0	CK/8
0	1	1	CK/64
1	0	0	CK/256
1	0	1	CK/1024
1	1	0	External Pin T1, falling edge
1	1	1	External Pin T1, rising edge

The Stop condition provides a Timer Enable/Disable function. The CK down divided modes are scaled directly from the CK Oscillator clock. If the external pin modes are used for Timer/Counter1, transitions on PD5/(T1) will clock the counter even if the pin is configured as an output. This feature can give the user software control of the counting.

Timer/Counter1 – TCNT1H and TCNT1L

Bit	15	14	13	12	11	10	9	8	
$2D ($4D)	MSB								TCNT1H
$2C ($4C)								LSB	TCNT1L
	7	6	5	4	3	2	1	0	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

This 16-bit register contains the prescaled value of the 16-bit Timer/Counter1. To ensure that both the high and low bytes are read and written simultaneously when the CPU accesses these registers, the access is performed using an 8-bit temporary register (TEMP). This temporary register is also used when accessing OCR1A and ICR1. If the main program and interrupt routines perform access to registers using TEMP, interrupts must be disabled during access from the main program or interrupts if interrupts are re-enabled.

- TCNT1 Timer/Counter1 Write:
  When the CPU writes to the high byte TCNT1H, the written data is placed in the TEMP Register. Next, when the CPU writes the low byte TCNT1L, this byte of data is combined with the byte data in the TEMP Register, and all 16 bits are written to the TCNT1 Timer/Counter1 Register simultaneously. Consequently, the high byte TCNT1H must be accessed first for a full 16-bit register write operation.
- TCNT1 Timer/Counter1 Read:
  When the CPU reads the low byte TCNT1L, the data of the low byte TCNT1L is sent to the CPU and the data of the high byte TCNT1H is placed in the TEMP Register. When the CPU reads the data in the high byte TCNT1H, the CPU receives the data in the TEMP Register. Consequently, the low byte TCNT1L must be accessed first for a full 16-bit register read operation.

The Timer/Counter1 is realized as an up or up/down (in PWM mode) counter with read and write access. If Timer/Counter1 is written to and a clock source is selected, the Timer/Counter1 continues counting in the timer clock cycle after it is preset with the written value.

imer/Counter1 Output ompare Register A – CR1AH and OCR1AL

Bit	15	14	13	12	11	10	9	8	
$2B ($4B)	MSB								OCR1AH
$2A ($4A)								LSB	OCR1AL
	7	6	5	4	3	2	1	0	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

The Output Compare Register is a 16-bit read/write register.

The Timer/Counter1 Output Compare Register contains the data to be continuously compared with Timer/Counter1. Actions on compare matches are specified in the Timer/Counter1 Control and Status Registers.

Since the Output Compare Register (OCR1A) is a 16-bit register, a temporary register TEMP is used when OCR1A is written to ensure that both bytes are updated simultaneously. When the CPU writes the high byte, OCR1AH, the data is temporarily stored in the TEMP Register. When the CPU writes the low byte, OCR1AL, the TEMP Register is simultaneously written to OCR1AH. Consequently, the high byte OCR1AH must be written first for a full 16-bit register write operation.

The TEMP Register is also used when accessing TCNT1, and ICR1. If the main program and interrupt routines perform access to registers using TEMP, interrupts must be disabled during access from the main program or interrupts if interrupts are re-enabled.

Timer/Counter1 Input Capture Register – ICR1H and ICR1L

Bit	15	14	13	12	11	10	9	8	
$25 ($45)	MSB								ICR1H
$24 ($44)								LSB	ICR1L
	7	6	5	4	3	2	1	0	
Read/Write	R	R	R	R	R	R	R	R	
	R	R	R	R	R	R	R	R	
Initial value	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

The Input Capture Register is a 16-bit read-only register.

When the rising or falling edge (according to the input capture edge setting [ICES1]) of the signal at the input capture pin (ICP) is detected, the current value of the Timer/Counter1 is transferred to the Input Capture Register (ICR1). At the same time, the Input Capture Flag (ICF1) is set (one).

Since the Input Capture Register (ICR1) is a 16-bit register, a temporary register TEMP is used when ICR1 is read to ensure that both bytes are read simultaneously. When the CPU reads the low byte ICR1L, the data is sent to the CPU and the data of the high byte ICR1H is placed in the TEMP Register. When the CPU reads the data in the high byte ICR1H, the CPU receives the data in the TEMP Register. Consequently, the low byte ICR1L must be accessed first for a full 16-bit register read operation.

The TEMP Register is also used when accessing TCNT1 and OCR1A. If the main program and interrupt routines perform access to registers using TEMP, interrupts must be disabled during access from the main program or interrupts if interrupts are re-enabled.

mer/Counter1 in PWM Mode

When the PWM mode is selected, Timer/Counter1 and the Output Compare Register1 (OCR1A) form an 8-, 9-, or 10-bit, free-running, glitch-free and phase-correct PWM with output on the PB3(OC1) pin. Timer/Counter1 acts as an up/down counter, counting up from $0000 to TOP (see Table 11), where it turns and counts down again to zero before the cycle is repeated. When the counter value matches the contents of the 8, 9 or 10 least significant bits of OCR1A, the PB3(OC1) pin is set or cleared according to the settings of the COM1A1 and COM1A0 bits in the Timer/Counter1 Control Register (TCCR1). Refer to Table 12 for details.

Table 11. Timer TOP Values and PWM Frequency

PWM Resolution	Timer TOP Value	Frequency
8-bit	$00FF (255)	$f_{TC1}/510$
9-bit	$01FF (511)	$f_{TC1}/1022$
10-bit	$03FF(1023)	$f_{TC1}/2046$

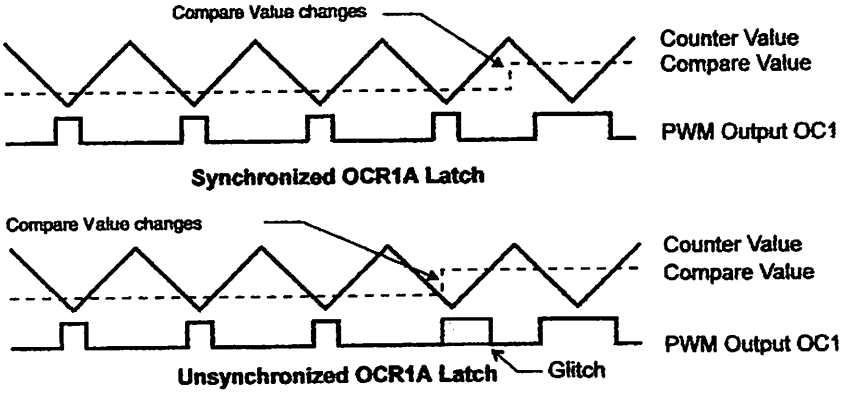
Table 12. Compare1 Mode Select in PWM Mode[1]

COM1A1	COM1A0	Effect on OC1
0	0	Not connected
0	1	Not connected
1	0	Cleared on compare match, upcounting. Set on compare match, down-counting (non-inverted PWM).
1	1	Cleared on compare match, downcounting. Set on compare match, up-counting (inverted PWM).

Note: 1. The initial state of the OC1 output line is undefined.

Note that in the PWM mode, the 10 least significant OCR1A bits, when written, are transferred to a temporary location. They are latched when Timer/Counter1 reaches TOP. This prevents the occurrence of odd-length PWM pulses (glitches) in the event of an unsynchronized OCR1A write. See Figure 32 for an example.

Figure 32. Effects on Unsynchronized OCR1 Latching



During the time between the write and the latch operations, a read from OCR1A will read the contents of the temporary location. This means that the most recently written value always will read out of OCR1A.

When the OCR1 contains $0000 or TOP, the output OC1 is updated to low or high on the next compare match according to the settings of COM1A1/COM1A0. This is shown in Table 13.

Note: If the Compare Register contains the TOP value and the prescaler is not in use (CS12..CS10 = 001), the PWM output will not produce any pulse at all, because the up-counting and down-counting values are reached simultaneously. When the prescaler is in use (CS12..CS10 ≠ 001 or 000), the PWM output goes active when the counter reaches the TOP value, but the down-counting compare match is not interpreted to be reached before the next time the counter reaches the TOP value, making a one-period PWM pulse.

Table 13. PWM Outputs OCR = $0000 or TOP

COM1A1	COM1A0	OCR1A	Output OC1
1	0	$0000	L
1	0	TOP	H
1	1	$0000	H
1	1	TOP	L

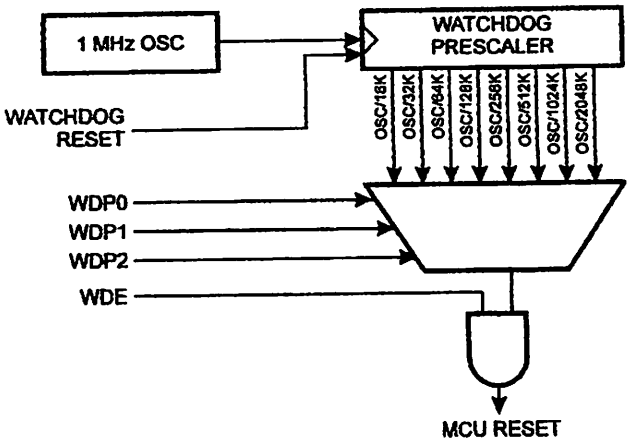
In PWM mode, the Timer Overflow Flag1 (TOV1) is set when the counter advances from $0000. Timer Overflow Interrupt1 operates exactly as in normal Timer/Counter mode (i.e., it is executed when TOV1 is set, provided that Timer Overflow Interrupt1 and global interrupts are enabled). This also applies to the Timer Output Compare1 Flag and interrupt.

atchdog Timer

The Watchdog Timer is clocked from a separate On-chip Oscillator that runs at 1 MHz. This is the typical value at V_{CC} = 5V. See characterization data for typical values at other V_{CC} levels. By controlling the Watchdog Timer prescaler, the Watchdog Reset interval can be adjusted. See Table 14 for a detailed description. The WDR (Watchdog Reset) instruction resets the Watchdog Timer. Eight different clock cycle periods can be selected to determine the reset period. If the reset period expires without another Watchdog Reset, the AT90S2313 resets and executes from the Reset Vector. For timing details on the Watchdog Reset, refer to page 21.

To prevent unintentional disabling of the Watchdog, a special turn-off sequence must be followed when the Watchdog is disabled. Refer to the description of the Watchdog Timer Control Register for details.

Figure 33. Watchdog Timer



/atchdog Timer Control legister – WDTCR

Bit	7	6	5	4	3	2	1	0	
$21 ($41)	–	–	–	WDTOE	WDE	WDP2	WDP1	WDP0	WDTCR
Read/Write	R	R	R	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

- **Bits 7..5 – Res: Reserved Bits**

These bits are reserved bits in the AT90S2313 and will always read as zero.

- **Bit 4 – WDTOE: Watchdog Turn-off Enable**

This bit must be set (one) when the WDE bit is cleared. Otherwise, the Watchdog will not be disabled. Once set, hardware will clear this bit to zero after four clock cycles. Refer to the description of the WDE bit for a Watchdog disable procedure.

- **Bit 3 – WDE: Watchdog Enable**

When the WDE is set (one) the Watchdog Timer is enabled, and if the WDE is cleared (zero), the Watchdog Timer function is disabled. WDE can only be cleared if the WDTOE bit is set (one). To disable an enabled Watchdog Timer, the following procedure must be followed:

1. In the same operation, write a logical "1" to WDTOE and WDE. A logical "1" must be written to WDE even though it is set to 1 before the disable operation starts.
2. Within the next four clock cycles, write a logical "0" to WDE. This disables the Watchdog.

• Bits 2..0 – WDP2, WDP1, WDP0: Watchdog Timer Prescaler 2, 1 and 0

The WDP2, WDP1 and WDP0 bits determine the Watchdog Timer prescaling when the Watchdog Timer is enabled. The different prescaling values and their corresponding time-out periods are shown in Table 14.

Table 14. Watchdog Timer Prescale Select[1]

WDP2	WDP1	WDP0	Number of WDT Oscillator Cycles	Typical Time-out at V_{CC} = 3.0V	Typical Time-out at V_{CC} = 5.0V
0	0	0	16K cycles	47 ms	15 ms
0	0	1	32K cycles	94 ms	30 ms
0	1	0	64K cycles	0.19 s	60 ms
0	1	1	128K cycles	0.38 s	0.12 s
1	0	0	256K cycles	0.75 s	0,24 s
1	0	1	512K cycles	1.5 s	0.49 s
1	1	0	1,024K cycles	3.0 s	0.97 s
1	1	1	2,048K cycles	6.0 s	1.9 s

Note: 1. The frequency of the Watchdog Oscillator is voltage-dependent, as shown in the Electrical Characteristics section.
The WDR (Watchdog Reset) instruction should always be executed before the Watchdog Timer is enabled. This ensures that the reset period will be in accordance with the Watchdog Timer prescale settings. If the Watchdog Timer is enabled without reset, the Watchdog Timer may not start counting from zero.
To avoid unintentional MCU Reset, the Watchdog Timer should be disabled or reset before changing the Watchdog Timer Prescale Select.

EPROM Read/Write ccess

The EEPROM Access Registers are accessible in the I/O space.

The write access time is in the range of 2.5 - 4 ms, depending on the V_{CC} voltages. A self-timing function, however, lets the user software detect when the next byte can be written. If the user code contains code that writes the EEPROM, some precaution must be taken. In heavily filtered power supplies, V_{CC} is likely to rise or fall slowly on Power-up/down. This causes the device for some period of time to run at a voltage lower than specified as minimum for the clock frequency used. CPU operation under these conditions may cause the Program Counter to perform unintentional jumps and eventually execute the EEPROM write code. To secure EEPROM integrity, the user is advised to use an external under-voltage reset circuit in this case.

In order to prevent unintentional EEPROM writes, a specific write procedure must be followed. Refer to the description of the EEPROM Control Register for details on this.

When the EEPROM is written, the CPU is halted for two clock cycles before the next instruction is executed. When the EEPROM is read, the CPU is halted for four clock cycles before the next instruction is executed.

EPROM Address Register – EAR

Bit	7	6	5	4	3	2	1	0	
$1E ($3E)	–	EEAR6	EEAR5	EEAR4	EEAR3	EEAR2	EEAR1	EEAR0	EEAR
Read/Write	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7 – Res: Reserved Bit

This bit is a reserved bit in the AT90S2313 and will always read as zero.

• Bit 6..0 – EEAR6..0: EEPROM Address

The EEPROM Address Register (EEAR6..0) specifies the EEPROM address in the 128 bytes EEPROM space. The EEPROM data bytes are addressed linearly between 0 and 127.

:EPROM Data Register – :EDR

Bit	7	6	5	4	3	2	1	0	
$1D ($3D)	MSB							LSB	EEDR
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7..0 – EEDR7..0: EEPROM Data

For the EEPROM write operation, the EEDR Register contains the data to be written to the EEPROM in the address given by the EEAR Register. For the EEPROM read operation, the EEDR contains the data read out from the EEPROM at the address given by EEAR.

EEPROM Control Register – EECR

Bit	7	6	5	4	3	2	1	0	
$1C ($3C)	–	–	–	–	–	EEMWE	EEWE	EERE	EECR
Read/Write	R	R	R	R	R	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

• Bit 7..3 – Res: Reserved Bits

These bits are reserved bits in the AT90S2313 and will always read as zero.

• Bit 2 – EEMWE: EEPROM Master Write Enable

The EEMWE bit determines whether setting EEWE to one causes the EEPROM to be written. When EEMWE is set (one), setting EEWE will write data to the EEPROM at the selected address. If EEMWE is zero, setting EEWE will have no effect. When EEMWE has been set (one) by software, hardware clears the bit to zero after four clock cycles. See the description of the EEWE bit for a EEPROM write procedure.

• Bit 1 – EEWE: EEPROM Write Enable

The EEPROM Write Enable Signal (EEWE) is the write strobe to the EEPROM. When address and data are correctly set up, the EEWE bit must be set to write the value into the EEPROM. The EEMWE bit must be set when the logical "1" is written to EEWE, otherwise no EEPROM write takes place. The following procedure should be followed when writing the EEPROM (the order of steps 2 and 3 is unessential):

1. Wait until EEWE becomes zero.
2. Write new EEPROM address to EEAR (optional).
3. Write new EEPROM data to EEDR (optional).
4. Write a logical "1" to the EEMWE bit in EECR (to be able to write a logical "1" to the EEMWE bit, the EEWE bit must be written to zero in the same cycle).
5. Within four clock cycles after setting EEMWE, write a logical "1" to EEWE.

When the write access time (typically 2.5 ms at V_{CC} = 5V or 4 ms at V_{CC} = 2.7V) has elapsed, the EEWE bit is cleared (zero) by hardware. The user software can poll this bit and wait for a zero before writing the next byte. When EEWE has been set, the CPU is halted for two cycles before the next instruction is executed.

Caution: An interrupt between step 4 and step 5 will make the write cycle fail, since the EEPROM Master Write Enable will time-out. If an interrupt routine accessing the EEPROM is interrupting another EEPROM access, the EEAR or EEDR Register will be modified, causing the interrupted EEPROM access to fail. It is recommended to have the Global Interrupt Flag cleared during the last four steps to avoid these problems.

• Bit 0 – EERE: EEPROM Read Enable

The EEPROM Read Enable Signal (EERE) is the read strobe to the EEPROM. When the correct address is set up in the EEAR Register, the EERE bit must be set. When the EERE bit is cleared (zero) by hardware, requested data is found in the EEDR Register. The EEPROM read access takes one instruction and there is no need to poll the EERE bit. When EERE has been set, the CPU is halted for four cycles before the next instruction is executed.

The user should poll the EEWE bit before starting the read operation. If a write operation is in progress when new data or address is written to the EEPROM I/O Registers, the write operation will be interrupted and the result is undefined.

event EEPROM
ɔrruption

During periods of low V_{CC}, the EEPROM data can be corrupted because the supply voltage is too low for the CPU and the EEPROM to operate properly. These issues are the same as for board-level systems using the EEPROM, and the same design solutions should be applied.

An EEPROM data corruption can be caused by two situations when the voltage is too low. First, a regular write sequence to the EEPROM requires a minimum voltage to operate correctly. Secondly, the CPU itself can execute instructions incorrectly if the supply voltage for executing instructions is too low.

EEPROM data corruption can easily be avoided by following these design recommendations (one is sufficient):

1. Keep the AVR RESET active (low) during periods of insufficient power supply voltage. This is best done by an external low V_{CC} Reset Protection circuit, often referred to as a Brown-out Detector (BOD). Please refer to the AVR 180 application note for design considerations regarding Power-on Reset and low-voltage detection.
2. Keep the AVR core in Power-down sleep mode during periods of low V_{CC}. This will prevent the CPU from attempting to decode and execute instructions, effectively protecting the EEPROM Registers from unintentional writes.
3. Store constants in Flash memory if the ability to change memory contents from software is not required. Flash memory cannot be updated by the CPU and will not be subject to corruption.

ART

The AT90S2313 features a full duplex (separate Receive and Transmit Registers) Universal Asynchronous Receiver and Transmitter (UART). The main features are:

- **Baud Rate Generator that can Generate a Large Number of Baud Rates (bps)**
- **High Baud Rates at Low XTAL Frequencies**
- **8 or 9 Bits Data**
- **Noise Filtering**
- **Overrun Detection**
- **Framing Error Detection**
- **False Start Bit Detection**
- **Three separate Interrupts on TX Complete, TX Data Register Empty and RX Complete**

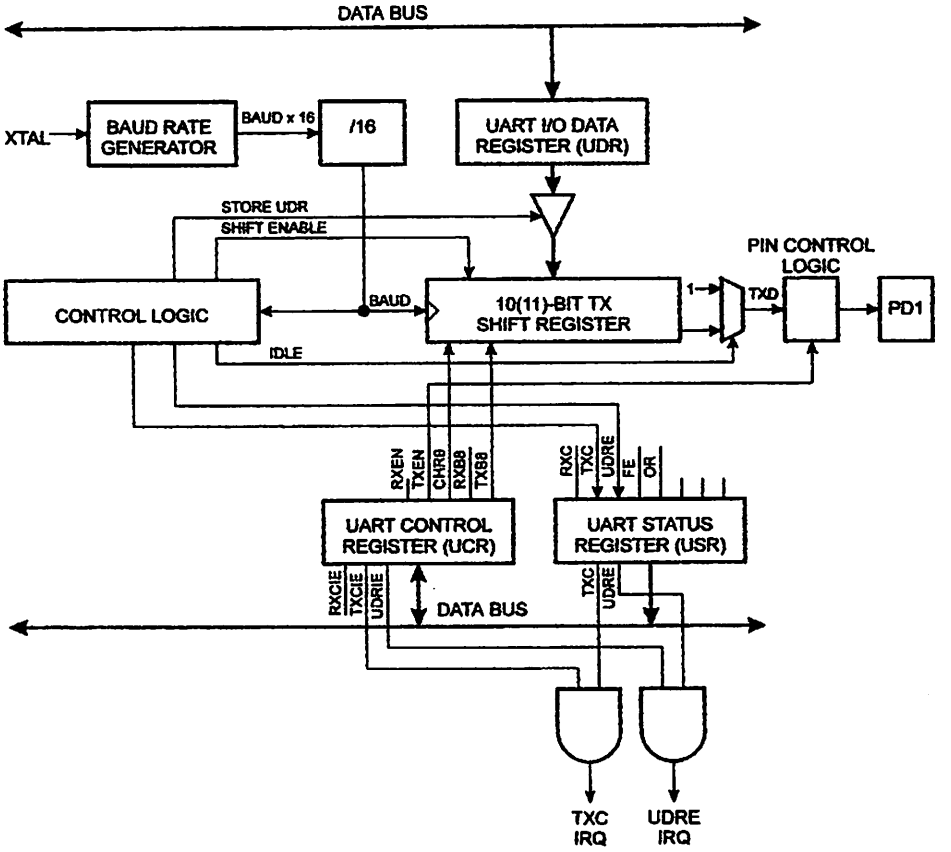
ata Transmission

A block schematic of the UART transmitter is shown in Figure 34.

Data transmission is initiated by writing the data to be transmitted to the UART I/O Data Register (UDR). Data is transferred from UDR to the Transmit Shift Register when:

- A new character has been written to UDR after the stop bit from the previous character has been shifted out. The Shift Register is loaded immediately.
- A new character has been written to UDR before the stop bit from the previous character has been shifted out. The Shift Register is loaded when the stop bit of the character currently being transmitted has been shifted out.

Figure 34. UART Transmitter



If the 10(11)-bit Transmitter Shift Register is empty, data is transferred from UDR to the Shift Register. At this time the UDRE (UART Data Register Empty) bit in the UART Sta-

tus Register (USR) is set. When this bit is set (one), the UART is ready to receive the next character. At the same time as the data is transferred from UDR to the 10(11)-bit Shift Register, bit 0 of the Shift Register is cleared (start bit) and bit 9 or 10 is set (stop bit). If 9-bit data word is selected (the CHR9 bit in the UART Control Register [UCR] is set), the TXB8 bit in UCR is transferred to bit 9 in the Transmit Shift Register.

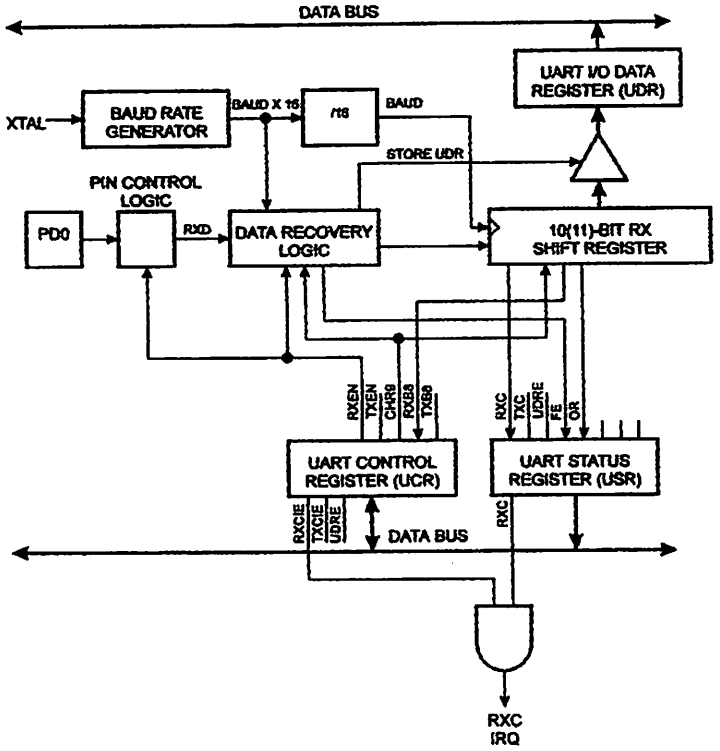
On the Baud Rate clock following the transfer operation to the Shift Register, the start bit is shifted out on the TXD pin. Then follows the data, LSB first. When the stop bit has been shifted out, the Shift Register is loaded if any new data has been written to the UDR during the transmission. During loading, UDRE is set. If there is no new data in the UDR Register to send when the stop bit is shifted out, the UDRE Flag will remain set until UDR is written again. When no new data has been written, and the stop bit has been present on TXD for one bit length, the TX Complete Flag (TXC) in USR is set.

The TXEN bit in UCR enables the UART transmitter when set (one). When this bit is cleared (zero), the PD1 pin can be used for general I/O. When TXEN is set, the UART Transmitter will be connected to PD1, which is forced to be an output pin regardless of the setting of the DDD1 bit in DDRD.

ata Reception

Figure 35 shows a block diagram of the UART Receiver.

Figure 35. UART Receiver

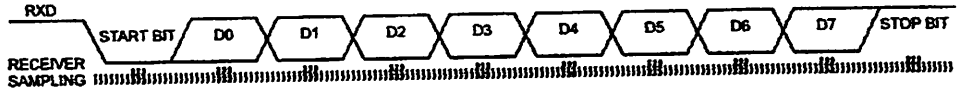


The Receiver front-end logic samples the signal on the RXD pin at a frequency of 16 times the baud rate. While the line is idle, one single sample of logical "0" will be interpreted as the falling edge of a start bit, and the start bit detection sequence is initiated. Let sample 1 denote the first zero-sample. Following the 1-to-0 transition, the receiver samples the RXD pin at samples 8, 9 and 10. If two or more of these three samples are

found to be logical "1"s, the start bit is rejected as a noise spike and the receiver starts looking for the next 1-to-0 transition.

If, however, a valid start bit is detected, sampling of the data bits following the start bit is performed. These bits are also sampled at samples 8, 9 and 10. The logical value found in at least two of the three samples is taken as the bit value. All bits are shifted into the Transmitter Shift Register as they are sampled. Sampling of an incoming character is shown in Figure 36.

Figure 36. Sampling Received Data



When the stop bit enters the Receiver, the majority of the three samples must be "1" to accept the stop bit. If two or more samples are logical "0"s, the Framing Error (FE) Flag in the UART Status Register (USR) is set. Before reading the UDR Register, the user should always check the FE bit to detect Framing Errors.

Whether or not a valid stop bit is detected at the end of a character-reception cycle, the data is transferred to UDR and the RXC Flag in USR is set. UDR is in fact two physically separate registers; one for transmitted data and one for received data. When UDR is read, the Receive Data Register is accessed, and when UDR is written, the Transmit Data Register is accessed. If 9-bit data word is selected (the CHR9 bit in the UART Control Register [UCR] is set), the RXB8 bit in UCR is loaded with bit 9 in the Transmit Shift Register when data is transferred to UDR.

If, after having received a character, the UDR Register has not been read since the last receive, the OverRun (OR) Flag in UCR is set. This means that the last data byte shifted into the Shift Register could not be transferred to UDR and has been lost. The OR bit is buffered and is updated when the valid data byte in UDR is read. Thus, the user should always check the OR bit after reading the UDR Register in order to detect any overruns if the baud rate is high or CPU load is high.

When the RXEN bit in the UCR Register is cleared (zero), the receiver is disabled. This means that the PD0 pin can be used as a general I/O pin. When RXEN is set, the UART Receiver will be connected to PD0, which is forced to be an input pin regardless of the setting of the DDD0 bit in DDRD. When PD0 is forced to input by the UART, the PORTD0 bit can still be used to control the pull-up resistor on the pin.

When the CHR9 bit in the UCR Register is set, transmitted and received characters are nine bits long plus start and stop bits. The ninth data bit to be transmitted is the TXB8 bit in UCR Register. This bit must be set to the wanted value before a transmission is initiated by writing to the UDR Register. The ninth data bit received is the RXB8 bit in the UCR Register.

ART Control

ıe UART I/O Data Register – DR

Bit	7	6	5	4	3	2	1	0	
$0C ($2C)	MSB							LSB	UDR
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

The UDR Register is actually two physically separate registers sharing the same I/O address. When writing to the register, the UART Transmit Data Register is written. When reading from UDR, the UART Receive Data Register is read.

ART Status Register – USR

Bit	7	6	5	4	3	2	1	0	
$0B ($2B)	RXC	TXC	UDRE	FE	OR	–	–	–	USR
Read/Write	R	R/W	R	R	R	R	R	R	
Initial value	0	0	1	0	0	0	0	0	

The USR Register is a read-only register providing information on the UART status.

• Bit 7 – RXC: UART Receive Complete

This bit is set (one) when a received character is transferred from the Receiver Shift Register to UDR. The bit is set regardless of any detected framing errors. When the RXCIE bit in UCR is set, the UART Receive Complete interrupt will be executed when RXC is set (one). RXC is cleared by reading UDR. When interrupt-driven data reception is used, the UART Receive Complete Interrupt routine must read UDR in order to clear RXC, otherwise a new interrupt will occur once the interrupt routine terminates.

• Bit 6 – TXC: UART Transmit Complete

This bit is set (one) when the entire character (including the stop bit) in the Transmit Shift Register has been shifted out and no new data has been written to UDR. This flag is especially useful in half-duplex communications interfaces, where a transmitting application must enter Receive mode and free the communications bus immediately after completing the transmission.

When the TXCIE bit in UCR is set, setting of TXC causes the UART Transmit Complete interrupt to be executed. TXC is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, the TXC bit is cleared (zero) by writing a logical "1" to the bit.

• Bit 5 – UDRE: UART Data Register Empty

This bit is set (one) when a character written to UDR is transferred to the Transmit Shift Register. Setting of this bit indicates that the transmitter is ready to receive a new character for transmission.

When the UDRIE bit in UCR is set, the UART Transmit Complete interrupt is executed as long as UDRE is set. UDRE is cleared by writing UDR. When interrupt-driven data transmittal is used, the UART Data Register Empty Interrupt routine must write UDR in order to clear UDRE, otherwise a new interrupt will occur once the interrupt routine terminates.

UDRE is set (one) during reset to indicate that the transmitter is ready.

• **Bit 4 – FE: Framing Error**

This bit is set if a Framing Error condition is detected (i.e., when the stop bit of an incoming character is zero).

The FE bit is cleared when the stop bit of received data is one.

• **Bit 3 – OR: OverRun**

This bit is set if an OverRun condition is detected (i.e., when a character already present in the UDR Register is not read before the next character has been shifted into the Receiver Shift Register). The OR bit is buffered, which means that it will be set once the valid data still in UDRE is read.

The OR bit is cleared (zero) when data is received and transferred to UDR.

• **Bits 2..0 – Res: Reserved Bits**

These bits are reserved bits in the AT90S2313 and will always read as zero.

ART Control Register – UCR

Bit	7	6	5	4	3	2	1	0	
$0A ($2A)	RXCIE	TXCIE	UDRIE	RXEN	TXEN	CHR9	RXB8	TXB8	UCR
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	W	
Initial value	0	0	0	0	0	0	1	0	

• **Bit 7 – RXCIE: RX Complete Interrupt Enable**

When this bit is set (one), a setting of the RXC bit in USR will cause the Receive Complete Interrupt routine to be executed provided that global interrupts are enabled.

• **Bit 6 – TXCIE: TX Complete Interrupt Enable**

When this bit is set (one), a setting of the TXC bit in USR will cause the Transmit Complete Interrupt routine to be executed provided that global interrupts are enabled.

• **Bit 5 – UDRIE: UART Data Register Empty Interrupt Enable**

When this bit is set (one), a setting of the UDRE bit in USR will cause the UART Data Register Empty Interrupt routine to be executed provided that global interrupts are enabled.

• **Bit 4 – RXEN: Receiver Enable**

This bit enables the UART Receiver when set (one). When the Receiver is disabled, the RXC, OR and FE Status Flags cannot become set. If these flags are set, turning off RXEN does not cause them to be cleared.

• **Bit 3 – TXEN: Transmitter Enable**

This bit enables the UART Transmitter when set (one). When disabling the Transmitter while transmitting a character, the Transmitter is not disabled before the character in the Shift Register plus any following character in UDR has been completely transmitted.

• **Bit 2 – CHR9: 9 Bit Characters**

When this bit is set (one), transmitted and received characters are nine bits long plus start and stop bits. The ninth bit is read and written by using the RXB8 and TXB8 bits in UCR, respectively. The ninth data bit can be used as an extra stop bit or a parity bit.

• **Bit 1 – RXB8: Receive Data Bit 8**

When CHR9 is set (one), RXB8 is the ninth data bit of the received character.

• **Bit 0 – TXB8: Transmit Data Bit 8**

When CHR9 is set (one), TXB8 is the ninth data bit in the character to be transmitted.

Baud Rate Generator

The baud rate generator is a frequency divider that generates baud rates according to the following equation:

$$BAUD = \frac{f_{CK}}{16(UBRR + 1)}$$

- BAUD = Baud Rate
- f_{CK} = Crystal Clock frequency
- UBRR = Contents of the UART Baud Rate Register (0 - 255)

For standard crystal frequencies, the most commonly used baud rates can be generated by using the UBRR settings in Table 15. UBRR values that yield an actual baud rate differing less than 2% from the target baud rate, are boldfaced in the table. However, using baud rates that have more than 1% error is not recommended. High error ratings give less noise resistance.

Table 15. UBRR Settings at Various Crystal Frequencies

Baud Rate	1 MHz		%Error	1.8432 MHz		%Error	2 MHz		%Error	2.4576 MHz		%Error
2400	UBRR=	25	0.2	UBRR=	47	0.0	UBRR=	51	0.2	UBRR=	63	0.0
4800	UBRR=	12	0.2	UBRR=	23	0.0	UBRR=	25	0.2	UBRR=	31	0.0
9600	UBRR=	6	7.5	UBRR=	11	0.0	UBRR=	12	0.2	UBRR=	15	0.0
14400	UBRR=	3	7.8	UBRR=	7	0.0	UBRR=	8	3.7	UBRR=	10	3.1
19200	UBRR=	2	7.8	UBRR=	5	0.0	UBRR=	6	7.5	UBRR=	7	0.0
28800	UBRR=	1	7.8	UBRR=	3	0.0	UBRR=	3	7.8	UBRR=	4	6.3
38400	UBRR=	1	22.9	UBRR=	2	0.0	UBRR=	2	7.8	UBRR=	3	0.0
57600	UBRR=	0	7.8	UBRR=	1	0.0	UBRR=	1	7.8	UBRR=	2	12.5
76800	UBRR=	0	22.9	UBRR=	1	33.3	UBRR=	1	22.9	UBRR=	1	0.0
115200	UBRR=	0	84.3	UBRR=	0	0.0	UBRR=	0	7.8	UBRR=	0	25.0

Baud Rate	3.2768 MHz		%Error	3.6864 MHz		%Error	4 MHz		%Error	4.608 MHz		%Error
2400	UBRR=	84	0.4	UBRR=	95	0.0	UBRR=	103	0.2	UBRR=	119	0.0
4800	UBRR=	42	0.8	UBRR=	47	0.0	UBRR=	51	0.2	UBRR=	59	0.0
9600	UBRR=	20	1.6	UBRR=	23	0.0	UBRR=	25	0.2	UBRR=	29	0.0
14400	UBRR=	13	1.6	UBRR=	15	0.0	UBRR=	16	2.1	UBRR=	19	0.0
19200	UBRR=	10	3.1	UBRR=	11	0.0	UBRR=	12	0.2	UBRR=	14	0.0
28800	UBRR=	6	1.6	UBRR=	7	0.0	UBRR=	8	3.7	UBRR=	9	0.0
38400	UBRR=	4	6.3	UBRR=	5	0.0	UBRR=	6	7.5	UBRR=	7	6.7
57600	UBRR=	3	12.5	UBRR=	3	0.0	UBRR=	3	7.8	UBRR=	4	0.0
76800	UBRR=	2	12.5	UBRR=	2	0.0	UBRR=	2	7.8	UBRR=	3	6.7
115200	UBRR=	1	12.5	UBRR=	1	0.0	UBRR=	1	7.8	UBRR=	2	20.0

Baud Rate	7.3728 MHz		%Error	8 MHz		%Error	9.216 MHz		%Error	11.059 MHz		%Error
2400	UBRR=	191	0.0	UBRR=	207	0.2	UBRR=	239	0.0	UBRR=	287	-
4800	UBRR=	95	0.0	UBRR=	103	0.2	UBRR=	119	0.0	UBRR=	143	0.0
9600	UBRR=	47	0.0	UBRR=	51	0.2	UBRR=	59	0.0	UBRR=	71	0.0
14400	UBRR=	31	0.0	UBRR=	34	0.8	UBRR=	39	0.0	UBRR=	47	0.0
19200	UBRR=	23	0.0	UBRR=	25	0.2	UBRR=	29	0.0	UBRR=	35	0.0
28800	UBRR=	15	0.0	UBRR=	16	2.1	UBRR=	19	0.0	UBRR=	23	0.0
38400	UBRR=	11	0.0	UBRR=	12	0.2	UBRR=	14	0.0	UBRR=	17	0.0
57600	UBRR=	7	0.0	UBRR=	8	3.7	UBRR=	9	0.0	UBRR=	11	0.0
76800	UBRR=	5	0.0	UBRR=	6	7.5	UBRR=	7	6.7	UBRR=	8	0.0
115200	UBRR=	3	0.0	UBRR=	3	7.8	UBRR=	4	0.0	UBRR=	5	0.0

ART Baud Rate Register – BRR

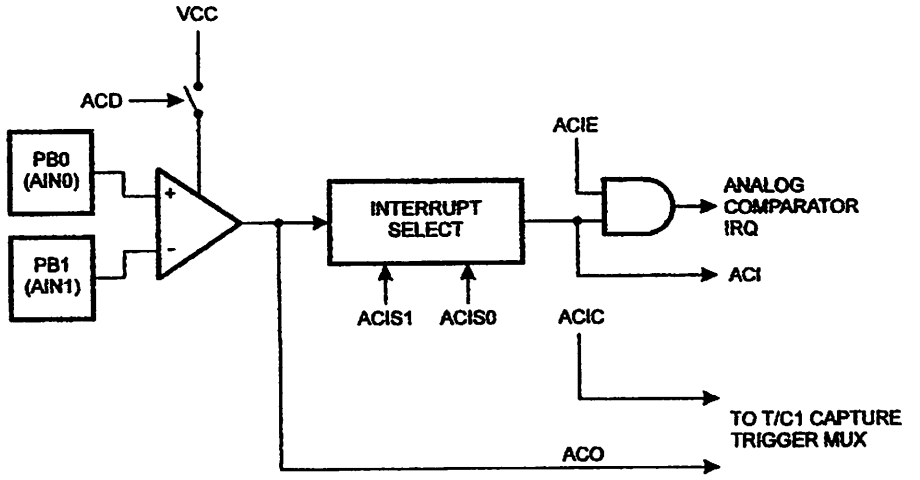
Bit	7	6	5	4	3	2	1	0	
$09 ($29)	MSB							LSB	UBRR
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

The UBRR Register is an 8-bit read/write register that specifies the UART Baud Rate according to the formula on the previous page.

nalog Comparator

The Analog Comparator compares the input values on the positive input AIN0 (PB0) and the negative input PB1(AIN1). When the voltage on the positive input PB0 (AIN0) is higher than the voltage on the negative input PB1 (AIN1), the Analog Comparator Output, ACO is set (one). The comparator's output can be set to trigger the Timer/Counter1 Input Capture function. In addition, the comparator can trigger a separate interrupt exclusive to the Analog Comparator. The user can select interrupt triggering on comparator output rise, fall or toggle. A block diagram of the comparator and its surrounding logic is shown in Figure 37.

Figure 37. Analog Comparator Block Diagram



nalog Comparator Control nd Status Register – ACSR

Bit	7	6	5	4	3	2	1	0	
$08 ($28)	ACD	–	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	ACSR
Read/Write	R/W	R	R	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	N/A	0	0	0	0	0	

• Bit 7 – ACD: Analog Comparator Disable

When this bit is set (one), the power to the Analog Comparator is switched off. This bit can be set at any time to turn off the Analog Comparator. This will reduce power consumption in active and Idle modes. When changing the ACD bit, the Analog Comparator Interrupt must be disabled by clearing the ACIE bit in ACSR. Otherwise an interrupt can occur when the bit is changed.

• Bit 6 – Res: Reserved Bit

This bit is a reserved bit in the AT90S2313 and will always read as zero.

• **Bit 5 – ACO: Analog Comparator Output**

ACO is directly connected to the comparator output.

• **Bit 4 – ACI: Analog Comparator Interrupt Flag**

This bit is set (one) when a comparator output event triggers the interrupt mode defined by ACIS1 and ACIS0. The Analog Comparator Interrupt routine is executed if the ACIE bit is set (one) and the I-bit in SREG is set (one). ACI is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, ACI is cleared by writing a logical "1" to the flag. Observe, however, that if another bit in this register is modified using the SBI or CBI instruction, ACI will be cleared if it has become set before the operation.

• **Bit 3 – ACIE: Analog Comparator Interrupt Enable**

When the ACIE bit is set (one) and the I-bit in the Status Register is set (one), the Analog Comparator interrupt is activated. When cleared (zero), the interrupt is disabled.

• **Bit 2 – ACIC: Analog Comparator Input Capture Enable**

When set (one), this bit enables the Input Capture function in Timer/Counter1 to be triggered by the Analog Comparator. The comparator output is, in this case, directly connected to the Input Capture front-end logic, making the comparator utilize the noise canceler and edge-select features of the Timer/Counter1 Input Capture interrupt. When cleared (zero), no connection between the Analog Comparator and the Input Capture function is given. To make the comparator trigger the Timer/Counter1 Input Capture interrupt, the TICIE1 bit in the Timer Interrupt Mask Register (TIMSK) must be set (one).

• **Bits 1,0 – ACIS1, ACIS0: Analog Comparator Interrupt Mode Select**

These bits determine which comparator events trigger the Analog Comparator interrupt. The different settings are shown in Table 16.

Table 16. ACIS1/ACIS0 Settings[1]

ACIS1	ACIS0	Interrupt Mode
0	0	Comparator Interrupt on Output Toggle
0	1	Reserved
1	0	Comparator Interrupt on Falling Output Edge
1	1	Comparator Interrupt on Rising Output Edge

Note: 1. When changing the ACIS1/ACIS0 bits, the Analog Comparator Interrupt must be disabled by clearing its Interrupt Enable bit in the ACSR Register. Otherwise an interrupt can occur when the bits are changed.

'O Ports

All AVR ports have true Read-Modify-Write functionality when used as general digital I/O ports. This means that the direction of one port pin can be changed without unintentionally changing the direction of any other pin with the SBI and CBI instructions. The same applies for changing drive value (if configured as output) or enabling/disabling of pull-up resistors (if configured as input).

'ort B

Port B is an 8-bit bi-directional I/O port.

Three I/O memory address locations are allocated for the Port B, one each for the Data Register – PORTB, $18 ($38), Data Direction Register – DDRB, $17($37) and the Port B Input Pins – PINB, $16($36). The Port B Input Pins address is read-only, while the Data Register and the Data Direction Register are read/write.

All port pins have individually selectable pull-up resistors. The Port B output buffers can sink 20 mA and thus drive LED displays directly. When pins PB0 to PB7 are used as inputs and are externally pulled low, they will source current if the internal pull-up resistors are activated.

The Port B pins with alternate functions are shown in Table 17.

Table 17. Port B Pin Alternate Functions

Port Pin	Alternate Functions
PB0	AIN0 (Analog Comparator positive input)
PB1	AIN1 (Analog Comparator negative input)
PB3	OC1 (Timer/Counter1 Output Compare Match output)
PB5	MOSI (Data input line for memory downloading)
PB6	MISO (Data output line for memory uploading)
PB7	SCK (Serial clock input)

When the pins are used for the alternate function, the DDRB and PORTB Registers have to be set according to the alternate function description.

Port B Data Register – PORTB

Bit	7	6	5	4	3	2	1	0	
$18 ($38)	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	PORTB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

Port B Data Direction Register – DDRB

Bit	7	6	5	4	3	2	1	0	
$17 ($37)	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	DDRB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

Port B Input Pins Address – PINB

Bit	7	6	5	4	3	2	1	0	
$16 ($36)	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	PINB
Read/Write	R	R	R	R	R	R	R	R	
Initial value	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

The Port B Input Pins address (PINB) is not a register; this address enables access to the physical value on each Port B pin. When reading PORTB, the Port B Data Latch is read, and when reading PINB, the logical values present on the pins are read.

ort B as General Digital I/O

All eight pins in Port B have equal functionality when used as digital I/O pins.

PBn, general I/O pin: The DDBn bit in the DDRB Register selects the direction of this pin. If DDBn is set (one), PBn is configured as an output pin. If DDBn is cleared (zero), PBn is configured as an input pin. If PORTBn is set (one) when the pin is configured as an input pin, the MOS pull-up resistor is activated. To switch the pull-up resistor off, the PORTBn has to be cleared (zero) or the pin has to be configured as an output pin The Port B pins are tri-stated when a reset condition becomes active, even if the clock is not active.

Table 18. DDBn Effects on Port B Pins[1]

DDBn	PORTBn	I/O	Pull-up	Comment
0	0	Input	No	Tri-state (High-Z)
0	1	Input	Yes	PBn will source current if ext. pulled low
1	0	Output	No	Push-pull Zero Output
1	1	Output	No	Push-pull One Output

Note: 1. n: 7, 6...0, pin number.

lternate Functions of Port B

The alternate pin functions of Port B are:

• SCK – Port B, Bit 7

SCK, Clock Input pin for memory up/downloading.

• MISO – Port B, Bit 6

MISO, Data Output pin for memory uploading.

• MOSI – Port B, Bit 5

MOSI, Data Input pin for memory downloading.

• OC1 – Port B, Bit 3

OC1, Output Compare Match Output. The PB3 pin can serve as an external output for Timer1 Compare Match. The PB3 pin has to be configured as an output (DDB3 is set [one]) to serve this function. See the timer description for further details, and how to enable the output.

• AIN1 – Port B, Bit 1

AIN1, Analog Comparator Negative Input. When configured as an input (DDB1 is cleared [zero]) and with the internal MOS pull-up resistor switched off (PB1 is cleared [zero]), this pin also serves as the negative input of the On-chip Analog Comparator.

• AIN0 – Port B, Bit 0

AIN0, Analog Comparator Positive Input. When configured as an input (DDB0 is cleared [zero]) and with the internal MOS pull-up resistor switched off (PB0 is cleared [zero]), this pin also serves as the positive input of the On-chip Analog Comparator.

Port B Schematics

Note that all port pins are synchronized. The synchronization latches are, however, not shown in the figures.

Figure 38. Port B Schematic Diagram (Pins PB0 and PB1)

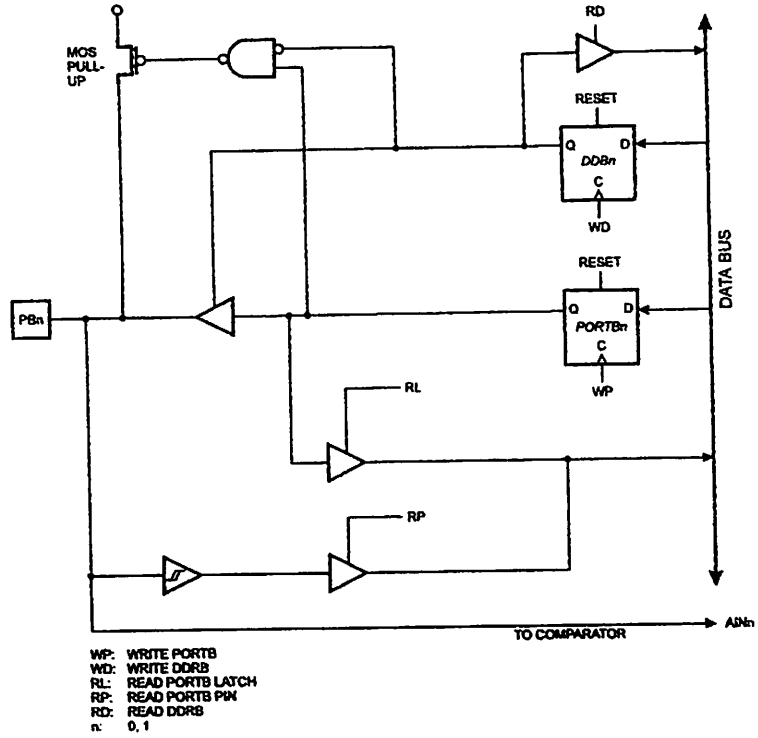


Figure 39. Port B Schematic Diagram (Pin PB3)

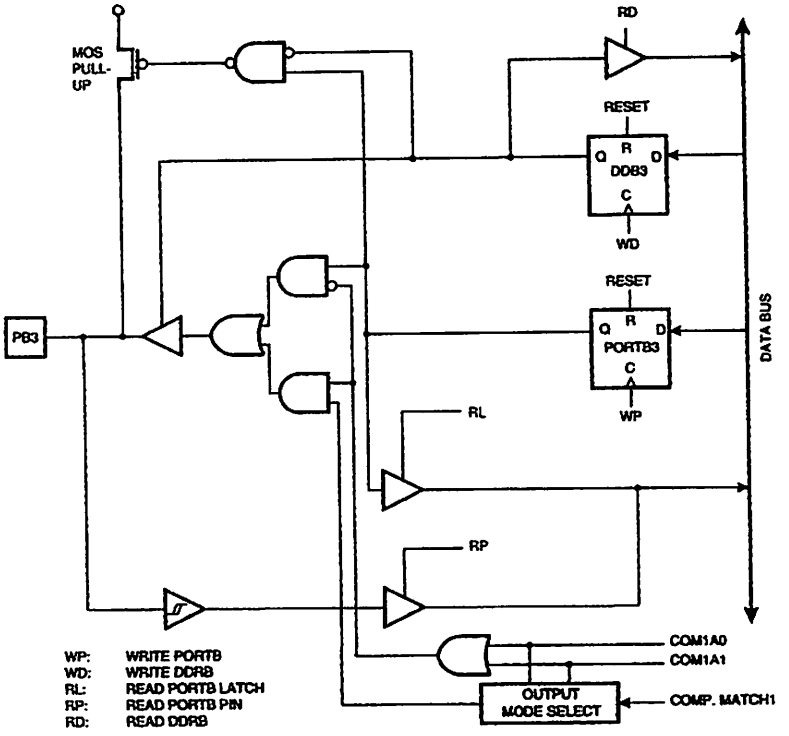


Figure 40. Port B Schematic Diagram (Pins PB2 and PB4)

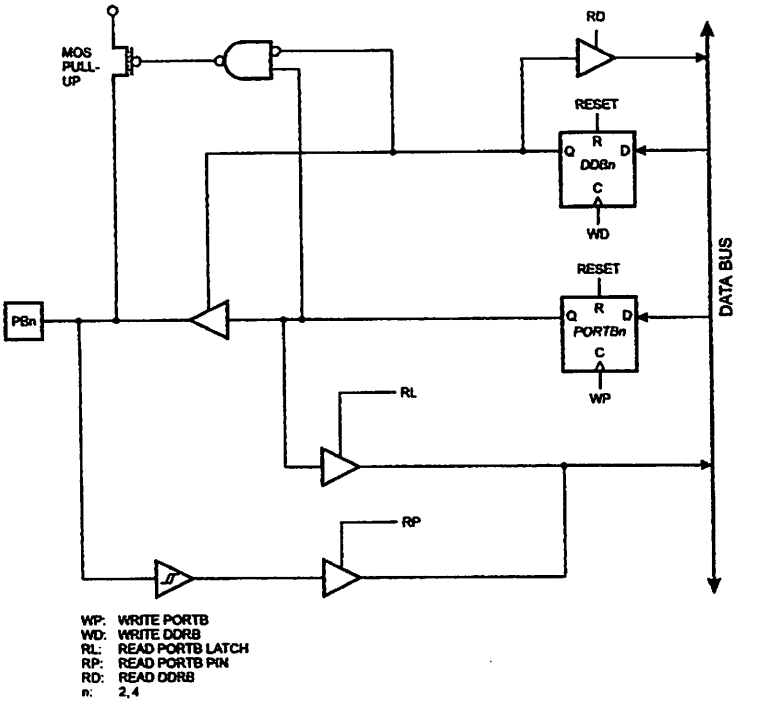


Figure 41. Port B Schematic Diagram (Pin PB5)

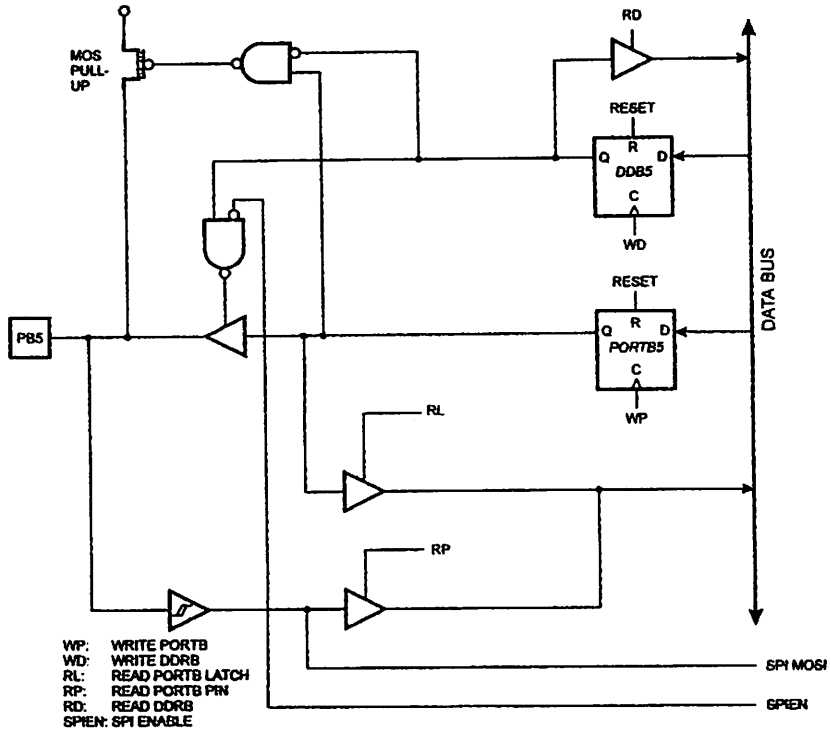


Figure 42. Port B Schematic Diagram (Pin PB6)

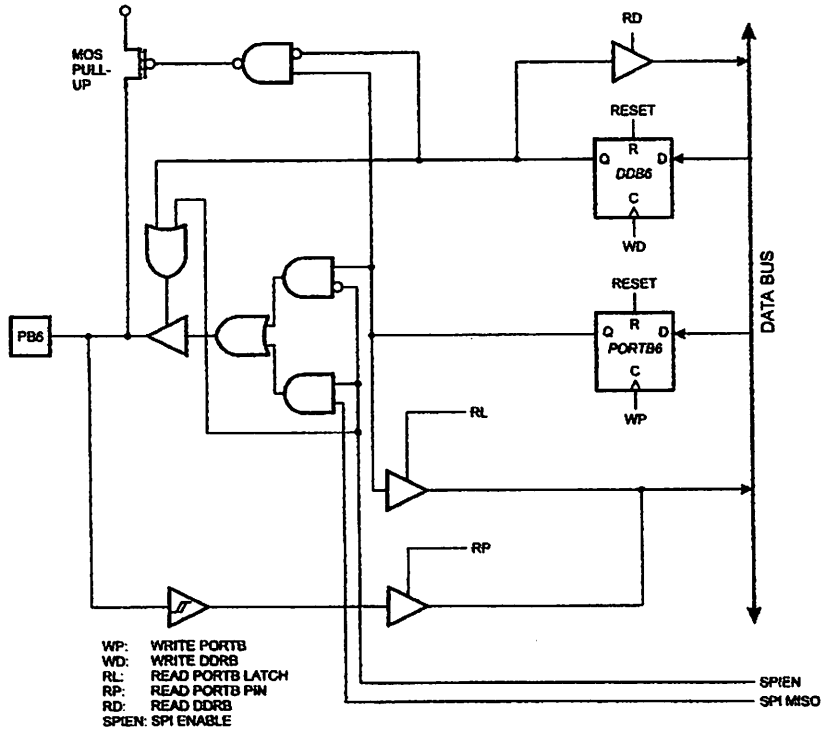
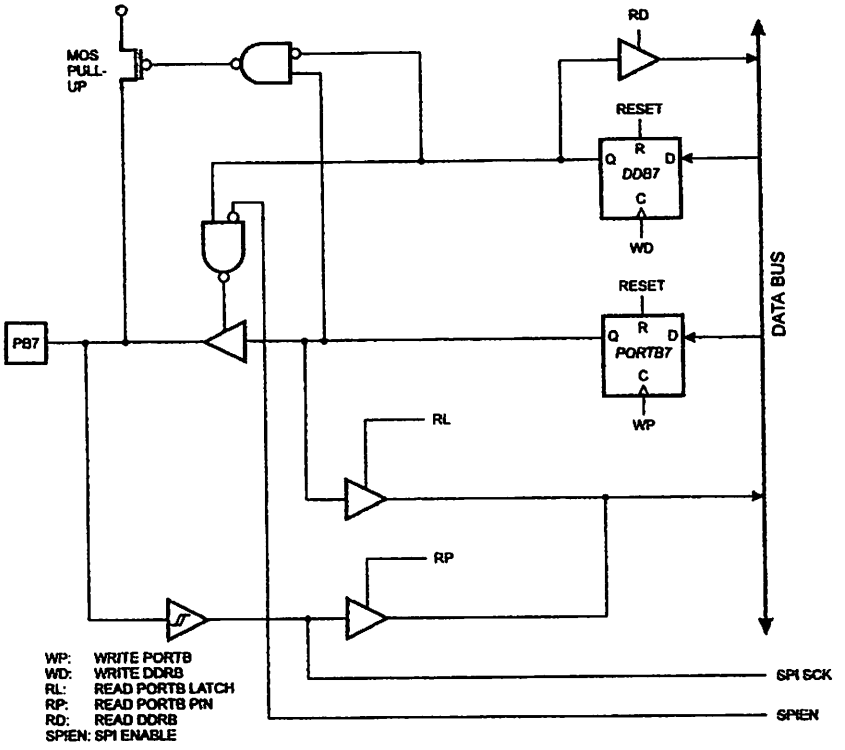


Figure 43. Port B Schematic Diagram (Pin PB7)



Port D

Three I/O memory address locations are allocated for the Port D: one each for the Data Register – PORTD, $12($32), Data Direction Register – DDRD, $11($31) and the Port D Input Pins – PIND, $10($30). The Port D Input Pins address is read-only, while the Data Register and the Data Direction Register are read/write.

Port D has seven bi-directional I/O pins with internal pull-up resistors, PD6..PD0. The Port D output buffers can sink 20 mA. As inputs, Port D pins that are externally pulled low will source current if the pull-up resistors are activated.

Some Port D pins have alternate functions as shown in Table 19:

Table 19. Port D Pin Alternate Functions

Port Pin	Alternate Function
PD0	RXD (Receive data input for the UART)
PD1	TXD (Transmit data output for the UART)
PD2	INT0 (External interrupt 0 input)
PD3	INT1 (External interrupt 1 input)
PD4	TO (Timer/Counter0 external input)
PD5	T1 (Timer/Counter1 external input)
PD6	ICP (Timer/Counter1 Input Capture pin)

When the pins are used for the alternate function, the DDRD and PORTD Registers have to be set according to the alternate function description.

Port D Data Register – PORTD

Bit	7	6	5	4	3	2	1	0	
$12 ($32)	–	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	PORTD
Read/Write	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

Port D Data Direction Register – DDRD

Bit	7	6	5	4	3	2	1	0	
$11 ($31)	–	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	DDRD
Read/Write	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial value	0	0	0	0	0	0	0	0	

Port D Input Pins Address – PIND

Bit	7	6	5	4	3	2	1	0	
$10 ($30)	–	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	PIND
Read/Write	R	R	R	R	R	R	R	R	
Initial value	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

The Port D Input Pins address (PIND) is not a register; this address enables access to the physical value on each Port D pin. When reading PORTD, the Port D Data Latch is read, and when reading PIND, the logical values present on the pins are read.

Port D as General Digital I/O

PDn, general I/O pin: The DDDn bit in the DDRD Register selects the direction of this pin. If DDDn is set (one), PDn is configured as an output pin. If DDDn is cleared (zero), PDn is configured as an input pin. If PORTDn is set (one) when configured as an input pin, the MOS pull-up resistor is activated. To switch the pull-up resistor off, the PORTDn has to be cleared (zero) or the pin has to be configured as an output pin. The Port D pins are tri-stated when a reset condition becomes active, even if the clock is not active.

Table 20. DDDn Bits on Port D Pins[1]

DDDn	PORTDn	I/O	Pull-up	Comment
0	0	Input	No	Tri-state (High-Z)
0	1	Input	Yes	PDn will source current if ext. pulled low
1	0	Output	No	Push-pull Zero Output
1	1	Output	No	Push-pull One Output

Note: 1. n: 6...0, pin number.

Alternate Functions of Port D

The alternate functions of Port D are:

• ICP – Port D, Bit 6

Timer/Counter1 Input Capture pin. See the Timer/Counter1 description for further details.

• T1 – Port D, Bit 5

T1, Timer 1 Clock source. See the Timer description for further details.

• T0 – Port D, Bit 4

T0, Timer/Counter0 Clock source. See the Timer description for further details.

• **INT1 – Port D, Bit 3**

INT1, External Interrupt Source 1. The PD3 pin can serve as an external interrupt source to the MCU. See the interrupt description for further details and how to enable the source.

• **INT0 – Port D, Bit 2**

INT0, External Interrupt Source 0. The PD2 pin can serve as an external interrupt source to the MCU. See the interrupt description for further details and how to enable the source.

• **TXD – Port D, Bit 1**

Transmit Data (Data Output pin for the UART). When the UART Transmitter is enabled, this pin is configured as an output regardless of the value of DDRD1.

• **RXD – Port D, Bit 0**

Receive Data (Data Input pin for the UART). When the UART Receiver is enabled, this pin is configured as an input regardless of the value of DDRD0. When the UART forces this pin to be an input, a logical "1" in PORTD0 will turn on the internal pull-up.

Port D Schematics

Note that all port pins are synchronized. The synchronization latches are, however, not shown in the figures.

Figure 44. Port D Schematic Diagram (Pin PD0)

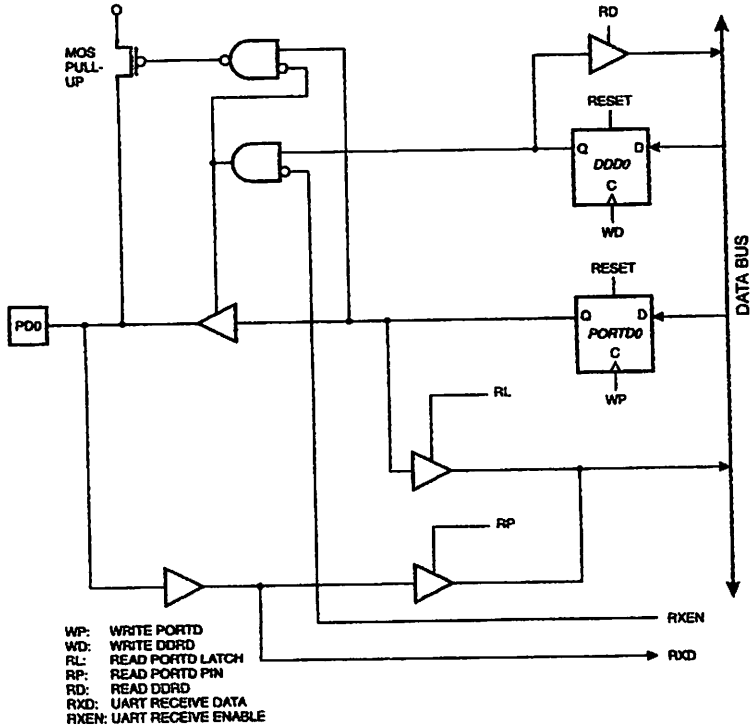


Figure 45. Port D Schematic Diagram (Pin PD1)

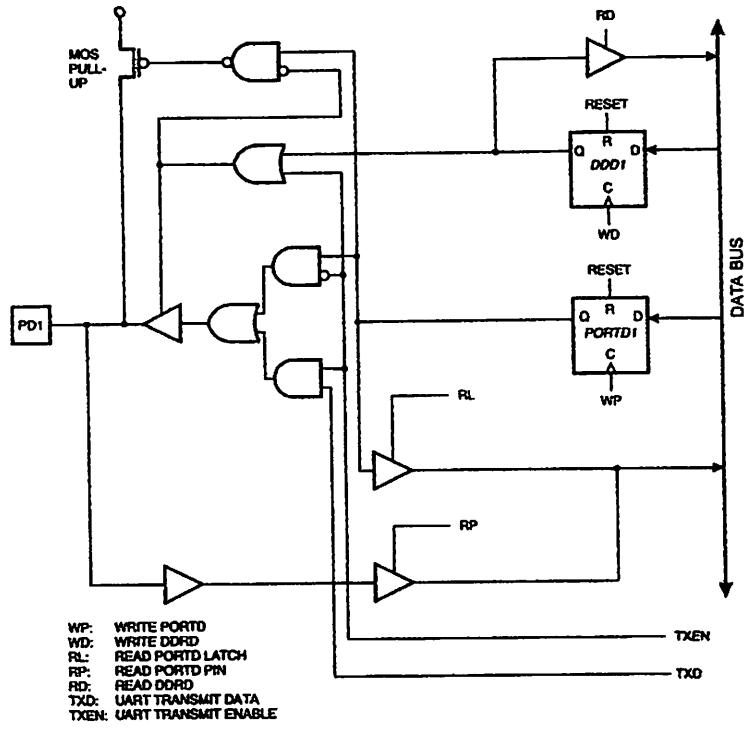


Figure 46. Port D Schematic Diagram (Pins PD2 and PD3)

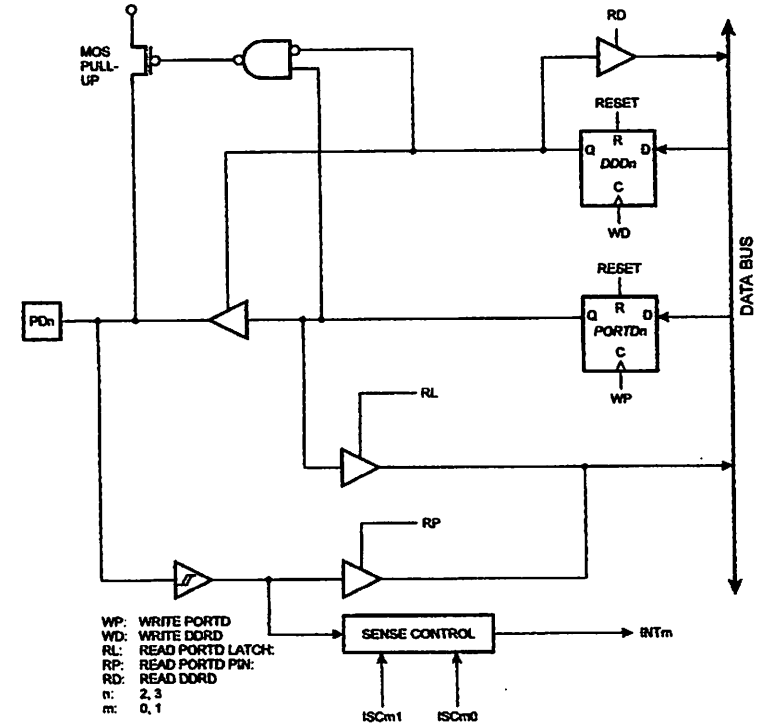


Figure 47. Port D Schematic Diagram (Pins PD4 and PD5)

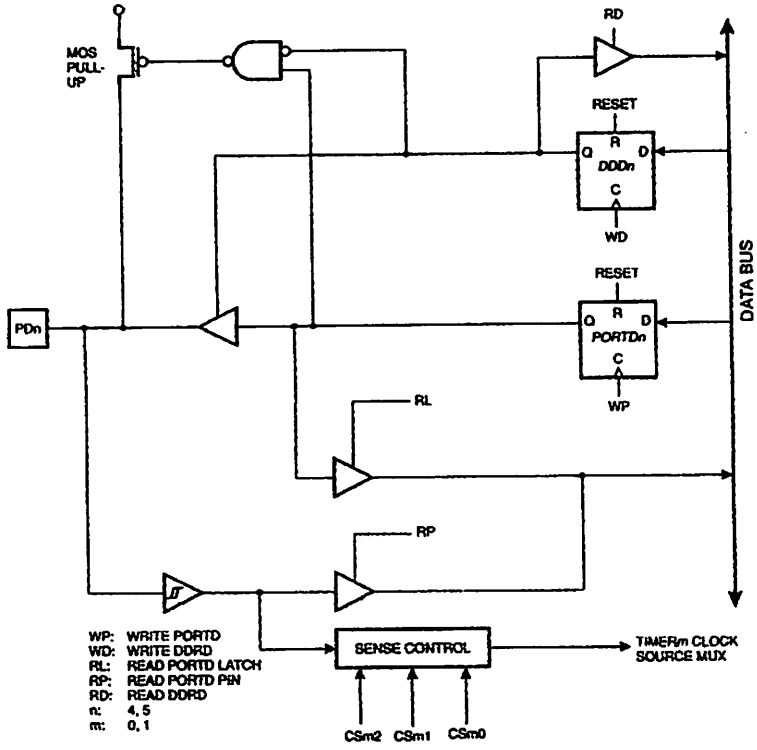
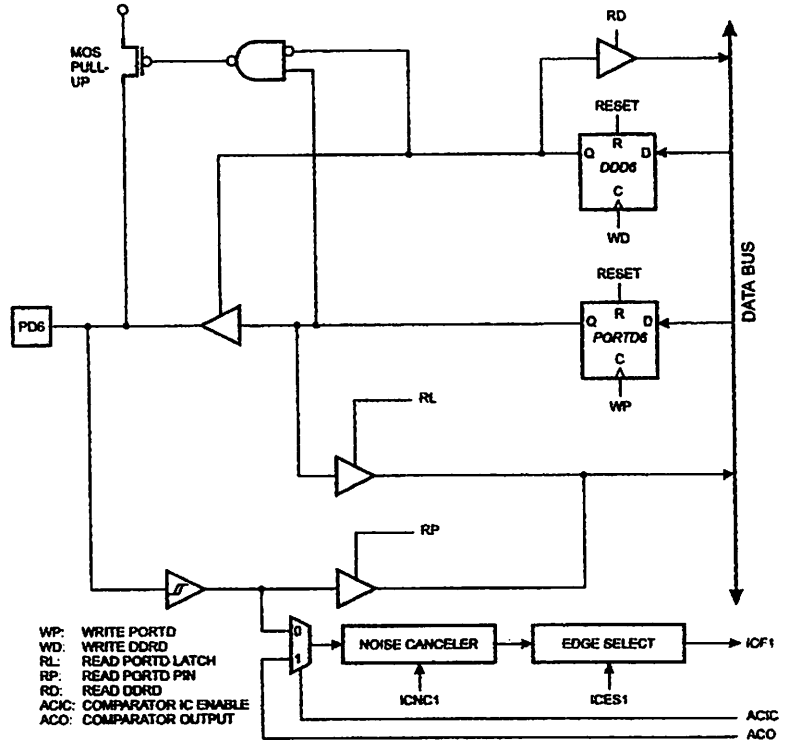


Figure 48. Port D Schematic Diagram (Pin PD6)



Memory Programming

Program and Data Memory Lock Bits

The AT90S2313 MCU provides two Lock bits that can be left unprogrammed ("1") or can be programmed ("0") to obtain the additional features listed in Table 21. The Lock bits can only be erased with the Chip Erase operation.

Table 21. Lock Bit Protection Modes

Memory Lock Bits			
Mode	**LB1**	**LB2**	**Protection Type**
1	1	1	No memory lock features enabled.
2	0	1	Further programming of the Flash and EEPROM is disabled.(1)
3	0	0	Same as mode 2, and verify is also disabled.

Note: 1. In the Parallel mode, further programming of the Fuse bits are also disabled. Program the Fuse bits before programming the Lock bits.

Fuse Bits

The AT90S2313 has two Fuse bits: SPIEN and FSTRT.

- When the SPIEN Fuse is programmed ("0"), Serial Program and Data Downloading is enabled. The default value is programmed ("0").
- When the FSTRT Fuse is programmed ("0"), the short start-up time is selected. The default value is unprogrammed ("1"). Parts with this bit pre-programmed ("0") can be delivered on demand.

The Fuse bits are not accessible in Serial Programming mode. The status of the fuses are not affected by Chip Erase.

Signature Bytes

All Atmel microcontrollers have a 3-byte signature code that identifies the device. This code can be read in both serial and parallel mode. The three bytes reside in a separate address space.

For the AT90S2313(1) they are:

1. $000: $1E (indicates manufactured by Atmel).
2. $001: $91 (indicates 2 Kb Flash memory).
3. $002: $01 (indicates AT90S2313 device when signature byte $001 is $91).

Note: 1. When both Lock bits are programmed (Lock mode 3), the signature bytes cannot be read in serial mode. Reading the signature bytes will return: $00, $01 and $02.

Programming the Flash and EEPROM

Atmel's AT90S2313 offers 2K bytes of In-System Reprogrammable Flash Program memory and 128 bytes of EEPROM Data memory.

The AT90S2313 is shipped with the On-chip Flash Program and EEPROM Data memory arrays in the erased state (i.e., contents = $FF) and ready to be programmed. This device supports a high-voltage (12V) Parallel Programming mode and a low-voltage Serial Programming mode. The +12V is used for programming enable only, and no current of significance is drawn by this pin. The Serial Programming mode provides a convenient way to download program and data into the AT90S2313 inside the user's system.

The program and EEPROM memory arrays in the AT90S2313 are programmed byte-by-byte in either programming mode. For the EEPROM, an auto-erase cycle is provided

within the self-timed write instruction in the Serial Programming mode. During programming, the supply voltage must be in accordance with Table 22.

Table 22. Supply Voltage during Programming

Part	Serial Programming	Parallel Programming
AT90S2313	2.7 - 6.0V	4.5 - 5.5V

Parallel Programming

This section describes how to parallel program and verify Flash Program memory, EEPROM data memory, Lock bits and Fuse bits in the AT90S2313.

Signal Names

In this section, some pins of the AT90S2313 are referenced by signal names describing their function during parallel programming. Pins not described in the following table are referenced by pin names. See Figure 49 and Table 23. Pins not described in Table 23 are referenced by pin names.

The XA1/XA0 pins determine the action executed when the XTAL1 pin is given a positive pulse. The bit coding is shown in Table 24.

When pulsing $\overline{WR}$ or $\overline{OE}$, the command loaded determines the action executed. The command is a byte where the different bits are assigned functions as shown in Table 25.

Figure 49. Parallel Programming

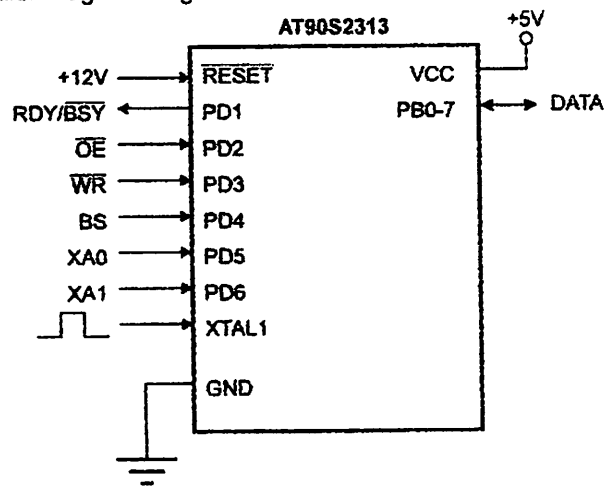


Table 23. Pin Name Mapping

Signal Name in Programming Mode	Pin Name	I/O	Function
RDY/$\overline{BSY}$	PD1	O	0: Device is busy programming, 1: Device is ready for new command
$\overline{OE}$	PD2	I	Output Enable (Active low)
$\overline{WR}$	PD3	I	Write Pulse (Active low)
BS	PD4	I	Byte Select ("0" selects low byte, "1" selects high byte)

Table 23. Pin Name Mapping

Signal Name in Programming Mode	Pin Name	I/O	Function
XA0	PD5	I	XTAL Action Bit 0
XA1	PD6	I	XTAL Action Bit 1
DATA	PB7 - 0	I/O	Bi-directional Data Bus (Output when $\overline{OE}$ is low)

Table 24. XA1 and XA0 Coding

XA1	XA0	Action when XTAL1 is Pulsed
0	0	Load Flash or EEPROM Address (High or low address byte determined by BS)
0	1	Load Data (High or Low data byte for Flash determined by BS)
1	0	Load Command
1	1	No Action, Idle

Table 25. Command Byte Bit Coding

Command Byte	Command Executed
1000 0000	Chip Erase
0100 0000	Write Fuse Bits
0010 0000	Write Lock Bits
0001 0000	Write Flash
0001 0001	Write EEPROM
0000 1000	Read Signature Bytes
0000 0100	Read Fuse and Lock Bits
0000 0010	Read Flash
0000 0011	Read EEPROM

Enter Programming Mode

The following algorithm puts the device in Parallel Programming mode:

1. Apply supply voltage according to Table 22, between V_{CC} and GND.
2. Set the $\overline{RESET}$ and BS pin to "0" and wait at least 100 ns.
3. Apply 11.5 - 12.5V to $\overline{RESET}$. Any activity on BS within 100 ns after +12V has been applied to $\overline{RESET}$, will cause the device to fail entering Programming mode.

Chip Erase

The Chip Erase command will erase the Flash and EEPROM memories, and the Lock bits. The Lock bits are not reset until the Flash and EEPROM have been completely erased. The Fuse bits are not changed. Chip Erase must be performed before the Flash or EEPROM is reprogrammed.

Load Command "Chip Erase"

1. Set XA1, XA0 to "10". This enables command loading.
2. Set BS to "0".
3. Set DATA to "1000 0000". This is the command for Chip Erase.
4. Give XTAL1 a positive pulse. This loads the command.

5. Give $\overline{WR}$ a t_{WLWH_CE} wide negative pulse to execute Chip Erase. See Table 26 for t_{WLWH_CE} value. Chip Erase does not generate any activity on the RDY/$\overline{BSY}$ pin.

Programming the Flash

A: Load Command "Write Flash"

1. Set XA1, XA0 to "10". This enables command loading.
2. Set BS to "0".
3. Set DATA to "0001 0000". This is the command for Write Flash.
4. Give XTAL1 a positive pulse. This loads the command.

B: Load Address High Byte

1. Set XA1, XA0 to "00". This enables address loading.
2. Set BS to "1". This selects high byte.
3. Set DATA = Address high byte ($00 - $03).
4. Give XTAL1 a positive pulse. This loads the address high byte.

C: Load Address Low Byte

1. Set XA1, XA0 to "00". This enables address loading.
2. Set BS to "0". This selects low byte.
3. Set DATA = Address low byte ($00 - $FF).
4. Give XTAL1 a positive pulse. This loads the address low byte.

D: Load Data Low Byte

1. Set XA1, XA0 to "01". This enables data loading.
2. Set DATA = Data low byte ($00 - $FF).
3. Give XTAL1 a positive pulse. This loads the data low byte.

E: Write Data Low Byte

1. Set BS to "0". This selects low data.
2. Give $\overline{WR}$ a negative pulse. This starts programming of the data byte. RDY/$\overline{BSY}$ goes low.
3. Wait until RDY/$\overline{BSY}$ goes high to program the next byte.

(See Figure 50 for signal waveforms.)

F: Load Data High Byte

1. Set XA1, XA0 to "01". This enables data loading.
2. Set DATA = Data high byte ($00 - $FF).
3. Give XTAL1 a positive pulse. This loads the data high byte.

G: Write Data High Byte

1. Set BS to "1". This selects high data.
2. Give $\overline{WR}$ a negative pulse. This starts programming of the data byte. RDY/$\overline{BSY}$ goes low.
3. Wait until RDY/$\overline{BSY}$ goes high to program the next byte.

(See Figure 51 for signal waveforms.)

The loaded command and address are retained in the device during programming. For efficient programming, the following should be considered:

- The command needs only be loaded once when writing or reading multiple memory locations.
- Address high byte needs only be loaded before programming a new 256-word page in the Flash.
- Skip writing the data value $FF; that is, the contents of the entire Flash and EEPROM after a Chip Erase.

These considerations also apply to EEPROM programming and Flash, EEPROM and signature byte reading.

Figure 50. Programming the Flash

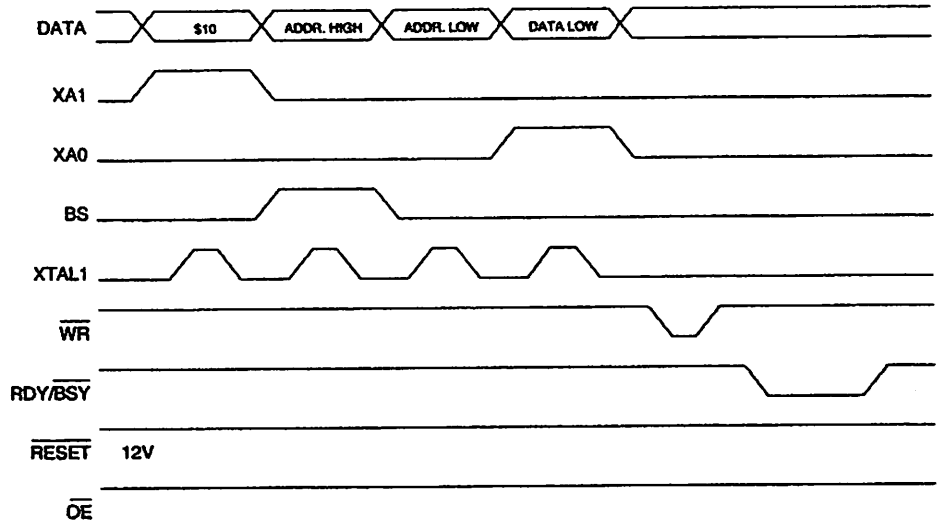
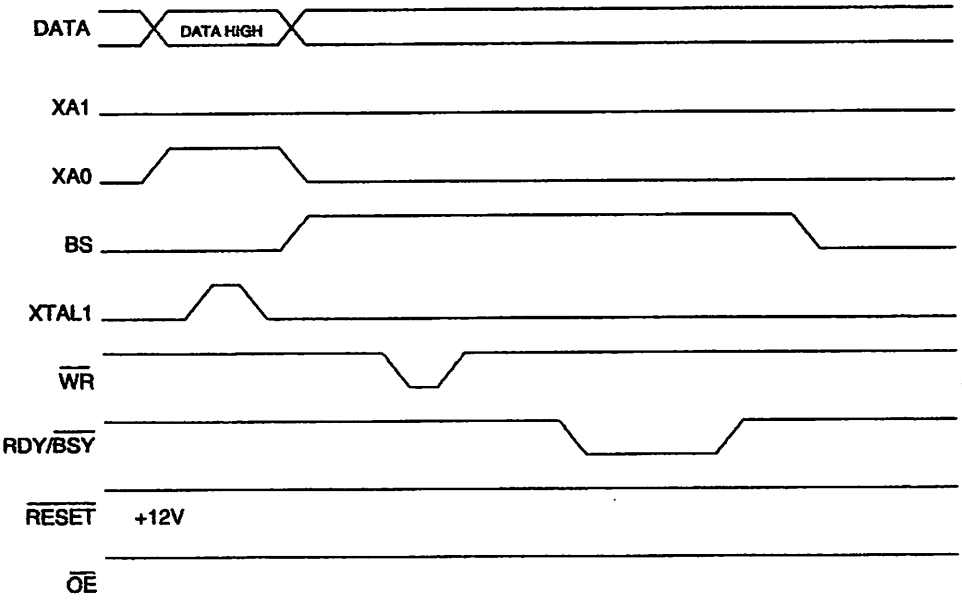


Figure 51. Programming the Flash (Continued)



Reading the Flash

The algorithm for reading the Flash memory is as follows (refer to "Programming the Flash" for details on command and address loading):

1. A: Load Command "0000 0010".
2. B: Load Address High Byte ($00 - $03).
3. C: Load Address Low Byte ($00 - $FF).
4. Set $\overline{OE}$ to "0", and BS to "0". The Flash word low byte can now be read at DATA.
5. Set BS to "1". The Flash word high byte can now be read from DATA.
6. Set $\overline{OE}$ to "1".

Programming the EEPROM

The programming algorithm for the EEPROM data memory is as follows (refer to "Programming the Flash" for details on command, address and data loading):

1. A: Load Command "0001 0001".
2. C: Load Address Low Byte ($00 - $7F).
3. D: Load Data Low Byte ($00 - $FF).
4. E: Write Data Low Byte.

Reading the EEPROM

The algorithm for reading the EEPROM memory is as follows (refer to "Programming the Flash" for details on command and address loading):

1. A: Load Command "0000 0011".
2. C: Load Address Low Byte ($00 - $7F).
3. Set $\overline{OE}$ to "0", and BS to "0". The EEPROM data byte can now be read at DATA.
4. Set $\overline{OE}$ to "1".

Programming the Fuse Bits

The algorithm for programming the Fuse bits is as follows (refer to "Programming the Flash" for details on command and data loading):

1. A: Load Command "0100 0000".
2. D: Load Data Low Byte. Bit n = "0" programs and bit n = "1" erases the Fuse bit.
   Bit 5 = SPIEN Fuse bit.
   Bit 0 = FSTRT Fuse bit.
   Bit 7 - 6, 4 - 1 = "1". These bits are reserved and should be left unprogrammed ("1").
3. Give $\overline{WR}$ a t_{WLWH_PFB} wide negative pulse to execute the programming; t_{WLWH_PFB} is found in Table 26. Programming the Fuse bits does not generate any activity on the RDY/$\overline{BSY}$ pin.

Programming the Lock Bits

The algorithm for programming the Lock bits is as follows (refer to "Programming the Flash" on page 63 for details on command and data loading):

1. A: Load Command "0010 0000".
2. D: Load Data Low Byte. Bit n = "0" programs the Lock bit.
   Bit 2 = Lock Bit2
   Bit 1 = Lock Bit1
   Bit 7 - 3, 0 = "1". These bits are reserved and should be left unprogrammed ("1").
3. E: Write Data Low Byte.

The Lock bits can only be cleared by executing Chip Erase.

Reading the Fuse and Lock Bits

The algorithm for reading the Fuse and Lock bits is as follows (refer to "Programming the Flash" on page 63 for details on command loading):

1. A: Load Command "0000 0100".
2. Set $\overline{OE}$ to "0", and BS to "1". The status of the Fuse and Lock bits can now be read at DATA ("0" means programmed).
   Bit 7 = Lock Bit1
   Bit 6 = Lock Bit2
   Bit 5 = SPIEN Fuse bit
   Bit 0 = FSTRT Fuse bit
3. Set $\overline{OE}$ to "1".

Observe that BS needs to be set to "1".

Reading the Signature Bytes

The algorithm for reading the signature bytes is as follows (refer to "Programming the Flash" on page 63 for details on command and address loading):

1. A: Load Command "0000 1000".
2. C: Load Address Low Byte ($00 - $02).
   Set $\overline{OE}$ to "0", and BS to "0". The selected signature byte can now be read at DATA.
3. Set $\overline{OE}$ to "1".

Parallel Programming Characteristics

Figure 52. Parallel Programming Timing

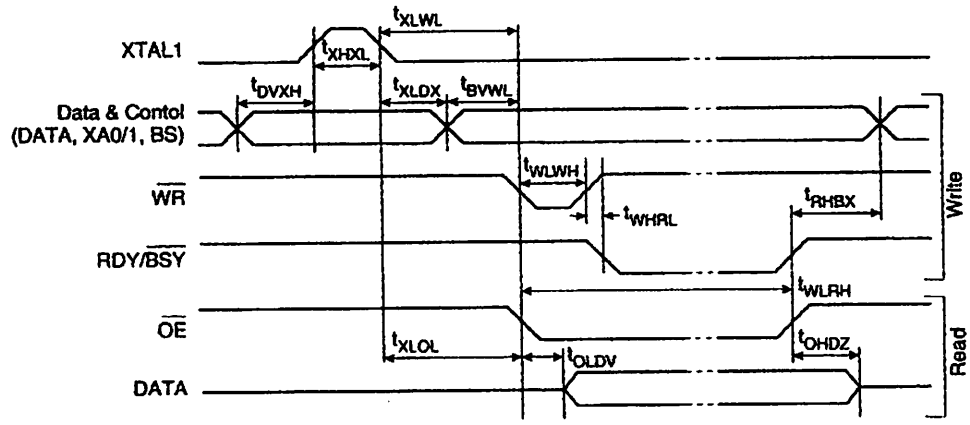


Table 26. Parallel Programming Characteristics, T_A = 25°C ± 10%, V_{CC} = 5V ± 10%

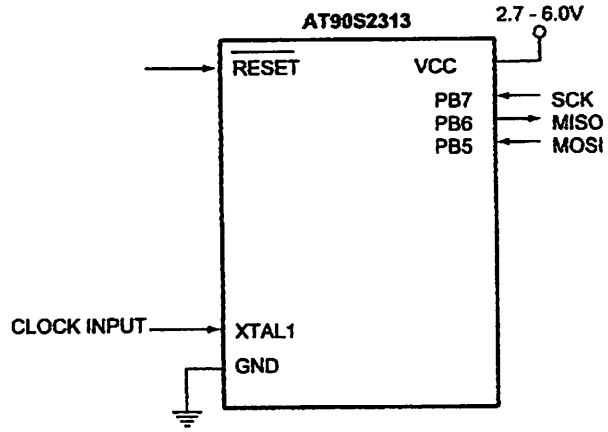
Symbol	Parameter	Min	Typ	Max	Units
V_{PP}	Programming Enable Voltage	11.5		12.5	V
I_{PP}	Programming Enable Current			250.0	µA
t_{DVXH}	Data and Control Setup before XTAL1 High	67.0			ns
t_{XHXL}	XTAL1 Pulse Width High	67.0			ns
t_{XLDX}	Data and Control Hold after XTAL1 Low	67.0			ns
t_{XLWL}	XTAL1 Low to $\overline{WR}$ Low	67.0			ns
t_{BVWL}	BS Valid to $\overline{WR}$ Low	67.0			ns
t_{RHBX}	BS Hold after RDY/$\overline{BSY}$ High	67.0			ns
t_{WLWH}	$\overline{WR}$ Pulse Width Low[1]	67.0			ns
t_{WHRL}	$\overline{WR}$ High to RDY/$\overline{BSY}$ Low[2]		20.0		ns
t_{WLRH}	$\overline{WR}$ Low to RDY/$\overline{BSY}$ High[2]	0.5	0.7	0.9	ms
t_{XLOL}	XTAL1 Low to $\overline{OE}$ Low	67.0			ns
t_{OLDV}	$\overline{OE}$ Low to DATA Valid		20.0		ns
t_{OHDZ}	$\overline{OE}$ High to DATA Tri-stated			20.0	ns
t_{WLWH_CE}	$\overline{WR}$ Pulse Width Low for Chip Erase	5.0	10.0	15.0	ms
t_{WLWH_PFB}	$\overline{WR}$ Pulse Width Low for Programming the Fuse Bits	1.0	1.5	1.8	ms

Notes: 1. Use t_{WLWH_CE} for chip erase and t_{WLWH_PFB} for programming the Fuse bits.
2. If t_{WLWH} is held longer than t_{WLRH}, no RDY/$\overline{BSY}$ pulse will be seen.

Serial Downloading

Both the program and data memory arrays can be programmed using the serial SPI bus while $\overline{\text{RESET}}$ is pulled to GND. The serial interface consists of pins SCK, MOSI (input) and MISO (output). See Figure 53. After $\overline{\text{RESET}}$ is set low, the Programming Enable instruction needs to be executed first before program/erase instructions can be executed.

Figure 53. Serial Programming and Verify



For the EEPROM, an auto-erase cycle is provided within the self-timed write instruction and there is no need to first execute the Chip Erase instruction. The Chip Erase instruction turns the content of every memory location in both the program and EEPROM arrays into $FF.

The program and EEPROM memory arrays have separate address spaces: $0000 to $03FF for program Flash memory and $000 to $07F for EEPROM data memory.

Either an external clock is supplied at pin XTAL1 or a crystal needs to be connected across pins XTAL1 and XTAL2. The minimum low and high periods for the serial clock (SCK) input are defined as follows:

Low: > 2 XTAL1 clock cycle

High: > 2 XTAL1 clock cycles

Serial Programming Algorithm

When writing serial data to the AT90S2313, data is clocked on the rising edge of SCK.

When reading data from the AT90S2313, data is clocked on the falling edge of SCK. See Figure 54, Figure and Table 29 for timing details.

To program and verify the AT90S2313 in the Serial Programming mode, the following sequence is recommended (See 4-byte instruction formats in Table 28):

1. Power-up sequence:

   Apply power between V_{CC} and GND while $\overline{\text{RESET}}$ and SCK are set to "0". If a crystal is not connected across pins XTAL1 and XTAL2, apply a clock signal to the XTAL1 pin. In some systems, the programmer cannot guarantee that SCK is held low during Power-up. In this case, $\overline{\text{RESET}}$ must be given a positive pulse of at least two XTAL1 cycles duration after SCK has been set to "0".
2. Wait for at least 20 ms and enable serial programming by sending the Programming Enable serial instruction to the MOSI (PB5) pin.
3. The serial programming instructions will not work if the communication is out of synchronization. When in sync, the second byte ($53) will echo back when issu-

ing the third byte of the Programming Enable instruction. Whether the echo is correct or not, all four bytes of the instruction must be transmitted. If the $53 did not echo back, give SCK a positive pulse and issue a new Programming Enable instruction. If the $53 is not seen within 32 attempts, there is no functional device connected.

4. If a Chip Erase is performed (must be done to erase the Flash), wait t_{WD_ERASE} after the instruction, give $\overline{\text{RESET}}$ a positive pulse, and start over from step 2. See Table 30 for t_{WD_ERASE} value.
5. The Flash or EEPROM array is programmed one byte at a time by supplying the address and data together with the appropriate Write instruction. An EEPROM memory location is first automatically erased before new data is written. Use Data Polling to detect when the next byte in the Flash or EEPROM can be written. If polling is not used, wait t_{WD_PROG} before transmitting the next instruction. See Table 31 for t_{WD_PROG} value. In an erased device, no $FFs in the data file(s) need to be programmed.
6. Any memory location can be verified by using the Read instruction that returns the content at the selected address at the serial output MISO (PB6) pin.
7. At the end of the programming session, $\overline{\text{RESET}}$ can be set high to commence normal operation.
8. Power-off sequence (if needed):

   Set XTAL1 to "0" (if a crystal is not used).

   Set $\overline{\text{RESET}}$ to "1".

   Turn V_{CC} power off.

Data Polling EEPROM

When a byte is being programmed into the EEPROM, reading the address location being programmed will give the value P1 until the auto-erase is finished, and then the value P2. See Table 27 for P1 and P2 values.

At the time the device is ready for a new EEPROM byte, the programmed value will read correctly. This is used to determine when the next byte can be written. This will not work for the values P1 and P2, so when programming these values, the user will have to wait for at least the prescribed time t_{WD_PROG} before programming the next byte. See Table 30 for t_{WD_PROG} value. As a chip-erased device contains $FF in all locations, programming of addresses that are meant to contain $FF can be skipped. This does not apply if the EEPROM is reprogrammed without first chip-erasing the device.

Table 27. Read Back Value during EEPROM Polling

Part	P1	P2
AT90S2313	$80	$7F

Data Polling Flash

When a byte is being programmed into the Flash, reading the address location being programmed will give the value $7F. At the time the device is ready for a new byte, the programmed value will read correctly. This is used to determine when the next byte can be written. This will not work for the value $7F, so when programming this value, the user will have to wait for at least t_{WD_PROG} before programming the next byte. As a chip-erased device contains $FF in all locations, programming of addresses that are meant to contain $FF can be skipped.

Figure 54. Serial Programming Waveforms

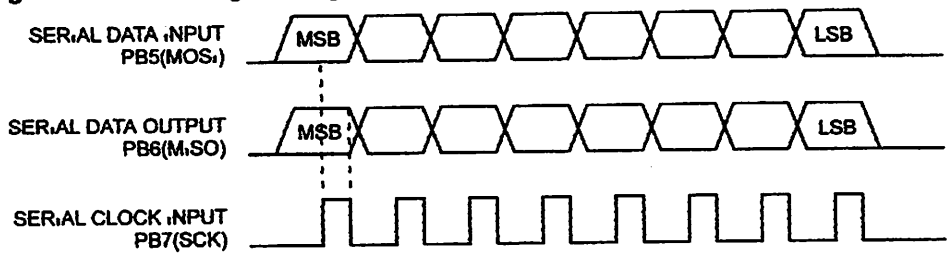


Table 28. Serial Programming Instruction Set

Instruction	Instruction Format				Operation
	Byte 1	Byte 2	Byte 3	Byte4	
Programming Enable	1010 1100	0101 0011	xxxx xxxx	xxxx xxxx	Enable serial programming while RESET is low.
Chip Erase	1010 1100	100x xxxx	xxxx xxxx	xxxx xxxx	Chip erase Flash and EEPROM memory arrays.
Read Program Memory	0010 H000	xxxx xxaa	bbbb bbbb	oooo oooo	Read H (high or low) data o from program memory at word address a:b.
Write Program Memory	0100 H000	xxxx xxaa	bbbb bbbb	iiii iiii	Write H (high or low) data i to program memory at word address a:b.
Read EEPROM Memory	1010 0000	xxxx xxxx	xbbb bbbb	oooo oooo	Read data o from EEPROM memory at address b.
Write EEPROM Memory	1100 0000	xxxx xxxx	xbbb bbbb	iiii iiii	Write data i to EEPROM memory at address b.
Write Lock Bits	1010 1100	111x x*21*x	xxxx xxxx	xxxx xxxx	Write Lock bits. Set bits *1,2* = "0" to program Lock bits.
Read Signature Bytes	0011 0000	xxxx xxxx	xxxx xxbb	oooo oooo	Read signature byte o at address b.(1)

Note: a = address high bits, b = address low bits, H = 0 – Low byte, 1 – High Byte, o = data out, i = data in, x = don't care, *1* = Lock bit 1, *2* = Lock bit 2.

Note: 1. The signature bytes are not readable in lock mode 3, i.e. both Lock bits programmed.

Serial Programming Characteristics

Figure 55. Serial Programming Timing

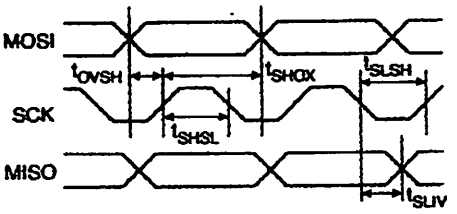


Table 29. Serial Programming Characteristics, T_A = -40°C to 85°C, V_{CC} = 2.7 - 6.0V (unless otherwise noted)

Symbol	Parameter	Min	Typ	Max	Units
$1/t_{CLCL}$	Oscillator Frequency (V_{CC} = 2.7 - 6.0V)	0		4.0	MHz
t_{CLCL}	Oscillator Period (V_{CC} = 2.7 - 6.0V)	250.0			ns
$1/t_{CLCL}$	Oscillator Frequency (V_{CC} = 4.0 - 6.0V)	0		10.0	MHz
t_{CLCL}	Oscillator Period (V_{CC} = 4.0 - 6.0V)	100.0			ns
t_{SHSL}	SCK Pulse Width High	2.0 t_{CLCL}			ns
t_{SLSH}	SCK Pulse Width Low	2.0 t_{CLCL}			ns
t_{OVSH}	MOSI Setup to SCK High	t_{CLCL}			ns
t_{SHOX}	MOSI Hold after SCK High	2.0 t_{CLCL}			ns
t_{SLIV}	SCK Low to MISO Valid	10.0	16.0	32.0	ns

Table 30. Minimum Wait Delay after the Chip Erase Instruction

Symbol	3.2V	3.6V	4.0V	5.0V
t_{WD_ERASE}	18 ms	14 ms	12 ms	8 ms

Table 31. Minimum Wait Delay after Writing a Flash or EEPROM Location

Symbol	3.2V	3.6V	4.0V	5.0V
t_{WD_PROG}	9 ms	7 ms	6 ms	4 ms

Electrical Characteristics

Absolute Maximum Ratings*

Operating Temperature	-55°C to +125°C
Storage Temperature	-65°C to +150°C
Voltage on Any Pin Except $\overline{\text{RESET}}$ with Respect to Ground	-1.0V to V_{CC}+0.5V
Voltage on $\overline{\text{RESET}}$ with Respect to Ground	-1.0V to +13.0V
Maximum Operating Voltage	6.6V
DC Current per I/O Pin	40.0 mA
DC Current V_{CC} and GND Pins	200.0 mA

*NOTICE: Stresses beyond those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at these or other conditions beyond those indicated in the operational sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

DC Characteristics

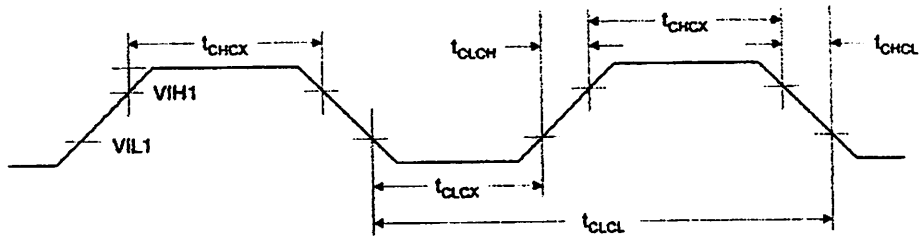
T_A = -40°C to 85°C, V_{CC} = 2.7V to 6.0V (unless otherwise noted)

Symbol	Parameter	Condition	Min	Typ	Max	Units
V_{IL}	Input Low Voltage	(Except XTAL1)	-0.5		0.3 V_{CC}[1]	V
V_{IL1}	Input Low Voltage	(XTAL1)	-0.5		0.3 V_{CC}[1]	V
V_{IH}	Input High Voltage	(Except XTAL1, $\overline{\text{RESET}}$)	0.6 V_{CC}[2]		V_{CC} + 0.5	V
V_{IH1}	Input High Voltage	(XTAL1)	0.7 V_{CC}[2]		V_{CC} + 0.5	V
V_{IH2}	Input High Voltage	($\overline{\text{RESET}}$)	0.85 V_{CC}[2]		V_{CC} + 0.5	V
V_{OL}	Output Low Voltage[3] (Ports B, D)	I_{OL} = 20 mA, V_{CC} = 5V I_{OL} = 10 mA, V_{CC} = 3V			0.6 0.5	V V
V_{OH}	Output High Voltage[4] (Ports B, D)	I_{OH} = -3 mA, V_{CC} = 5V I_{OH} = -1.5 mA, V_{CC} = 3V	4.3 2.3			V V
I_{IL}	Input Leakage Current I/O pin	V_{CC} = 6V, pin low (absolute value)			1.5	µA
I_{IH}	Input Leakage Current I/O pin	V_{CC} = 6V, pin high (absolute value)			980.0	nA
RRST	Reset Pull-up Resistor		100.0		500.0	kΩ
$R_{I/O}$	I/O Pin Pull-up Resistor		35.0		120.0	kΩ
I_{CC}	Power Supply Current	Active Mode, V_{CC} = 3V, 4 MHz			3.0	mA
		Idle Mode V_{CC} = 3V, 4 MHz			1.0	mA
I_{CC}	Power-down Mode[5]	WDT enabled, V_{CC} = 3V		9.0	15.0	µA
		WDT disabled, V_{CC} = 3V		<1.0	2.0	µA
V_{ACIO}	Analog Comparator Input Offset Voltage	V_{CC} = 5V V_{in} = V_{CC}/2			40.0	mV
I_{ACLK}	Analog Comparator Input Leakage Current	V_{CC} = 5V V_{in} = V_{CC}/2	-50.0		50.0	nA
t_{ACPD}	Analog Comparator Propagation Delay	V_{CC} = 2.7V V_{CC} = 4.0V		750.0 500.0		ns

Notes:
1. "Max" means the highest value where the pin is guaranteed to be read as low.
2. "Min" means the lowest value where the pin is guaranteed to be read as high.
3. Although each I/O port can sink more than the test conditions (20 mA at V_{CC} = 5V, 10 mA at V_{CC} = 3V) under steady state conditions (non-transient), the following must be observed:
   1] The sum of all I_{OL}, for all ports, should not exceed 200 mA
   2] The sum of all I_{OL}, for port D0 - D5 and XTAL2 should not exceed 100 mA.
   3] The sum of all I_{OL}, for ports B0 - B7 and D6 should not exceed 100 mA.
   If I_{OL} exceeds the test condition, V_{OL} may exceed the related specification. Pins are not guaranteed to sink current greater than the listed test condition.
4. Although each I/O port can source more than the test conditions (3 mA at V_{CC} = 5V, 1.5 mA at V_{CC} = 3V) under steady state conditions (non-transient), the following must be observed:
   1] The sum of all I_{OH}, for all ports, should not exceed 200 mA
   2] The sum of all I_{OH}, for port D0 - D5 and XTAL2 should not exceed 100 mA.
   3] The sum of all I_{OH}, for ports B0 - B7 and D6 should not exceed 100 mA.
   If I_{OH} exceeds the test condition, V_{OH} may exceed the related specification. Pins are not guaranteed to source current greater than the listed test condition.
5. Minimum V_{CC} for Power-down is 2V.

External Clock Drive Waveforms

Figure 56. External Clock



External Clock Drive

Symbol	Parameter	V_{CC} = 2.7V to 6.0V		V_{CC} = 4.0V to 6.0V		Units
		Min	Max	Min	Max	
$1/t_{CLCL}$	Oscillator Frequency	0	4	0	10.0	MHz
t_{CLCL}	Clock Period	250.0		100.0		ns
t_{CHCX}	High Time	100.0		40.0		ns
t_{CLCX}	Low Time	100.0		40.0		ns
t_{CLCH}	Rise Time		1.6		0.5	µs
t_{CHCL}	Fall Time		1.6		0.5	µs

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The following charts show typical behavior. These figures are not tested during manufacturing. All current consumption measurements are performed with all I/O pins configured as inputs and with internal pull-ups enabled. A sine wave generator with rail-to-rail output is used as clock source.

The power consumption in Power-down mode is independent of clock selection.

The current consumption is a function of several factors such as: operating voltage, operating frequency, loading of I/O pins, switching rate of I/O pins, code executed and ambient temperature. The dominating factors are operating voltage and frequency.

The current drawn from capacitive loaded pins may be estimated (for one pin) as $C_L \cdot V_{CC} \cdot f$ where C_L = load capacitance, V_{CC} = operating voltage and f = average switching frequency of I/O pin.

The parts are characterized at frequencies higher than test limits. Parts are not guaranteed to function properly at frequencies higher than the ordering code indicates.

The difference between current consumption in Power-down mode with Watchdog Timer enabled and Power-down mode with Watchdog Timer disabled represents the differential current drawn by the Watchdog Timer.

Figure 57. Active Supply Current vs. Frequency

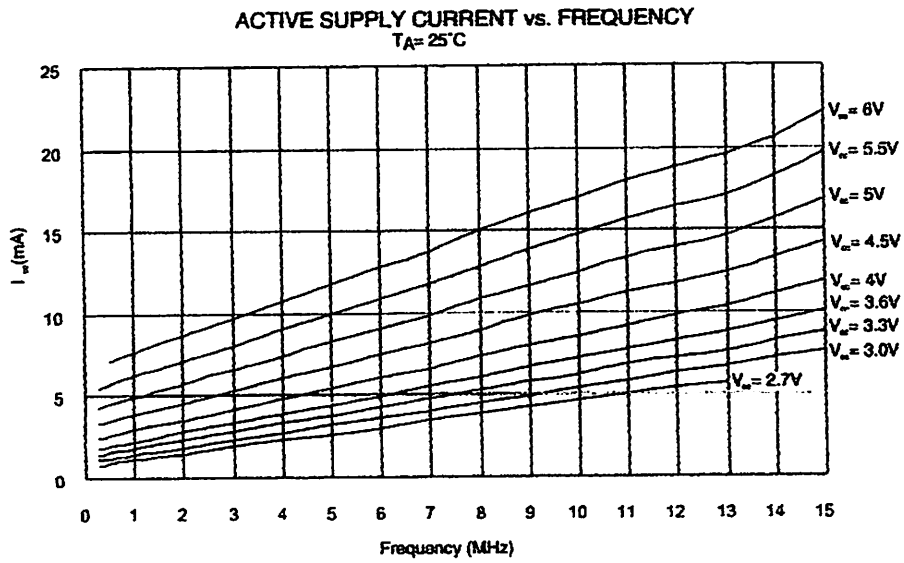


Figure 58. Active Supply Current vs. V_{CC}

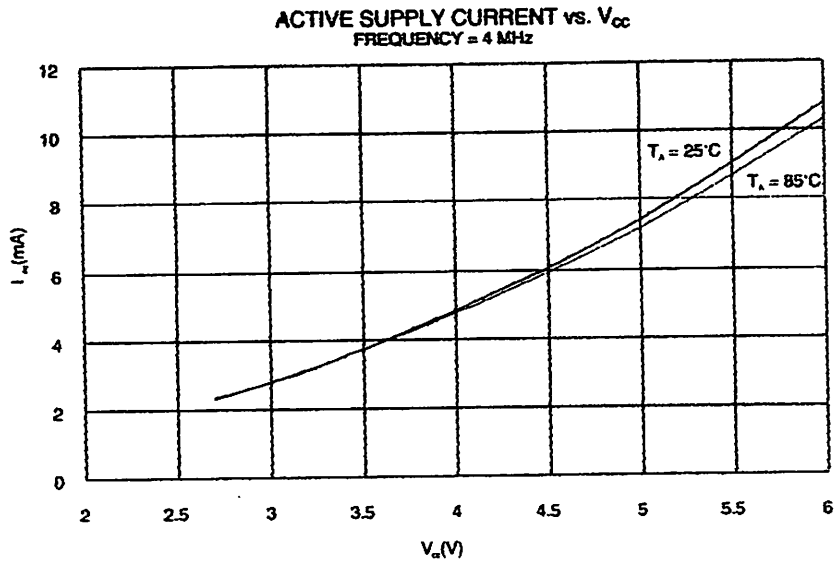


Figure 59. Idle Supply Current vs. Frequency

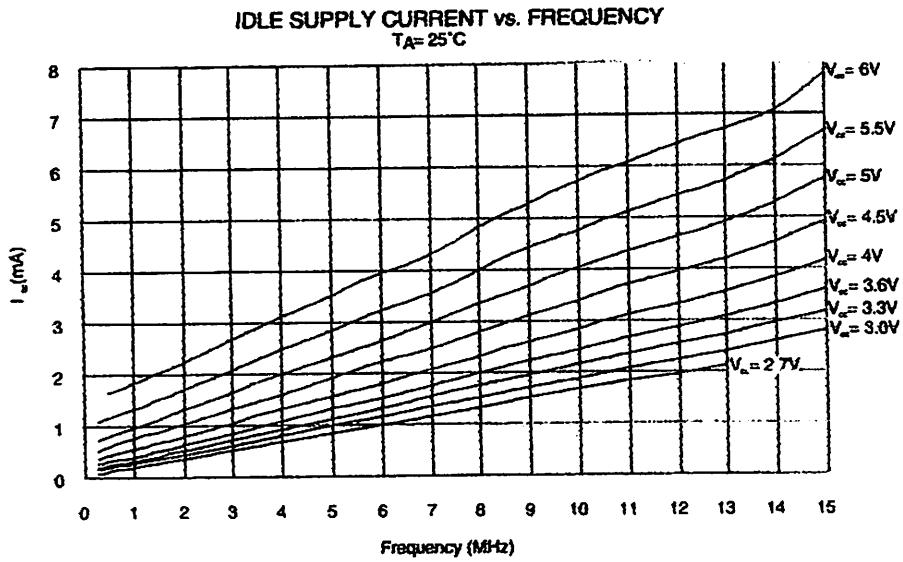


Figure 60. Idle Supply Current vs. V_{CC}

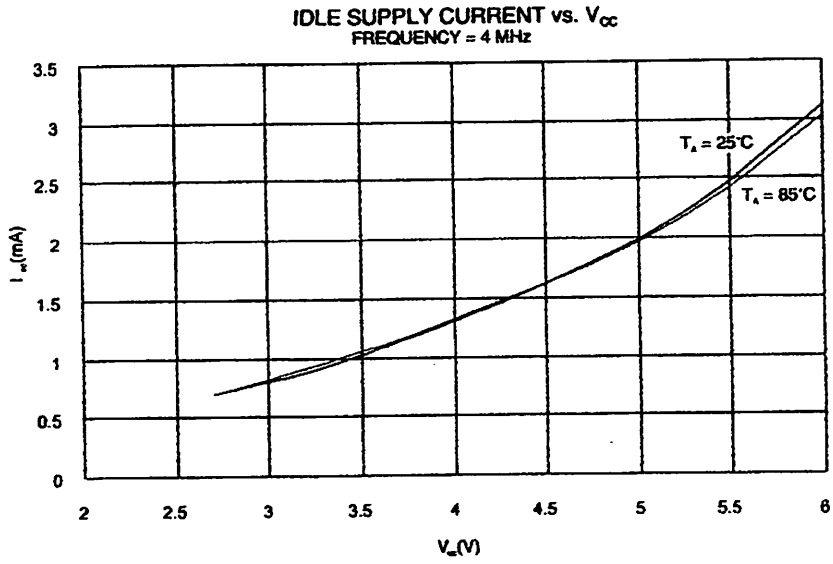


Figure 61. Power-down Supply Current vs. V_{CC}

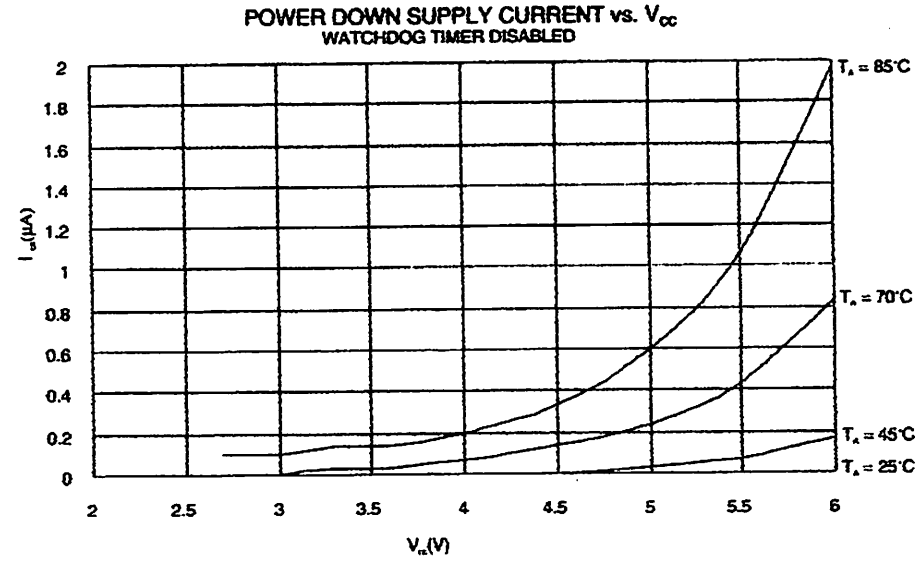


Figure 62. Power-down Supply Current vs. V_{CC}

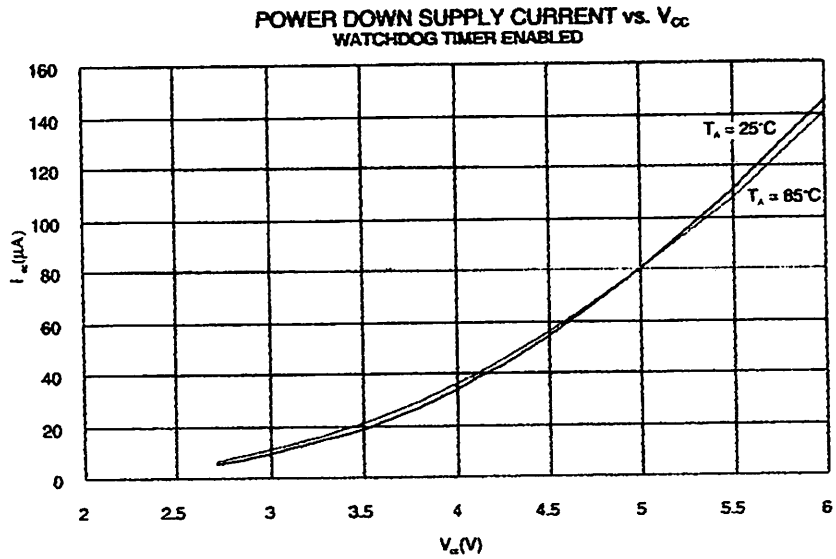
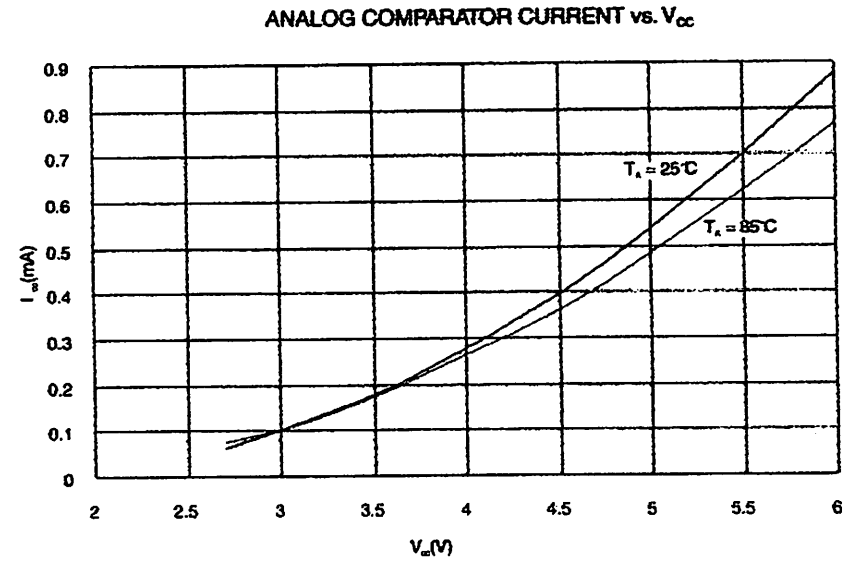


Figure 63. Analog Comparator Current vs. V_{CC}



Note: Analog Comparator offset voltage is measured as absolute offset.

Figure 64. Analog Comparator Offset Voltage vs. Common Mode Voltage

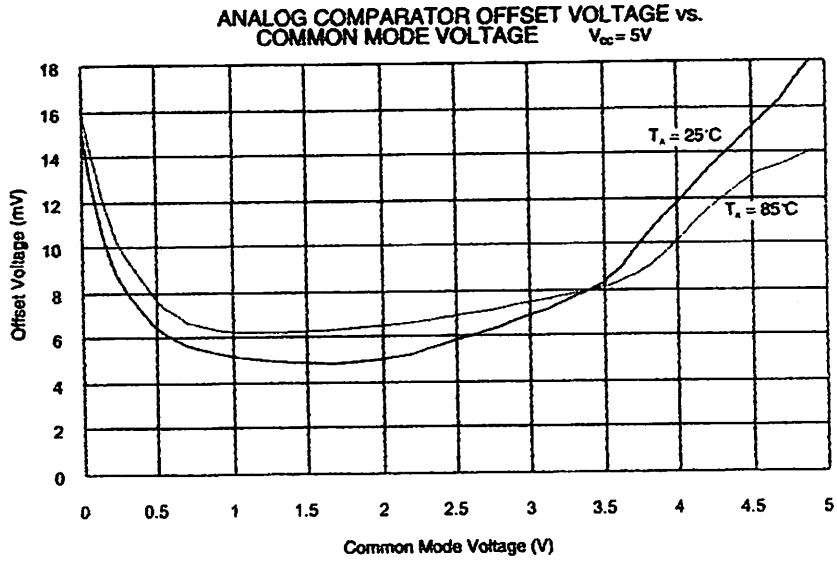


Figure 65. Analog Comparator Offset Voltage vs. Common Mode Voltage

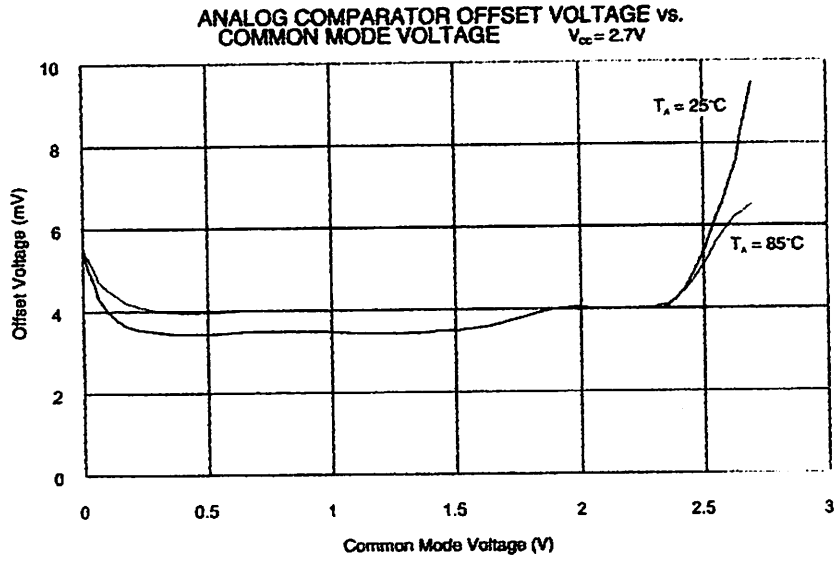


Figure 66. Analog Comparator Input Leakage Current

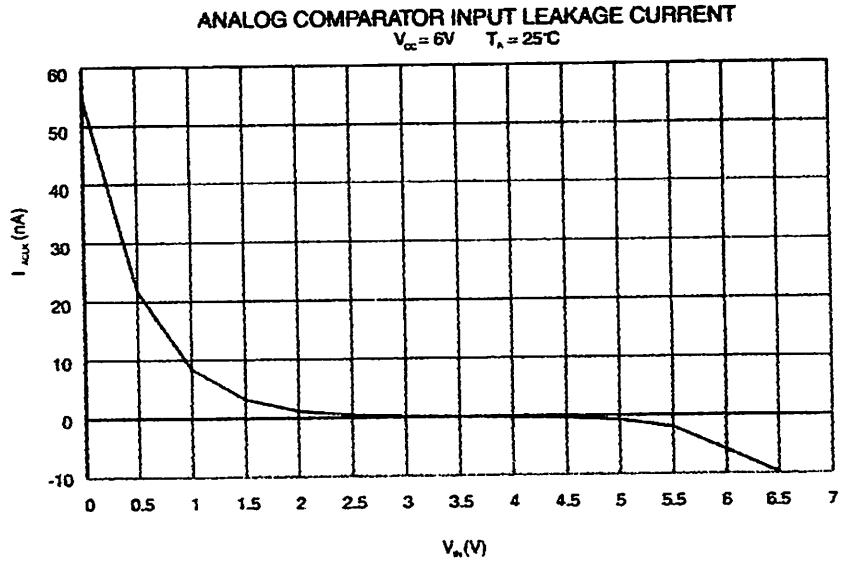
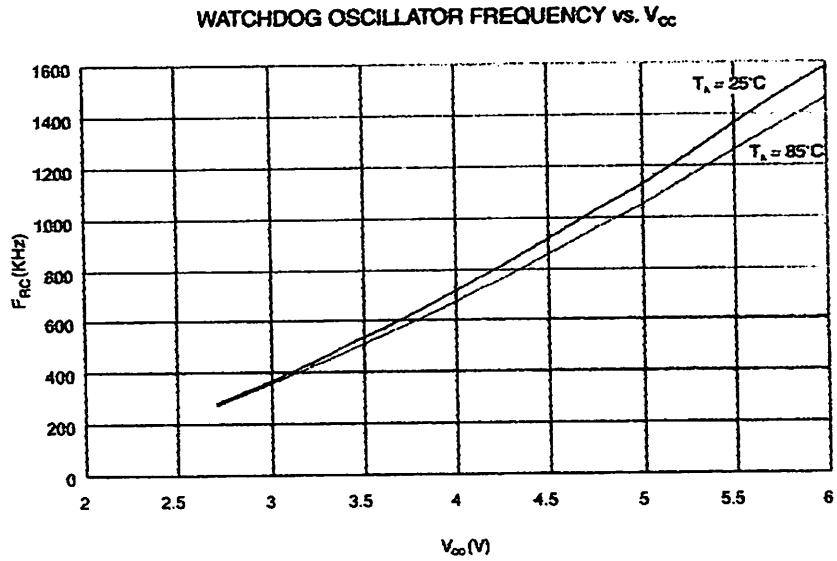


Figure 67. Watchdog Oscillator Frequency vs. V_{CC}



Note: Sink and source capabilities of I/O ports are measured on one pin at a time.

Figure 68. Pull-up Resistor Current vs. Input Voltage

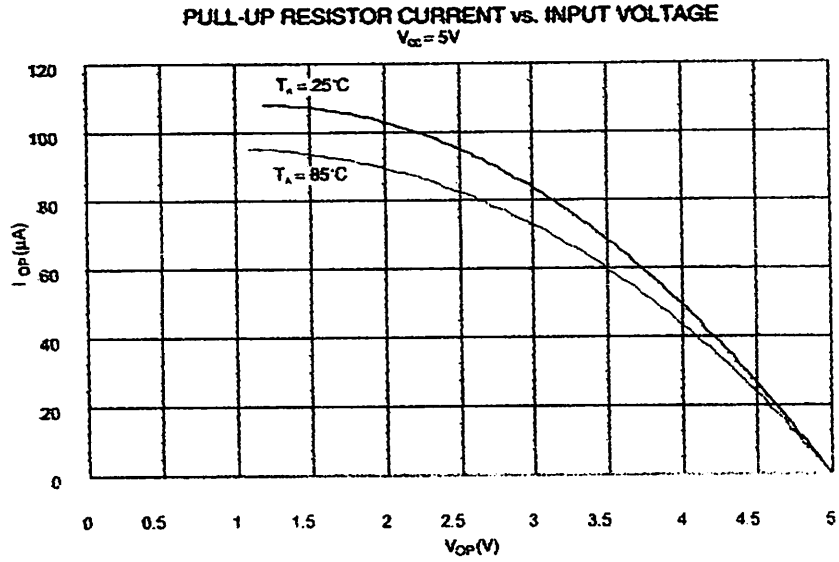


Figure 69. Pull-up Resistor Current vs. Input Voltage

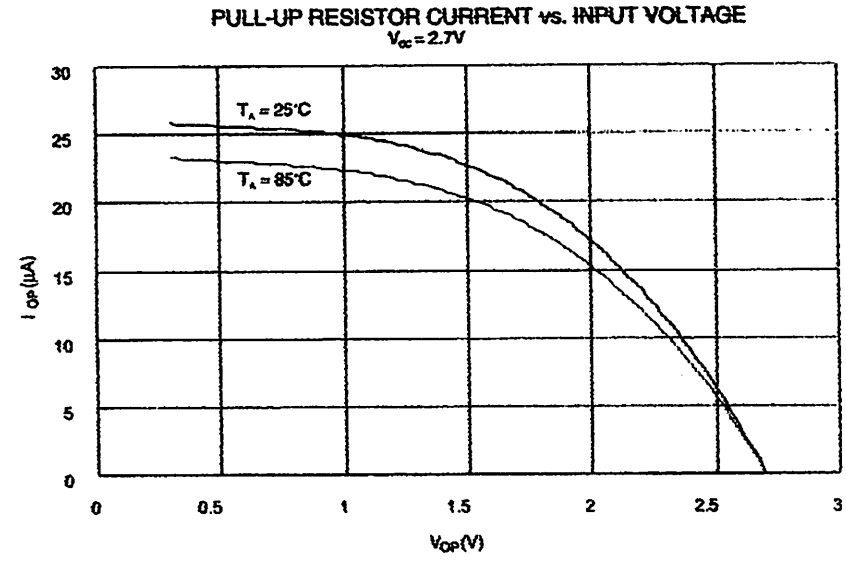


Figure 70. I/O Pin Sink Current vs. Output Voltage

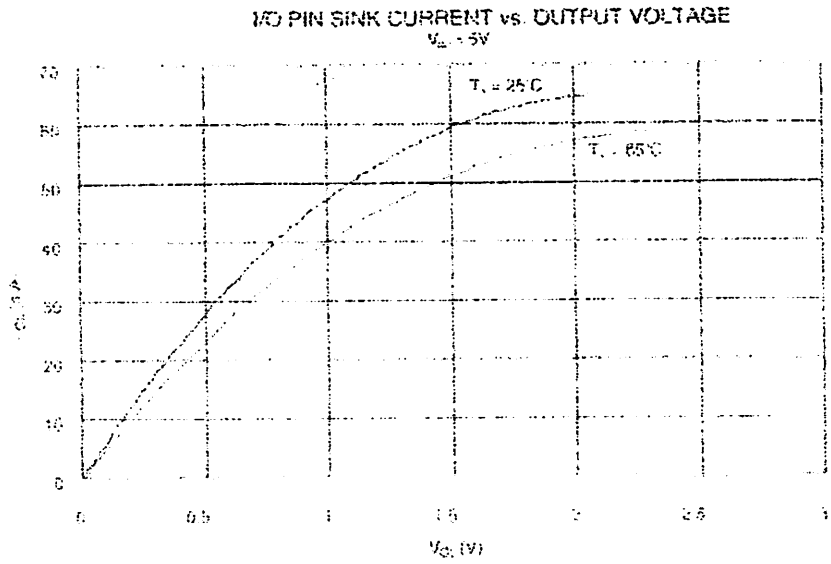


Figure 71. I/O Pin Source Current vs. Output Voltage

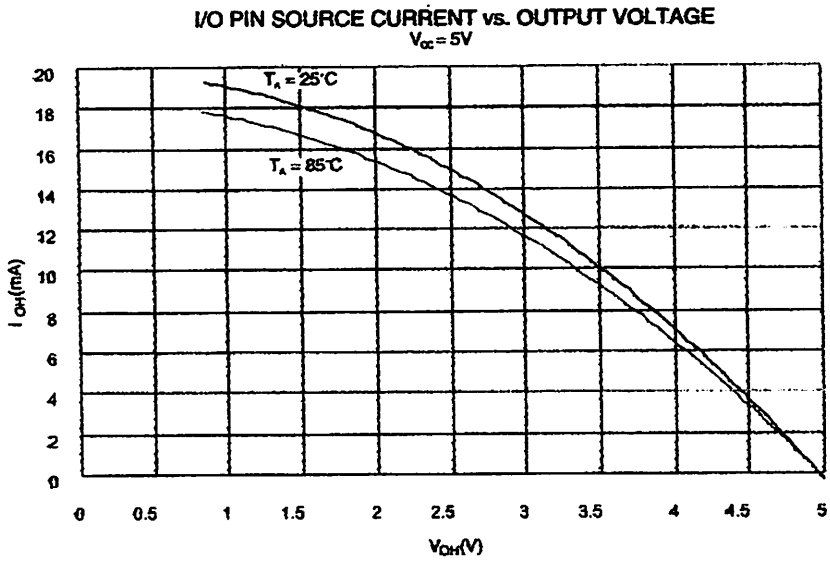


Figure 72. I/O Pin Sink Current vs. Output Voltage

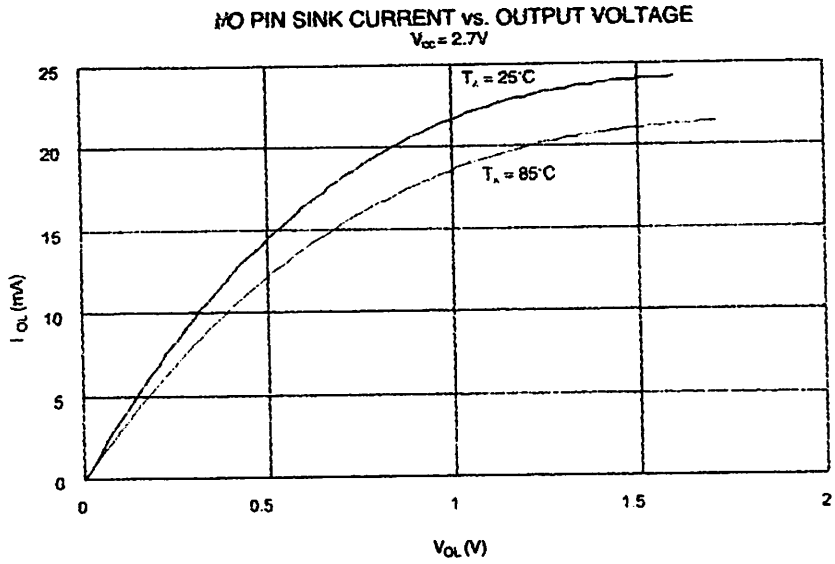


Figure 73. I/O Pin Source Current vs. Output Voltage

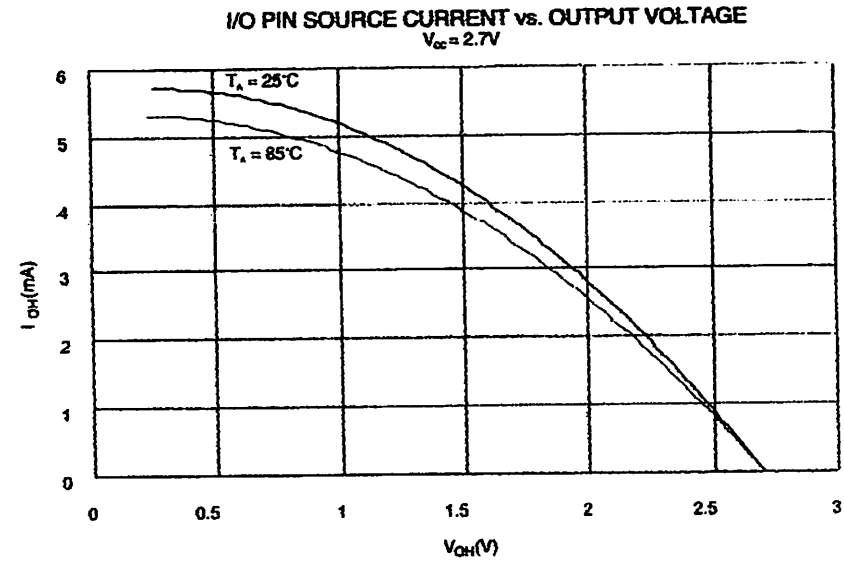


Figure 74. I/O Pin Input Threshold Voltage vs. V_{CC}

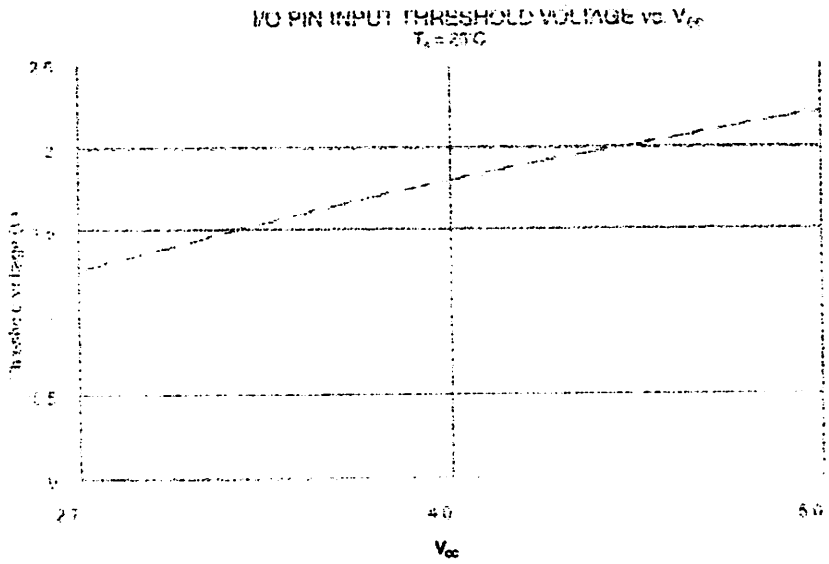
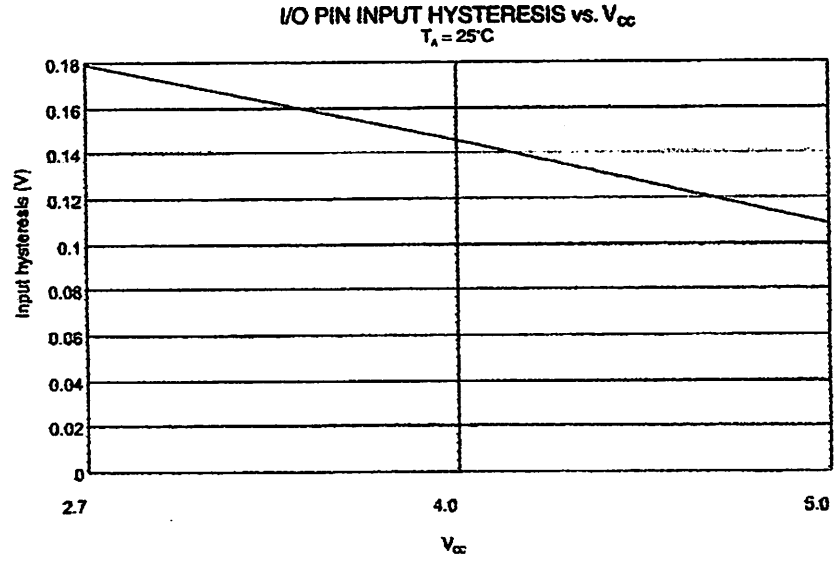


Figure 75. I/O Pin Input Hysteresis vs. V_{CC}



Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
$3F ($5F)	SREG	I	T	H	S	V	N	Z	C	page 16
$3E ($5E)	Reserved									
$3D ($5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	page 17
$3C ($5C)	Reserved									
$3B ($5B)	GIMSK	INT1	INT0	–	–	–	–	–	–	page 22
$3A ($5A)	GIFR	INTF1	INTF0							page 23
$39 ($59)	TIMSK	TOIE1	OCIE1A	–	–	TICIE1	–	TOIE0	–	page 23
$38 ($58)	TIFR	TOV1	OCF1A	–	–	ICF1	–	TOV0	–	page 24
$37 ($57)	Reserved									
$36 ($56)	Reserved									
$35 ($55)	MCUCR	–	–	SE	SM	ISC11	ISC10	ISC01	ISC00	page 25
$34 ($54)	Reserved									
$33 ($53)	TCCR0	–	–	–	–	–	CS02	CS01	CS00	page 29
$32 ($52)	TCNT0	Timer/Counter0 (8 Bits)								page 29
$31 ($51)	Reserved									
$30 ($50)	Reserved									
$2F ($4F)	TCCR1A	COM1A1	COM1A0	–	–	–	–	PWM11	PWM10	page 31
$2E ($4E)	TCCR1B	ICNC1	ICES1	–	–	CTC1	CS12	CS11	CS10	page 32
$2D ($4D)	TCNT1H	Timer/Counter1 – Counter Register High Byte								page 33
$2C ($4C)	TCNT1L	Timer/Counter1 – Counter Register Low Byte								page 33
$2B ($4B)	OCR1AH	Timer/Counter1 – Compare Register High Byte								page 34
$2A ($4A)	OCR1AL	Timer/Counter1 – Compare Register Low Byte								page 34
$29 ($49)	Reserved									
$28 ($48)	Reserved									
$27 ($47)	Reserved									
$26 ($46)	Reserved									
$25 ($45)	ICR1H	Timer/Counter1 – Input Capture Register High Byte								page 34
$24 ($44)	ICR1L	Timer/Counter1 – Input Capture Register Low Byte								page 34
$23 ($43)	Reserved									
$22 ($42)	Reserved									
$21 ($41)	WDTCR	–	–	–	WDTOE	WDE	WDP2	WDP1	WDP0	page 37
$20 ($40)	Reserved									
$1F ($3F)	Reserved									
$1E ($3E)	EEAR	–	EEPROM Address Register							page 39
$1D ($3D)	EEDR	EEPROM Data Register								page 39
$1C ($3C)	EECR	–	–	–	–	–	EEMWE	EEWE	EERE	page 40
$1B ($3B)	Reserved									
$1A ($3A)	Reserved									
$19 ($39)	Reserved									
$18 ($38)	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	page 50
$17 ($37)	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	page 50
$16 ($36)	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	page 50
$15 ($35)	Reserved									
$14 ($34)	Reserved									
$13 ($33)	Reserved									
$12 ($32)	PORTD	–	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	page 56
$11 ($31)	DDRD	–	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	page 56
$10 ($30)	PIND	–	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	page 56
...	Reserved									
$0C ($2C)	UDR	UART I/O Data Register								page 45
$0B ($2B)	USR	RXC	TXC	UDRE	FE	OR	–	–	–	page 45
$0A ($2A)	UCR	RXCIE	TXCIE	UDRIE	RXEN	TXEN	CHR9	RXB8	TXB8	page 46
$09 ($29)	UBRR	UART Baud Rate Register								page 48
$08 ($28)	ACSR	ACD	–	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	page 48
...	Reserved									
$00 ($20)	Reserved									

Notes:
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. Some of the Status Flags are cleared by writing a logical "1" to them. Note that the CBI and SBI instructions will operate on all bits in the I/O Register, writing a "1" back into any flag read as set, thus clearing the flag. The CBI and SBI instructions work with registers $00 to $1F only.

nstruction Set Summary

Mnemonic	Operands	Description	Operation	Flags	# Clocks
ARITHMETIC AND LOGIC INSTRUCTIONS					
ADD	Rd, Rr	Add Two Registers	Rd ← Rd + Rr	Z,C,N,V,H	1
ADC	Rd, Rr	Add with Carry Two Registers	Rd ← 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
SBIW	Rdl, K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
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
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 ← $FF - Rd	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← $00 - Rd	Z,C,N,V,H	1
SBR	Rd, K	Set Bit(s) in Register	Rd ← Rd v K	Z,N,V	1
CBR	Rd, K	Clear Bit(s) in Register	Rd ← Rd • ($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 ← Rd • Rd	Z,N,V	1
CLR	Rd	Clear Register	Rd ← Rd ⊕ Rd	Z,N,V	1
SER	Rd	Set Register	Rd ← $FF	None	1
BRANCH INSTRUCTIONS					
RJMP	k	Relative Jump	PC ← PC + k + 1	None	2
IJMP		Indirect Jump to (Z)	PC ← Z	None	2
RCALL	k	Relative Subroutine Call	PC ← PC + k + 1	None	3
ICALL		Indirect Call to (Z)	PC ← Z	None	3
RET		Subroutine Return	PC ← STACK	None	4
RETI		Interrupt Return	PC ← STACK	I	4
CPSE	Rd, Rr	Compare, Skip if Equal	if (Rd = Rr) PC ← PC + 2 or 3	None	1/2
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 ← PC + 2 or 3	None	1/2
SBRS	Rr, b	Skip if Bit in Register is Set	if (Rr(b) = 1) PC ← PC + 2 or 3	None	1/2
SBIC	P, b	Skip if Bit in I/O Register Cleared	if (P(b) = 0) PC ← PC + 2 or 3	None	1/2
SBIS	P, b	Skip if Bit in I/O Register is Set	if (P(b) = 1) PC ← PC + 2 or 3	None	1/2
BRBS	s, k	Branch if Status Flag Set	if (SREG(s) = 1) then PC ← PC + k + 1	None	1/2
BRBC	s, k	Branch if Status Flag Cleared	if (SREG(s) = 0) then PC ← PC + k + 1	None	1/2
BREQ	k	Branch if Equal	if (Z = 1) then PC ← PC + k + 1	None	1/2
BRNE	k	Branch if Not Equal	if (Z = 0) then PC ← PC + k + 1	None	1/2
BRCS	k	Branch if Carry Set	if (C = 1) then PC ← PC + k + 1	None	1/2
BRCC	k	Branch if Carry Cleared	if (C = 0) then PC ← PC + k + 1	None	1/2
BRSH	k	Branch if Same or Higher	if (C = 0) then PC ← PC + k + 1	None	1/2
BRLO	k	Branch if Lower	if (C = 1) then PC ← PC + k + 1	None	1/2
BRMI	k	Branch if Minus	if (N = 1) then PC ← PC + k + 1	None	1/2
BRPL	k	Branch if Plus	if (N = 0) then PC ← PC + k + 1	None	1/2
BRGE	k	Branch if Greater or Equal, Signed	if (N ⊕ V = 0) then PC ← PC + k + 1	None	1/2
BRLT	k	Branch if Less than Zero, Signed	if (N ⊕ V = 1) then PC ← PC + k + 1	None	1/2
BRHS	k	Branch if Half-carry Flag Set	if (H = 1) then PC ← PC + k + 1	None	1/2
BRHC	k	Branch if Half-carry Flag Cleared	if (H = 0) then PC ← PC + k + 1	None	1/2
BRTS	k	Branch if T-Flag Set	if (T = 1) then PC ← PC + k + 1	None	1/2
BRTC	k	Branch if T-Flag Cleared	if (T = 0) then PC ← PC + k + 1	None	1/2
BRVS	k	Branch if Overflow Flag is Set	if (V = 1) then PC ← PC + k + 1	None	1/2
BRVC	k	Branch if Overflow Flag is Cleared	if (V = 0) then PC ← PC + k + 1	None	1/2
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

nstruction Set Summary (Continued)

Mnemonic	Operands	Description	Operation	Flags	# Clocks
DATA TRANSFER INSTRUCTIONS					
MOV	Rd, Rr	Move between Registers	Rd ← Rr	None	1
LDI	Rd, K	Load Immediate	Rd ← K	None	1
LD	Rd, X	Load Indirect	Rd ← (X)	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	Rd ← (X), X ← X + 1	None	2
LD	Rd, -X	Load Indirect and Pre-Dec.	X ← X - 1, Rd ← (X)	None	2
LD	Rd, Y	Load Indirect	Rd ← (Y)	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	Rd ← (Y), Y ← Y + 1	None	2
LD	Rd, -Y	Load Indirect and Pre-Dec.	Y ← Y - 1, Rd ← (Y)	None	2
LDD	Rd, Y+q	Load Indirect with Displacement	Rd ← (Y + q)	None	2
LD	Rd, Z	Load Indirect	Rd ← (Z)	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	Rd ← (Z), Z ← Z+1	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	Z ← Z - 1, Rd ← (Z)	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	Rd ← (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) ← Rr, X ← X + 1	None	2
ST	-X, Rr	Store Indirect and Pre-Dec.	X ← X - 1, (X) ← Rr	None	2
ST	Y, Rr	Store Indirect	(Y) ← Rr	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	(Y) ← Rr, Y ← Y + 1	None	2
ST	-Y, Rr	Store Indirect and Pre-Dec.	Y ← Y - 1, (Y) ← Rr	None	2
STD	Y+q, Rr	Store Indirect with Displacement	(Y + q) ← Rr	None	2
ST	Z, Rr	Store Indirect	(Z) ← Rr	None	2
ST	Z+, Rr	Store Indirect and Post-Inc.	(Z) ← Rr, Z ← Z + 1	None	2
ST	-Z, Rr	Store Indirect and Pre-Dec.	Z ← Z - 1, (Z) ← 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		Load Program Memory	R0 ← (Z)	None	3
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) ← 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) ← Rd(n), Rd(0) ← 0	Z,C,N,V	1
LSR	Rd	Logical Shift Right	Rd(n) ← Rd(n+1), Rd(7) ← 0	Z,C,N,V	1
ROL	Rd	Rotate Left through Carry	Rd(0) ← C, Rd(n+1) ← Rd(n), C ← Rd(7)	Z,C,N,V	1
ROR	Rd	Rotate Right through Carry	Rd(7) ← C, Rd(n) ← Rd(n+1), C ← Rd(0)	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	Rd(n) ← Rd(n+1), n = 0..6	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	Rd(3..0) ← Rd(7..4), Rd(7..4) ← Rd(3..0)	None	1
BSET	s	Flag Set	SREG(s) ← 1	SREG(s)	1
BCLR	s	Flag Clear	SREG(s) ← 0	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	T ← Rr(b)	T	1
BLD	Rd, b	Bit Load from T to Register	Rd(b) ← T	None	1
SEC		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	I	1
CLI		Global Interrupt Disable	I ← 0	I	1
SES		Set Signed Test Flag	S ← 1	S	1
CLS		Clear Signed Test Flag	S ← 0	S	1
SEV		Set Two's Complement Overflow	V ← 1	V	1
CLV		Clear Two's Complement Overflow	V ← 0	V	1
SET		Set T in SREG	T ← 1	T	1
CLT		Clear T in SREG	T ← 0	T	1
SEH		Set Half-carry Flag in SREG	H ← 1	H	1
CLH		Clear Half-carry Flag in SREG	H ← 0	H	1
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

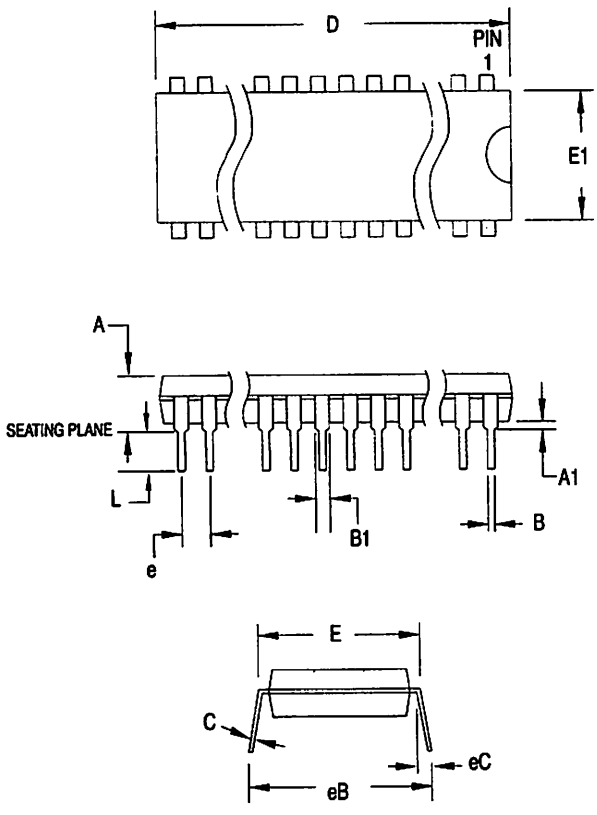
rdering Information

Speed (MHz)	Power Supply	Ordering Code	Package	Operation Range
4	2.7 - 6.0V	AT90S2313-4PC AT90S2313-4SC	20P3 20S	Commercial (0°C to 70°C)
		AT90S2313-4PI AT90S2313-4SI	20P3 20S	Industrial (-40°C to 85°C)
10	4.0 - 6.0V	AT90S2313-10PC AT90S2313-10SC	20P3 20S	Commercial (0°C to 70°C)
		AT90S2313-10PI AT90S2313-10SI	20P3 20S	Industrial (-40°C to 85°C)

	Package Type
20P3	20-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)
20S	20-lead, 0.300" Wide, Plastic Gull Wing Small Outline (SOIC)

Packaging Information

20P3



COMMON DIMENSIONS
(Unit of Measure = mm)

SYMBOL	MIN	NOM	MAX	NOTE
A	–	–	5.334	
A1	0.381	–	–	
D	25.984	–	25.493	Note 2
E	7.620	–	8.255	
E1	6.096	–	7.112	Note 2
B	0.356	–	0.559	
B1	1.270	–	1.551	
L	2.921	–	3.810	
C	0.203	–	0.356	
eB	–	–	10.922	
eC	0.000	–	1.524	
e	2.540 TYP			

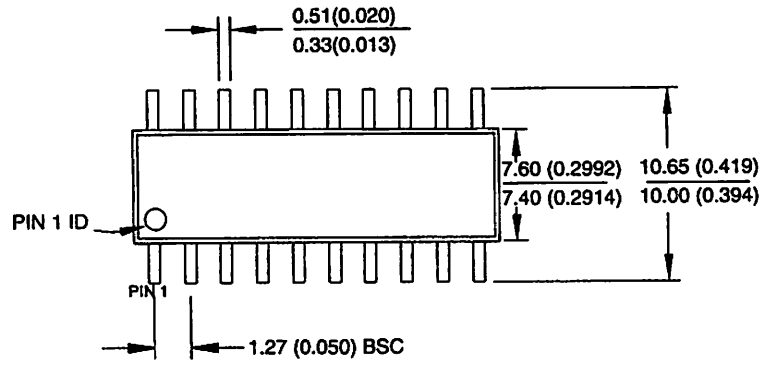
Notes: 1. This package conforms to JEDEC reference MS-001, Variation AD.
2. Dimensions D and E1 do not include mold Flash or Protrusion. Mold Flash or Protrusion shall not exceed 0.25 mm (0.010").

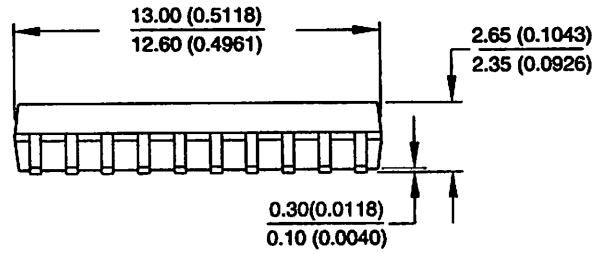
09/28/01

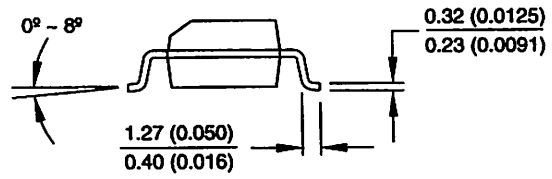
	TITLE	DRAWING NO.	REV.
2325 Orchard Parkway San Jose, CA 95131	20P3, 20-lead (0.300"/7.62 mm Wide) Plastic Dual Inline Package (PDIP)	20P3	B

20S

20S, 20-lead, Plastic Gull Wing Small
Outline (SOIC), 0.300" body.
Dimensions in Millineters and (Inches)*
JEDEC STANDARD MS-013







*Controlling dimension: Inches

REV. A 04/11/2001

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National Semiconductor

December 1994

LM124/LM224/LM324/LM2902
Low Power Quad Operational Amplifiers

General Description

The LM124 series consists of four independent, high gain, internally frequency compensated operational amplifiers which were designed specifically to operate from a single power supply over a wide range of voltages. Operation from split power supplies is also possible and the low power supply current drain is independent of the magnitude of the power supply voltage.

Application areas include transducer amplifiers, DC gain blocks and all the conventional op amp circuits which now can be more easily implemented in single power supply systems. For example, the LM124 series can be directly operated off of the standard +5V power supply voltage which is used in digital systems and will easily provide the required interface electronics without requiring the additional ±15V power supplies.

Unique Characteristics

- In the linear mode the input common-mode voltage range includes ground and the output voltage can also swing to ground, even though operated from only a single power supply voltage
- The unity gain cross frequency is temperature compensated
- The input bias current is also temperature compensated

Advantages

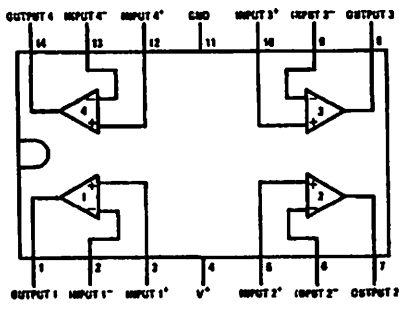
- Eliminates need for dual supplies
- Four internally compensated op amps in a single package
- Allows directly sensing near GND and V_{OUT} also goes to GND
- Compatible with all forms of logic
- Power drain suitable for battery operation

Features

- Internally frequency compensated for unity gain
- Large DC voltage gain 100 dB
- Wide bandwidth (unity gain) 1 MHz
  (temperature compensated)
- Wide power supply range:
  Single supply 3V to 32V
  or dual supplies ±1.5V to ±16V
- Very low supply current drain (700 μA)—essentially independent of supply voltage
- Low input biasing current 45 nA
  (temperature compensated)
- Low input offset voltage 2 mV
  and offset current 5 nA
- Input common-mode voltage range includes ground
- Differential input voltage range equal to the power supply voltage
- Large output voltage swing 0V to V+ − 1.5V

Connection Diagram

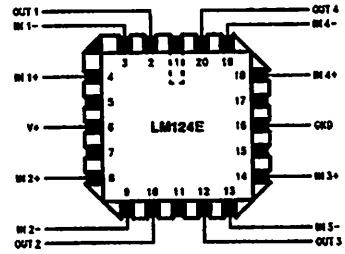
Dual-In-Line Package



TL/H/9299–1

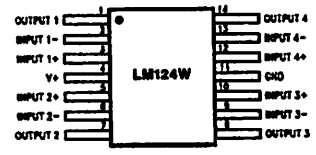
Top View

Order Number LM124J, LM124AJ, LM124J/883, LM124AJ/883*, LM224J, LM224AJ, LM324J, LM324M, LM324AM, LM2902M, LM324N, LM324AN or LM2902N**
See NS Package Number J14A, M14A or N14A



TL/H/9299–32

Order Number LM124AE/883 or LM124E/883
See NS Package Number E20A



TL/H/9299–33

Order Number LM124AW/883 or LM124W/883
See NS Package Number W14B

*LM124A available per JM38510/11006
**LM124 available per JM38510/11005

RRD-B30M115/Printed in U. S. A.

Absolute Maximum Ratings

If Military/Aerospace specified devices are required, please contact the National Semiconductor Sales Office/Distributors for availability and specifications.

(Note 9)

	LM124/LM224/LM324 LM124A/LM224A/LM324A	LM2902
Supply Voltage, V^+	32V	26V
Differential Input Voltage	32V	26V
Input Voltage	−0.3V to +32V	−0.3V to +26V
Input Current (V_{IN} < −0.3V) (Note 3)	50 mA	50 mA
Power Dissipation (Note 1)		
Molded DIP	1130 mW	1130 mW
Cavity DIP	1260 mW	1260 mW
Small Outline Package	800 mW	800 mW
Output Short-Circuit to GND (One Amplifier) (Note 2) $V^+ \leq 15V$ and $T_A = 25°C$	Continuous	Continuous
Operating Temperature Range		−40°C to +85°C
LM324/LM324A	0°C to +70°C	
LM224/LM224A	−25°C to +85°C	
LM124/LM124A	−55°C to +125°C	

	LM124/LM224/LM324 LM124A/LM224A/LM324A	LM2902
Storage Temperature Range	−65°C to +150°C	−65°C to +150°C
Lead Temperature (Soldering, 10 seconds)	260°C	260°C
Soldering Information		
Dual-In-Line Package		
Soldering (10 seconds)	260°C	260°C
Small Outline Package		
Vapor Phase (60 seconds)	215°C	215°C
Infrared (15 seconds)	220°C	220°C

See AN-450 "Surface Mounting Methods and Their Effect on Product Reliability" for other methods of soldering surface mount devices.

ESD Tolerance (Note 10)	250V	250V

Electrical Characteristics $V^+ = +5.0V$, (Note 4), unless otherwise stated

Parameter	Conditions	LM124A			LM224A			LM324A			LM124/LM224			LM324			LM2902			Units
		Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
Input Offset Voltage	(Note 5) $T_A = 25°C$		1	2		1	3		2	3		2	5		2	7		2	7	mV
Input Bias Current (Note 6)	$I_{IN(+)}$ or $I_{IN(-)}$, $V_{CM} = 0V$, $T_A = 25°C$		20	50		40	80		45	100		45	150		45	250		45	250	nA
Input Offset Current	$I_{IN(+)} - I_{IN(-)}$, $V_{CM} = 0V$, $T_A = 25°C$		2	10		2	15		5	30		3	30		5	50		5	50	nA
Input Common-Mode Voltage Range (Note 7)	$V^+ = 30V$, (LM2902, $V^+ = 26V$), $T_A = 25°C$	0		$V^+ - 1.5$	0		$V^+ - 1.5$	0		$V^+ - 1.5$	0		$V^+ - 1.5$	0		$V^+ - 1.5$	0		$V^+ - 1.5$	V
Supply Current	Over Full Temperature Range $R_L = \infty$ On All Op Amps																			mA
	$V^+ = 30V$ (LM2902 $V^+ = 26V$)		1.5	3		1.5	3		1.5	3		1.5	3		1.5	3		1.5	3	
	$V^+ = 5V$		0.7	1.2		0.7	1.2		0.7	1.2		0.7	1.2		0.7	1.2		0.7	1.2	
Large Signal Voltage Gain	$V^+ = 15V$, $R_L \geq 2 k\Omega$, ($V_O = 1V$ to $11V$), $T_A = 25°C$	50	100		50	100		25	100		50	100		25	100		25	100		V/mV
Common-Mode Rejection Ratio	DC, $V_{CM} = 0V$ to $V^+ - 1.5V$, $T_A = 25°C$	70	85		70	85		65	85		70	85		65	85		50	70		dB
Power Supply Rejection Ratio	$V^+ = 5V$ to $30V$ (LM2902, $V^+ = 5V$ to $26V$), $T_A = 25°C$	65	100		65	100		65	100		65	100		65	100		50	100		dB

Electrical Characteristics $V^+ = +5.0V$ (Note 4) unless otherwise stated (Continued)

Parameter		Conditions		LM124A			LM224A			LM324A			LM124/LM224			LM324			LM2902			Units
				Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
Amplifier-to-Amplifier Coupling (Note 8)		$f = 1$ kHz to 20 kHz, $T_A = 25°C$ (Input Referred)			−120			−120			−120			−120			−120			−120		dB
Output Current	Source	$V_{IN}^+ = 1V$, $V_{IN}^- = 0V$, $V^+ = 15V$, $V_O = 2V$, $T_A = 25°C$		20	40		20	40		20	40		20	40		20	40		20	40		mA
	Sink	$V_{IN}^- = 1V$, $V_{IN}^+ = 0V$, $V^+ = 15V$, $V_O = 2V$, $T_A = 25°C$		10	20		10	20		10	20		10	20		10	20		10	20		mA
		$V_{IN}^- = 1V$, $V_{IN}^+ = 0V$, $V^+ = 15V$, $V_O = 200$ mV, $T_A = 25°C$		12	50		12	50		12	50		12	50		12	50		12	50		µA
Short Circuit to Ground		(Note 2) $V^+ = 15V$, $T_A = 25°C$			40	60		40	60		40	60		40	60		40	60		40	60	mA
Input Offset Voltage		(Note 5)				4			4			5			7			9			10	mV
Input Offset Voltage Drift		$R_S = 0\Omega$			7	20		7	20		7	30		7			7			7		µV/°C
Input Offset Current		$I_{IN(+)} - I_{IN(-)}$, $V_{CM} = 0V$				30			30			75			100			150		45	200	nA
Input Offset Current Drift		$R_S = 0\Omega$			10	200		10	200		10	300		10			10			10		pA/°C
Input Bias Current		$I_{IN(+)}$ or $I_{IN(-)}$			40	100		40	100		40	200		40	300		40	500		40	500	nA
Input Common-Mode Voltage Range (Note 7)		$V^+ = +30V$ (LM2902, $V^+ = 26V$)		0		$V^+ - 2$	0		$V^+ - 2$	0		$V^+ - 2$	0		$V^+ - 2$	0		$V^+ - 2$	0		$V^+ - 2$	V
Large Signal Voltage Gain		$V^+ = +15V$ (V_O Swing = 1V to 11V) $R_L \geq 2$ kΩ		25			25			15			25			15			15			V/mV
Output Voltage Swing	V_{OH}	$V^+ = 30V$ (LM2902, $V^+ = 26V$)	$R_L = 2$ kΩ	26			26			26			26			26			22			V
			$R_L = 10$ kΩ	27	28		27	28		27	28		27	28		27	28		23	24		
	V_{OL}	$V^+ = 5V$, $R_L = 10$ kΩ			5	20		5	20		5	20		5	20		5	20		5	100	mV

Electrical Characteristics $V^+ = +5.0V$ (Note 4) unless otherwise stated (Continued)

Parameter		Conditions		LM124A			LM224A			LM324A			LM124/LM224			LM324			LM2902			Units
				Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	Min	Typ	Max	
Output Current	Source	$V_O = 2V$	$V_{IN}^+ = +1V$, $V_{IN}^- = 0V$, $V^+ = 15V$	10	20		10	20		10	20		10	20		10	20		10	20		mA
	Sink		$V_{IN}^- = +1V$, $V_{IN}^+ = 0V$, $V^+ = 15V$	10	15		5	8		5	8		5	8		5	8		5	8		

Note 1: For operating at high temperatures, the LM324/LM324A/LM2902 must be derated based on a +125°C maximum junction temperature and a thermal resistance of 88°C/W which applies for the device soldered in a printed circuit board, operating in a still air ambient. The LM224/LM224A and LM124/LM124A can be derated based on a +150°C maximum junction temperature. The dissipation is the total of all four amplifiers—use external resistors, where possible, to allow the amplifier to saturate or to reduce the power which is dissipated in the integrated circuit.

Note 2: Short circuits from the output to V^+ can cause excessive heating and eventual destruction. When considering short circuits to ground, the maximum output current is approximately 40 mA independent of the magnitude of V^+. At values of supply voltage in excess of +15V, continuous short-circuits can exceed the power dissipation ratings and cause eventual destruction. Destructive dissipation can result from simultaneous shorts on all amplifiers.

Note 3: This input current will only exist when the voltage at any of the input leads is driven negative. It is due to the collector-base junction of the input PNP transistors becoming forward biased and thereby acting as input diode clamps. In addition to this diode action, there is also lateral NPN parasitic transistor action on the IC chip. This transistor action can cause the output voltages of the op amps to go to the V^+ voltage level (or to ground for a large overdrive) for the time duration that an input is driven negative. This is not destructive and normal output states will re-establish when the input voltage, which was negative, again returns to a value greater than −0.3V (at 25°C).

Note 4: These specifications are limited to $-55°C \le T_A \le +125°C$ for the LM124/LM124A. With the LM224/LM224A, all temperature specifications are limited to $-25°C \le T_A \le +85°C$, the LM324/LM324A temperature specifications are limited to $0°C \le T_A \le +70°C$, and the LM2902 specifications are limited to $-40°C \le T_A \le +85°C$.

Note 5: $V_O = 1.4V$, $R_S = 0\Omega$ with V^+ from 5V to 30V; and over the full input common-mode range (0V to $V^+ - 1.5V$) for LM2902, V^+ from 5V to 26V.

Note 6: The direction of the input current is out of the IC due to the PNP input stage. This current is essentially constant, independent of the state of the output so no loading change exists on the input lines.

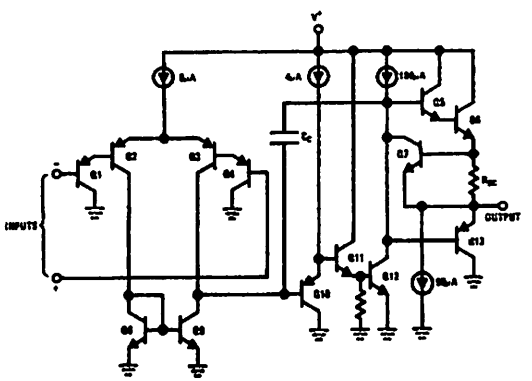
Note 7: The input common-mode voltage of either input signal voltage should not be allowed to go negative by more than 0.3V (at 25°C). The upper end of the common-mode voltage range is $V^+ - 1.5V$ (at 25°C), but either or both inputs can go to +32V without damage (+26V for LM2902), independent of the magnitude of V^+.

Note 8: Due to proximity of external components, insure that coupling is not originating via stray capacitance between these external parts. This typically can be detected as this type of capacitance increases at higher frequencies.

Note 9: Refer to RETS124AX for LM124A military specifications and refer to RETS124X for LM124 military specifications.

Note 10: Human body model, 1.5 kΩ in series with 100 pF.

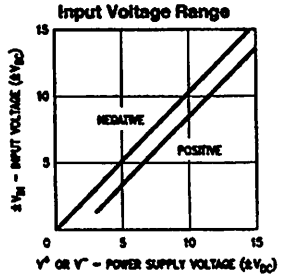
Schematic Diagram (Each Amplifier)



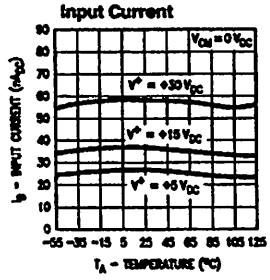
TL/H/9299–2

Typical Performance Characteristics

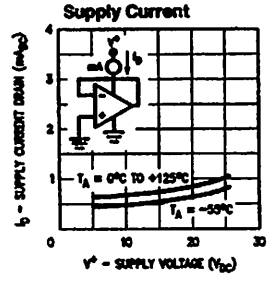
Input Voltage Range



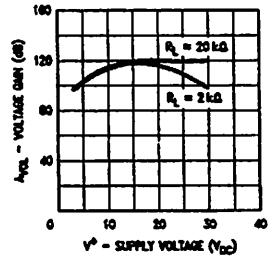
Input Current



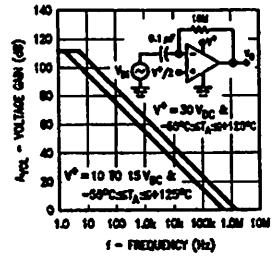
Supply Current



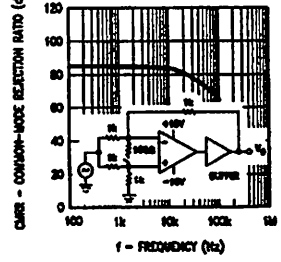
Voltage Gain



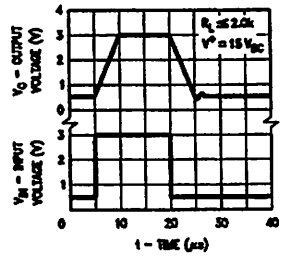
Open Loop Frequency Response



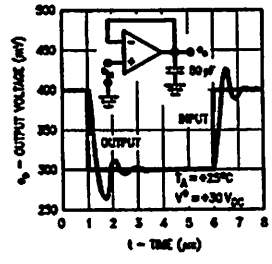
Common Mode Rejection Ratio



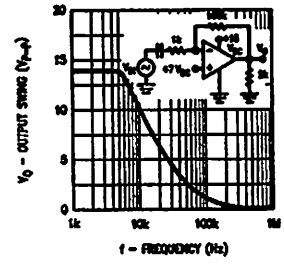
Voltage Follower Pulse Response



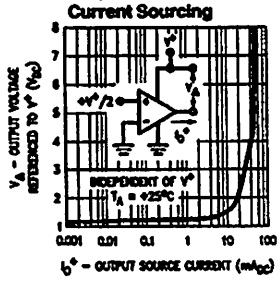
Voltage Follower Pulse Response (Small Signal)



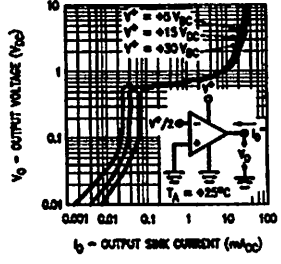
Large Signal Frequency Response



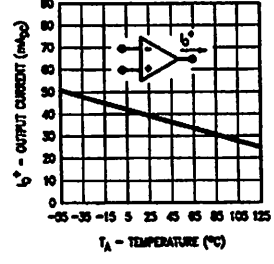
Output Characteristics Current Sourcing



Output Characteristics Current Sinking

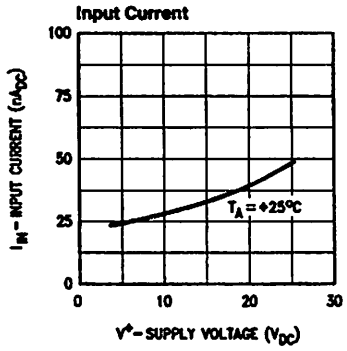


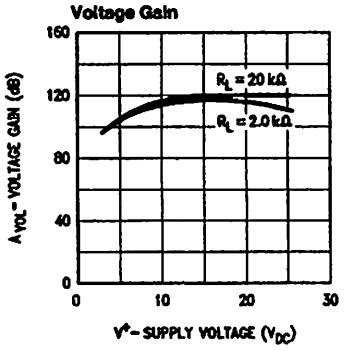
Current Limiting



TL/H/9299–3

Typical Performance Characteristics (LM2902 only)





TL/H/9299–4

Application Hints

The LM124 series are op amps which operate with only a single power supply voltage, have true-differential inputs, and remain in the linear mode with an input common-mode voltage of 0 V_{DC}. These amplifiers operate over a wide range of power supply voltage with little change in performance characteristics. At 25°C amplifier operation is possible down to a minimum supply voltage of 2.3 V_{DC}.

The pinouts of the package have been designed to simplify PC board layouts. Inverting inputs are adjacent to outputs for all of the amplifiers and the outputs have also been placed at the corners of the package (pins 1, 7, 8, and 14).

Precautions should be taken to insure that the power supply for the integrated circuit never becomes reversed in polarity or that the unit is not inadvertently installed backwards in a test socket as an unlimited current surge through the resulting forward diode within the IC could cause fusing of the internal conductors and result in a destroyed unit.

Large differential input voltages can be easily accommodated and, as input differential voltage protection diodes are not needed, no large input currents result from large differential input voltages. The differential input voltage may be larger than V^+ without damaging the device. Protection should be provided to prevent the input voltages from going negative more than −0.3 V_{DC} (at 25°C). An input clamp diode with a resistor to the IC input terminal can be used.

To reduce the power supply drain, the amplifiers have a class A output stage for small signal levels which converts to class B in a large signal mode. This allows the amplifiers to both source and sink large output currents. Therefore both NPN and PNP external current boost transistors can be used to extend the power capability of the basic amplifiers. The output voltage needs to raise approximately 1 diode drop above ground to bias the on-chip vertical PNP transistor for output current sinking applications.

For ac applications, where the load is capacitively coupled to the output of the amplifier, a resistor should be used, from the output of the amplifier to ground to increase the class A bias current and prevent crossover distortion.

Where the load is directly coupled, as in dc applications, there is no crossover distortion.

Capacitive loads which are applied directly to the output of the amplifier reduce the loop stability margin. Values of 50 pF can be accommodated using the worst-case non-inverting unity gain connection. Large closed loop gains or resistive isolation should be used if larger load capacitance must be driven by the amplifier.

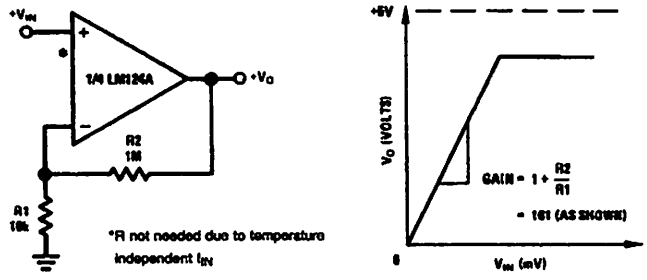
The bias network of the LM124 establishes a drain current which is independent of the magnitude of the power supply voltage over the range of from 3 V_{DC} to 30 V_{DC}.

Output short circuits either to ground or to the positive power supply should be of short time duration. Units can be destroyed, not as a result of the short circuit current causing metal fusing, but rather due to the large increase in IC chip dissipation which will cause eventual failure due to excessive junction temperatures. Putting direct short-circuits on more than one amplifier at a time will increase the total IC power dissipation to destructive levels, if not properly protected with external dissipation limiting resistors in series with the output leads of the amplifiers. The larger value of output source current which is available at 25°C provides a larger output current capability at elevated temperatures (see typical performance characteristics) than a standard IC op amp.

The circuits presented in the section on typical applications emphasize operation on only a single power supply voltage. If complementary power supplies are available, all of the standard op amp circuits can be used. In general, introducing a pseudo-ground (a bias voltage reference of $V^+/2$) will allow operation above and below this value in single power supply systems. Many application circuits are shown which take advantage of the wide input common-mode voltage range which includes ground. In most cases, input biasing is not required and input voltages which range to ground can easily be accommodated.

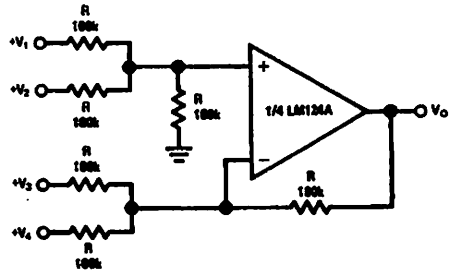
Typical Single-Supply Applications (V^+ = 5.0 V_{DC})

Non-Inverting DC Gain (0V Input = 0V Output)



TL/H/9299–5

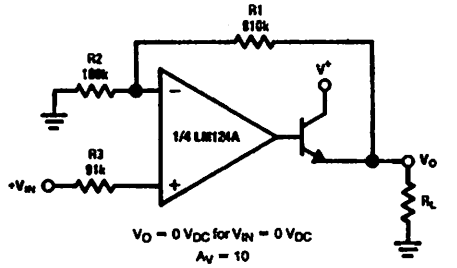
DC Summing Amplifier
(V_{IN}'S ≥ 0 V_{DC} and V_O ≥ V_{DC})



TL/H/9299–6

Where: $V_O = V_1 + V_2 - V_3 - V_4$
$(V_1 + V_2) \geq (V_3 + V_4)$ to keep $V_O > 0\ V_{DC}$

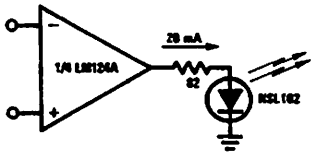
Power Amplifier



V_O = 0 V_{DC} for V_{IN} = 0 V_{DC}
A_V = 10

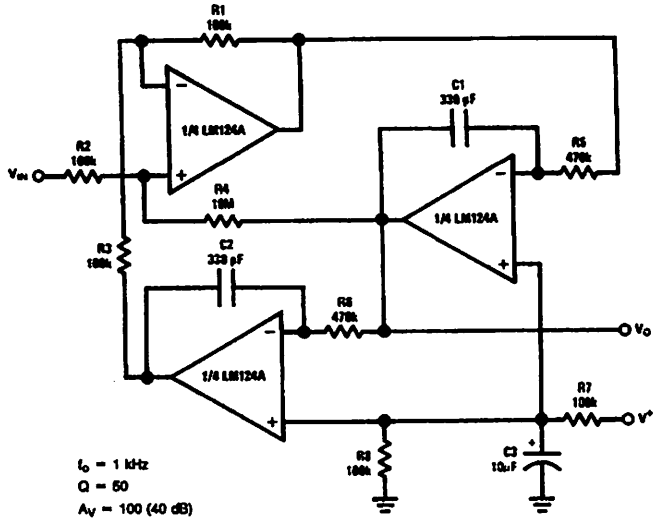
TL/H/9299–7

LED Driver



TL/H/9299–8

"BI-QUAD" RC Active Bandpass Filter

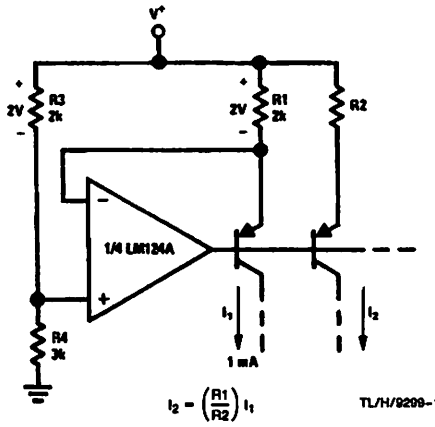


f_o = 1 kHz
Q = 50
A_V = 100 (40 dB)

TL/H/9299–9

Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

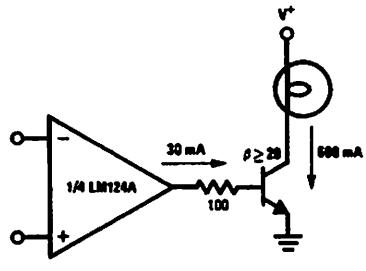
Fixed Current Sources



$I_2 = \left(\frac{R1}{R2}\right) I_1$

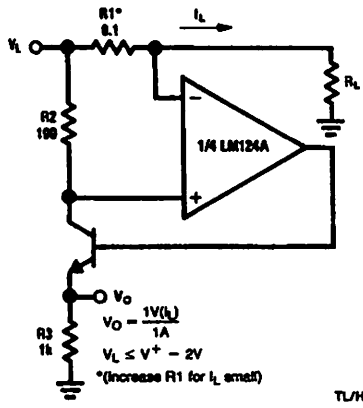
TL/H/9299–10

Lamp Driver



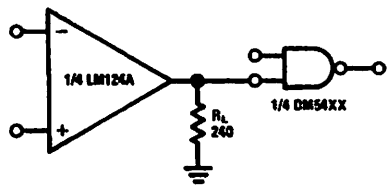
TL/H/9299–11

Current Monitor



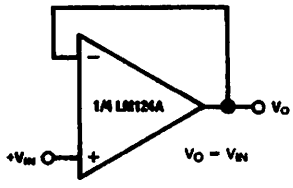
TL/H/9299–12

Driving TTL



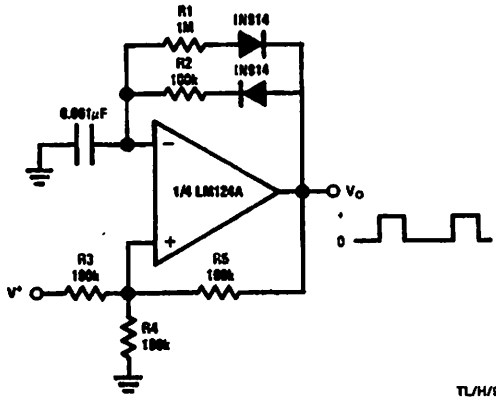
TL/H/9299–13

Voltage Follower



TL/H/9299–14

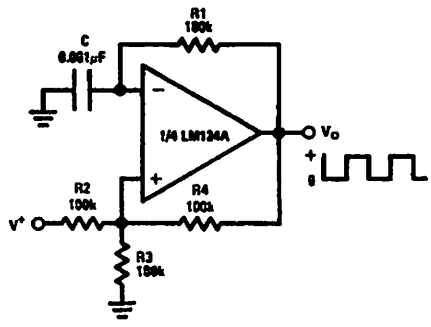
Pulse Generator



TL/H/9299–15

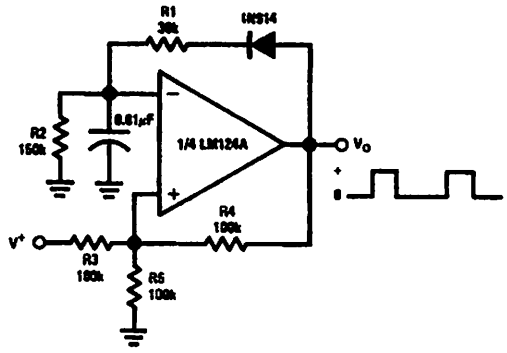
Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

Squarewave Oscillator



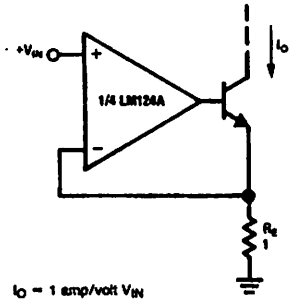
TL/H/9299–16

Pulse Generator



TL/H/9299–17

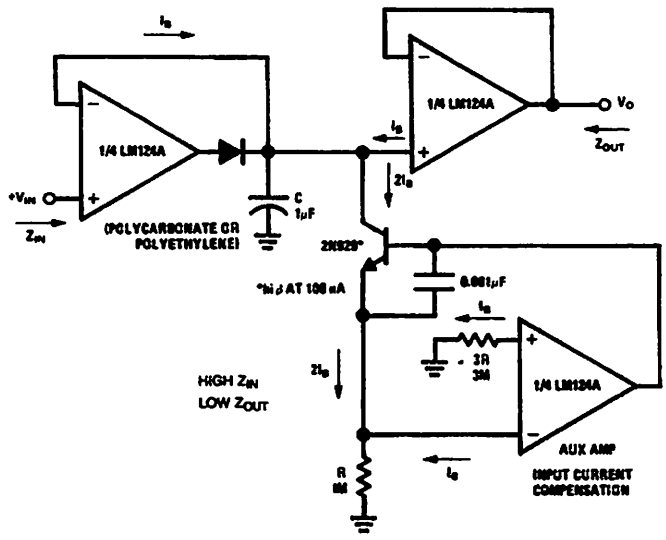
High Compliance Current Sink



I_O = 1 amp/volt V_{IN}
(Increase R_E for I_O small)

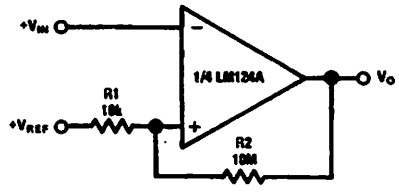
TL/H/9299–18

Low Drift Peak Detector



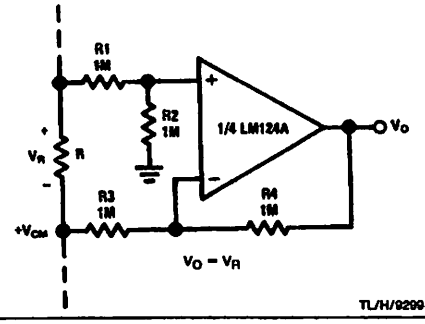
TL/H/9299–19

Comparator with Hysteresis



TL/H/9299–20

Ground Referencing a Differential Input Signal

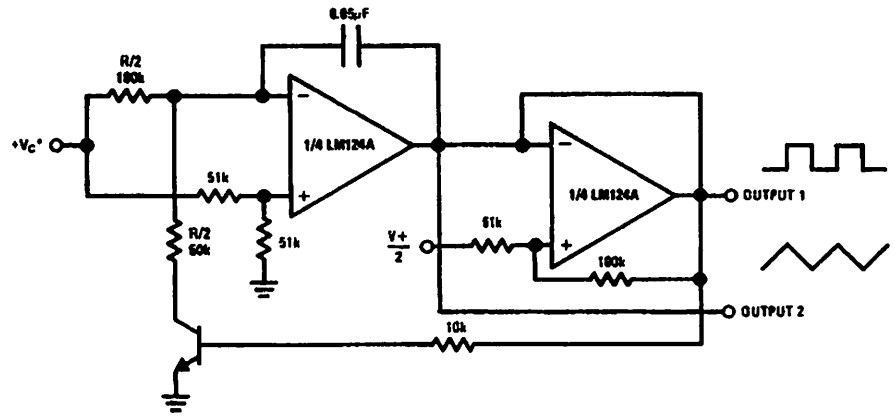


$V_O = V_R$

TL/H/9299–21

Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

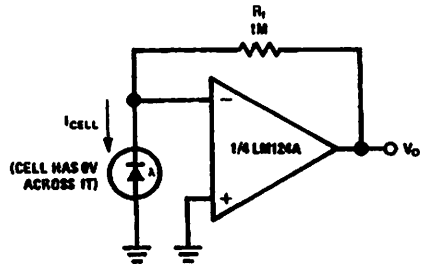
Voltage Controlled Oscillator Circuit



TL/H/9299–22

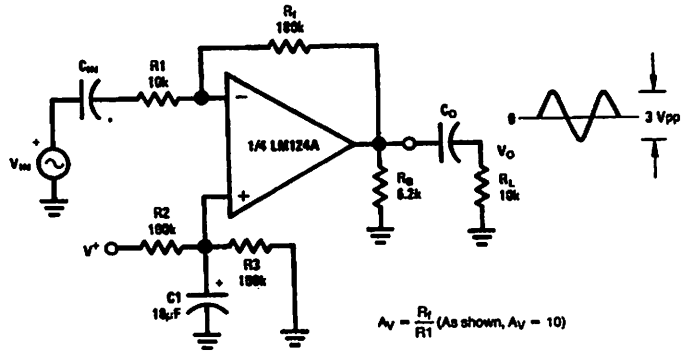
*Wide control voltage range: 0 $V_{DC} \leq V_C \leq 2\,(V^+ - 1.5\,V_{DC})$

Photo Voltaic-Cell Amplifier



TL/H/9299–23

AC Coupled Inverting Amplifier

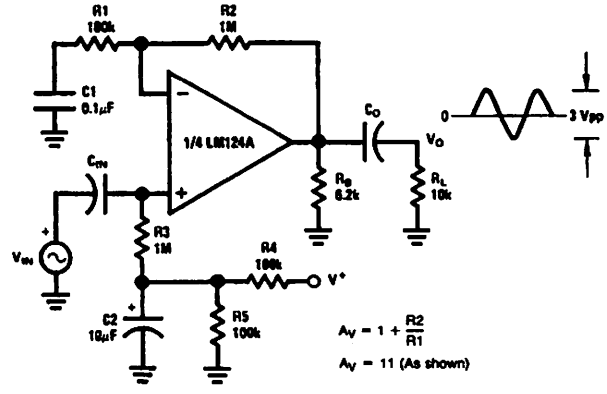


$A_V = \frac{R_f}{R1}$ (As shown, A_V = 10)

TL/H/9299–24

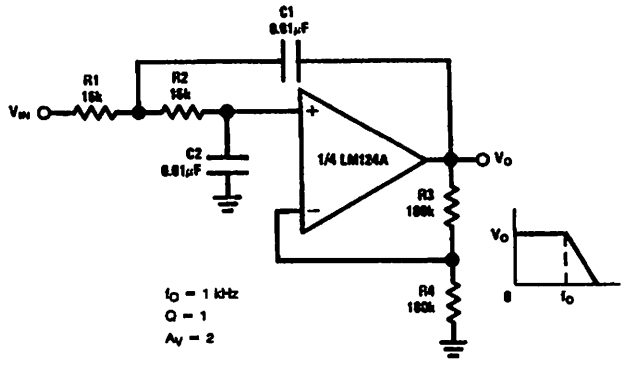
Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

AC Coupled Non-Inverting Amplifier



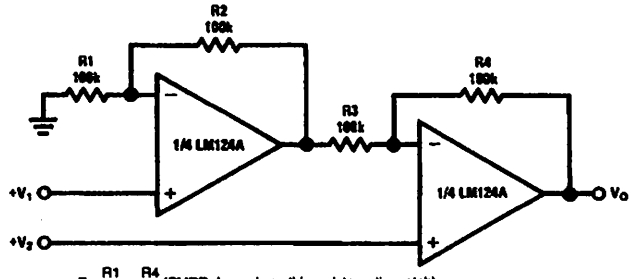
TL/H/9299–25

DC Coupled Low-Pass RC Active Filter



TL/H/9299–26

High Input Z, DC Differential Amplifier



TL/H/9299–27

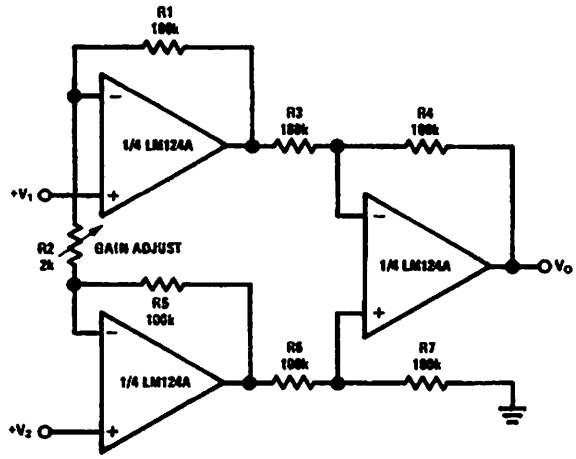
For $\frac{R1}{R2} = \frac{R4}{R3}$ (CMRR depends on this resistor ratio match)

$V_O = 1 + \frac{R4}{R3}(V_2 - V_1)$

As shown: $V_O = 2(V_2 - V_1)$

Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

High Input Z Adjustable-Gain DC Instrumentation Amplifier



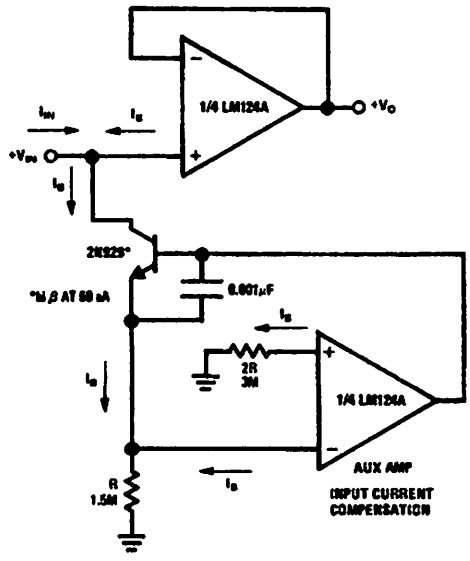
If R1 = R5 & R3 = R4 = R6 = R7 (CMRR depends on match)

TL/H/9299–28

$$V_O = 1 + \frac{2R1}{R2}(V_2 - V_1)$$

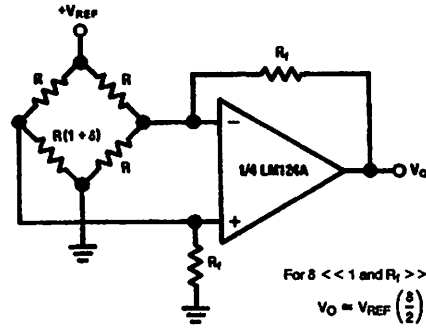
As shown $V_O = 101\,(V_2 - V_1)$

Using Symmetrical Amplifiers to Reduce Input Current (General Concept)



TL/H/9299–29

Bridge Current Amplifier



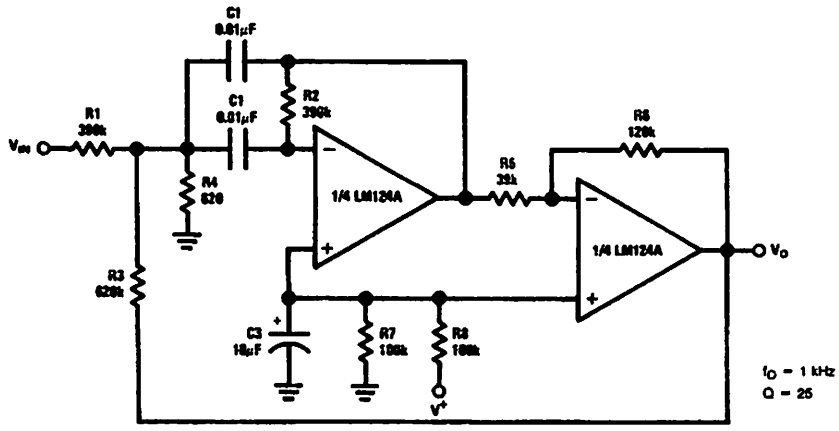
For $\delta << 1$ and $R_f >> R$

$$V_O \approx V_{REF}\left(\frac{\delta}{2}\right)\frac{R_f}{R}$$

TL/H/9299–30

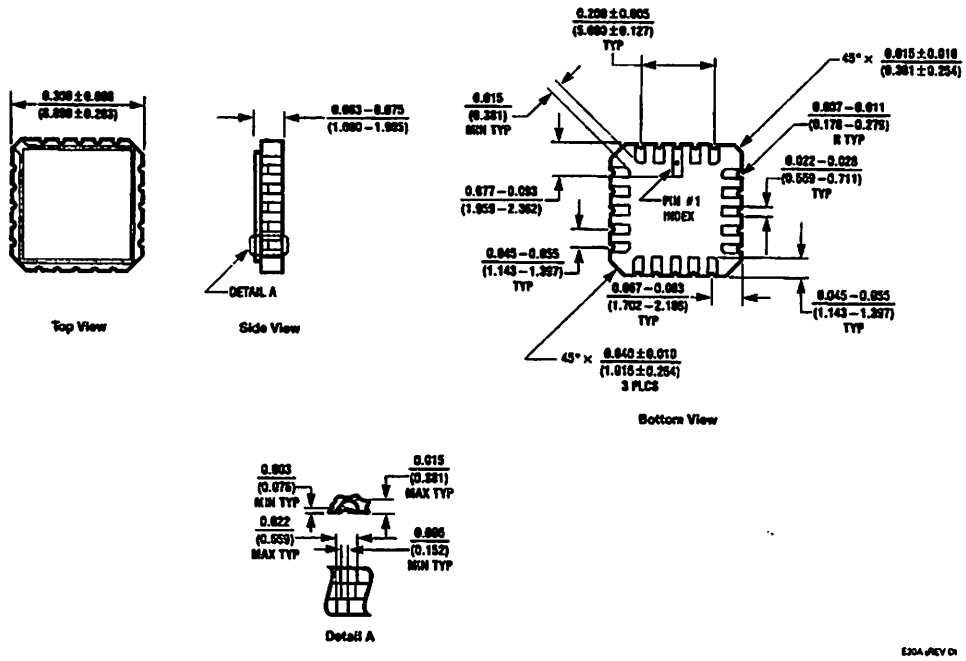
Typical Single-Supply Applications (V^+ = 5.0 V_{DC}) (Continued)

Bandpass Active Filter

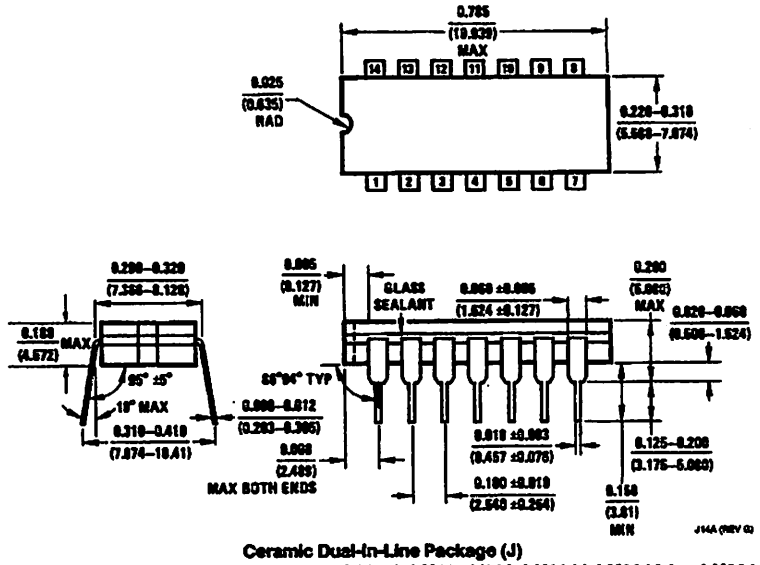


TL/H/9299–31

Physical Dimensions inches (millimeters)

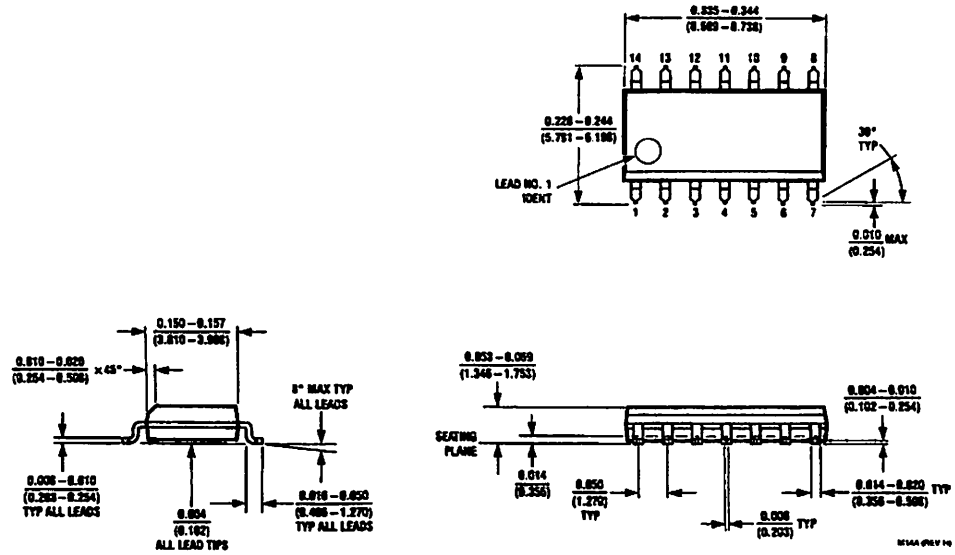


Leadless Chip Carrier Package
Order Number LM124AE/883 or LM124E/883
NS Package Number E20A

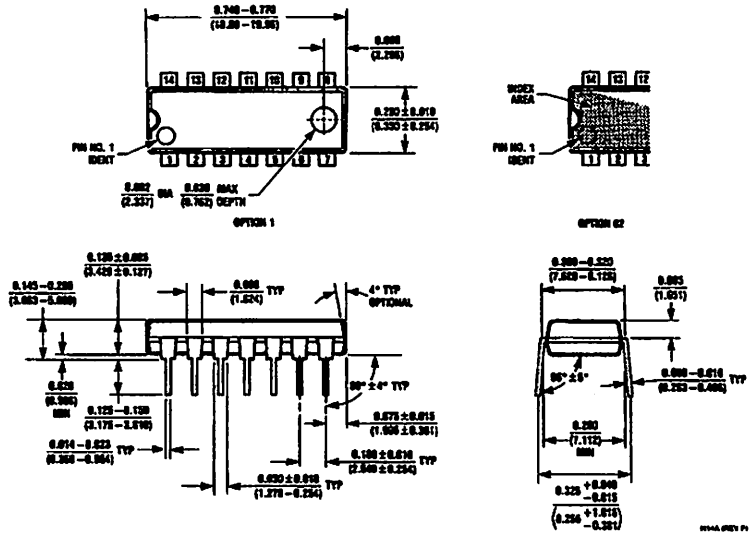


Ceramic Dual-In-Line Package (J)
Order Number LM124J, LM124AJ, LM124AJ/883, LM124J/883, LM224J, LM224AJ or LM324J
NS Package Number J14A

Physical Dimensions inches (millimeters) (Continued)

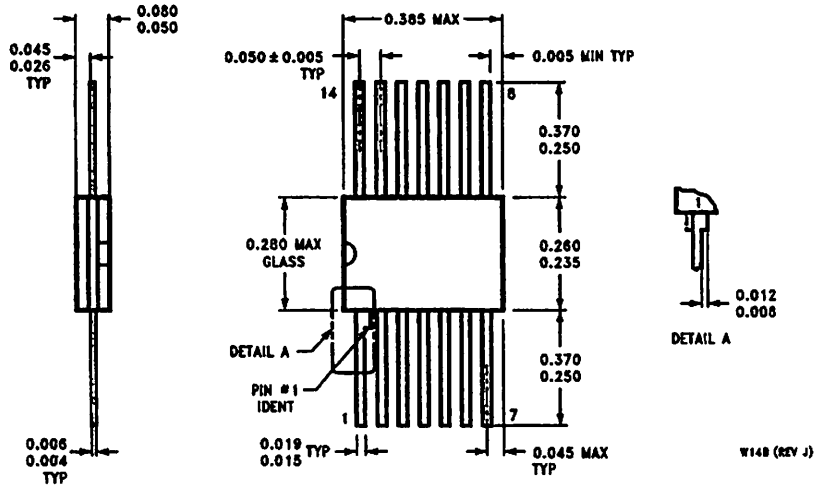


S.O. Package (M)
Order Number LM324M, LM324AM or LM2902M
NS Package Number M14A



Molded Dual-In-Line Package (N)
Order Number LM324N, LM324AN or LM2902N
NS Package Number N14A

Physical Dimensions inches (millimeters) (Continued)



Ceramic Flatpak Package
Order Number LM124AW/883 or LM124W/883
NS Package Number W14B

LIFE SUPPORT POLICY

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1. Life support devices or systems are devices or systems which, (a) are intended for surgical implant into the body, or (b) support or sustain life, and whose failure to perform, when properly used in accordance with instructions for use provided in the labeling, can be reasonably expected to result in a significant injury to the user.
2. A critical component is any component of a life support device or system whose failure to perform can be reasonably expected to cause the failure of the life support device or system, or to affect its safety or effectiveness.

National Semiconductor Corporation
1111 West Bardin Road
Arlington, TX 76017
Tel: 1(800) 272-9959
Fax: 1(800) 737-7018

National Semiconductor Europe
Fax: (+49) 0-180-530 85 86
Email: cnjwge@tevm2.nsc.com
Deutsch Tel: (+49) 0-180-530 85 85
English Tel: (+49) 0-180-532 78 32
Français Tel: (+49) 0-180-532 93 58
Italiano Tel: (+49) 0-180-534 16 80

National Semiconductor Hong Kong Ltd.
13th Floor, Straight Block,
Ocean Centre, 5 Canton Rd.
Tsimshatsui, Kowloon
Hong Kong
Tel: (852) 2737-1600
Fax: (852) 2736-9960

National Semiconductor Japan Ltd.
Tel: 81-043-299-2309
Fax: 81-043-299-2408

19-4323; Rev 10; 8/01

MAXIM

+5V-Powered, Multichannel RS-232 Drivers/Receivers

General Description

The MAX220–MAX249 family of line drivers/receivers is intended for all EIA/TIA-232E and V.28/V.24 communications interfaces, particularly applications where ±12V is not available.

These parts are especially useful in battery-powered systems, since their low-power shutdown mode reduces power dissipation to less than 5µW. The MAX225, MAX233, MAX235, and MAX245/MAX246/MAX247 use no external components and are recommended for applications where printed circuit board space is critical.

Applications

Portable Computers

Low-Power Modems

Interface Translation

Battery-Powered RS-232 Systems

Multidrop RS-232 Networks

Features

Superior to Bipolar

- **Operate from Single +5V Power Supply (+5V and +12V—MAX231/MAX239)**
- **Low-Power Receive Mode in Shutdown (MAX223/MAX242)**
- **Meet All EIA/TIA-232E and V.28 Specifications**
- **Multiple Drivers and Receivers**
- **3-State Driver and Receiver Outputs**
- **Open-Line Detection (MAX243)**

Ordering Information

PART	TEMP. RANGE	PIN-PACKAGE
MAX220CPE	0°C to +70°C	16 Plastic DIP
MAX220CSE	0°C to +70°C	16 Narrow SO
MAX220CWE	0°C to +70°C	16 Wide SO
MAX220C/D	0°C to +70°C	Dice*
MAX220EPE	-40°C to +85°C	16 Plastic DIP
MAX220ESE	-40°C to +85°C	16 Narrow SO
MAX220EWE	-40°C to +85°C	16 Wide SO
MAX220EJE	-40°C to +85°C	16 CERDIP
MAX220MJE	-55°C to +125°C	16 CERDIP

Ordering Information continued at end of data sheet.

**Contact factory for dice specifications.*

Selection Table

Part Number	Power Supply (V)	No. of RS-232 Drivers/Rx	No. of Ext. Caps	Nominal Cap. Value (µF)	SHDN & Three-State	Rx Active in SHDN	Data Rate (kbps)	Features
MAX220	+5	2/2	4	0.1	No	—	120	Ultra-low-power, industry-standard pinout
MAX222	+5	2/2	4	0.1	Yes	—	200	Low-power shutdown
MAX223 (MAX213)	+5	4/5	4	1.0 (0.1)	Yes	✔	120	MAX241 and receivers active in shutdown
MAX225	+5	5/5	0	—	Yes	✔	120	Available in SO
MAX230 (MAX200)	+5	5/0	4	1.0 (0.1)	Yes	—	120	5 drivers with shutdown
MAX231 (MAX201)	+5 and +7.5 to +13.2	2/2	2	1.0 (0.1)	No	—	120	Standard +5/+12V or battery supplies; same functions as MAX232
MAX232 (MAX202)	+5	2/2	4	1.0 (0.1)	No	—	120 (64)	Industry standard
MAX232A	+5	2/2	4	0.1	No	—	200	Higher slew rate, small caps
MAX233 (MAX203)	+5	2/2	0	—	No	—	120	No external caps
MAX233A	+5	2/2	0	—	No	—	200	No external caps, high slew rate
MAX234 (MAX204)	+5	4/0	4	1.0 (0.1)	No	—	120	Replaces 1488
MAX235 (MAX205)	+5	5/5	0	—	Yes	—	120	No external caps
MAX236 (MAX206)	+5	4/3	4	1.0 (0.1)	Yes	—	120	Shutdown, three state
MAX237 (MAX207)	+5	5/3	4	1.0 (0.1)	No	—	120	Complements IBM PC serial port
MAX238 (MAX208)	+5	4/4	4	1.0 (0.1)	No	—	120	Replaces 1488 and 1489
MAX239 (MAX209)	+5 and +7.5 to +13.2	3/5	2	1.0 (0.1)	No	—	120	Standard +5/+12V or battery supplies; single-package solution for IBM PC serial port
MAX240	+5	5/5	4	1.0	Yes	—	120	DIP or flatpack package
MAX241 (MAX211)	+5	4/5	4	1.0 (0.1)	Yes	—	120	Complete IBM PC serial port
MAX242	+5	2/2	4	0.1	Yes	✔	200	Separate shutdown and enable
MAX243	+5	2/2	4	0.1	No	—	200	Open-line detection simplifies cabling
MAX244	+5	8/10	4	1.0	No	—	120	High slew rate
MAX245	+5	8/10	0	—	Yes	✔	120	High slew rate, int. caps, two shutdown modes
MAX246	+5	8/10	0	—	Yes	✔	120	High slew rate, int. caps, three shutdown modes
MAX247	+5	8/9	0	—	Yes	✔	120	High slew rate, int. caps, nine operating modes
MAX248	+5	8/8	4	1.0	Yes	✔	120	High slew rate, selective half-chip enables
MAX249	+5	6/10	4	1.0	Yes	✔	120	Available in quad flatpack package

ABSOLUTE MAXIMUM RATINGS—MAX220/222/232A/233A/242/243

Supply Voltage (V_{CC}) ..... -0.3V to +6V
Input Voltages
T_{IN} ..... -0.3V to (V_{CC} - 0.3V)
R_{IN} (Except MAX220) ..... ±30V
R_{IN} (MAX220) ..... ±25V
T_{OUT} (Except MAX220) (Note 1) ..... ±15V
T_{OUT} (MAX220) ..... ±13.2V
Output Voltages
T_{OUT} ..... ±15V
R_{OUT} ..... -0.3V to (V_{CC} + 0.3V)
Driver/Receiver Output Short Circuited to GND ..... Continuous
Continuous Power Dissipation (T_A = +70°C)
16-Pin Plastic DIP (derate 10.53mW/°C above +70°C) 842mW
18-Pin Plastic DIP (derate 11.11mW/°C above +70°C) 889mW
20-Pin Plastic DIP (derate 8.00mW/°C above +70°C) 440mW
16-Pin Narrow SO (derate 8.70mW/°C above +70°C) 696mW
16-Pin Wide SO (derate 9.52mW/°C above +70°C) 762mW
18-Pin Wide SO (derate 9.52mW/°C above +70°C) 762mW
20-Pin Wide SO (derate 10.00mW/°C above +70°C) 800mW
20-Pin SSOP (derate 8.00mW/°C above +70°C) 640mW
16-Pin CERDIP (derate 10.00mW/°C above +70°C) 800mW
18-Pin CERDIP (derate 10.53mW/°C above +70°C) 842mW
Operating Temperature Ranges
MAX2_ _AC_ _, MAX2_ _C_ _ ..... 0°C to +70°C
MAX2_ _AE_ _, MAX2_ _E_ _ ..... -40°C to +85°C
MAX2_ _AM_ _, MAX2_ _M_ _ ..... -55°C to +125°C
Storage Temperature Range ..... -65°C to +160°C
Lead Temperature (soldering, 10sec) ..... +300°C

Note 1: Input voltage measured with T_{OUT} in high-impedance state, $\overline{SHDN}$ or V_{CC} = 0V.
Note 2: For the MAX220, V+ and V- can have a maximum magnitude of 7V, but their absolute difference cannot exceed 13V.

Stresses beyond those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated in the operational sections of the specifications is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

ELECTRICAL CHARACTERISTICS—MAX220/222/232A/233A/242/243

(V_{CC} = +5V ±10%, C1–C4 = 0.1µF, MAX220, C1 = 0.047µF, C2–C4 = 0.33µF, T_A = T_{MIN} to T_{MAX}, unless otherwise noted.)

PARAMETER	CONDITIONS		MIN	TYP	MAX	UNITS
RS-232 TRANSMITTERS						
Output Voltage Swing	All transmitter outputs loaded with 3kΩ to GND		±5	±8		V
Input Logic Threshold Low				1.4	0.8	V
Input Logic Threshold High	All devices except MAX220		2	1.4		V
	MAX220: V_{CC} = 5.0V		2.4			
Logic Pull-Up/Input Current	All except MAX220, normal operation			5	40	µA
	$\overline{SHDN}$ = 0V, MAX222/242, shutdown, MAX220			±0.01	±1	
Output Leakage Current	V_{CC} = 5.5V, $\overline{SHDN}$ = 0V, V_{OUT} = ±15V, MAX222/242			±0.01	±10	µA
	V_{CC} = $\overline{SHDN}$ = 0V, V_{OUT} = ±15V			±0.01	±10	
Data Rate				200	116	kb/s
Transmitter Output Resistance	V_{CC} = V+ = V- = 0V, V_{OUT} = ±2V		300	10M		Ω
Output Short-Circuit Current	V_{OUT} = 0V		±7	±22		mA
RS-232 RECEIVERS						
RS-232 Input Voltage Operating Range					±30	V
RS-232 Input Threshold Low	V_{CC} = 5V	All except MAX243 $R2_{IN}$	0.8	1.3		V
		MAX243 $R2_{IN}$ (Note 2)	-3			
RS-232 Input Threshold High	V_{CC} = 5V	All except MAX243 $R2_{IN}$		1.8	2.4	V
		MAX243 $R2_{IN}$ (Note 2)		-0.5	-0.1	
RS-232 Input Hysteresis	All except MAX243, V_{CC} = 5V, no hysteresis in shdn.		0.2	0.5	1	V
	MAX243			1		
RS-232 Input Resistance			3	5	7	kΩ
TTL/CMOS Output Voltage Low	I_{OUT} = 3.2mA			0.2	0.4	V
TTL/CMOS Output Voltage High	I_{OUT} = -1.0mA		3.5	V_{CC} - 0.2		V
TTL/CMOS Output Short-Circuit Current	Sourcing V_{OUT} = GND		-2	-10		mA
	Shrinking V_{OUT} = V_{CC}		10	30		

ELECTRICAL CHARACTERISTICS—MAX220/222/232A/233A/242/243 (continued)

(V_{CC} = +5V ±10%, C1–C4 = 0.1µF, MAX220, C1 = 0.047µF, C2–C4 = 0.33µF, T_A = T_{MIN} to T_{MAX}, unless otherwise noted.)

PARAMETER	CONDITIONS		MIN	TYP	MAX	UNITS
TTL/CMOS Output Leakage Current	$\overline{SHDN}$ = V_{CC} or $\overline{EN}$ = V_{CC} ($\overline{SHDN}$ = 0V for MAX222), 0V ≤ V_{OUT} ≤ V_{CC}			±0.05	±10	µA
$\overline{EN}$ Input Threshold Low	MAX242			1.4	0.8	V
$\overline{EN}$ Input Threshold High	MAX242		2.0	1.4		V
Operating Supply Voltage			4.5		5.5	V
V_{CC} Supply Current ($\overline{SHDN}$ = V_{CC}), Figures 5, 6, 11, 19	No load	MAX220		0.5	2	mA
		MAX222/232A/233A/242/243		4	10	
	3kΩ load both inputs	MAX220		12		
		MAX222/232A/233A/242/243		15		
Shutdown Supply Current	MAX222/242	T_A = +25°C		0.1	10	µA
		T_A = 0°C to +70°C		2	50	
		T_A = -40°C to +85°C		2	50	
		T_A = -55°C to +125°C		35	100	
$\overline{SHDN}$ Input Leakage Current	MAX222/242				±1	µA
$\overline{SHDN}$ Threshold Low	MAX222/242			1.4	0.8	V
$\overline{SHDN}$ Threshold High	MAX222/242		2.0	1.4		V
Transition Slew Rate	C_L = 50pF to 2500pF, R_L = 3kΩ to 7kΩ, V_{CC} = 5V, T_A = +25°C, measured from +3V to -3V or -3V to +3V	MAX222/232A/233A/242/243	6	12	30	V/µs
		MAX220	1.5	3	30	
Transmitter Propagation Delay TLL to RS-232 (normal operation), Figure 1	t_{PHLT}	MAX222/232A/233A/242/243		1.3	3.5	µs
		MAX220		4	10	
	t_{PLHT}	MAX222/232A/233A/242/243		1.5	3.5	
		MAX220		5	10	
Receiver Propagation Delay RS-232 to TLL (normal operation), Figure 2	t_{PHLR}	MAX222/232A/233A/242/243		0.5	1	µs
		MAX220		0.6	3	
	t_{PLHR}	MAX222/232A/233A/242/243		0.6	1	
		MAX220		0.8	3	
Receiver Propagation Delay RS-232 to TLL (shutdown), Figure 2	t_{PHLS}	MAX242		0.5	10	µs
	t_{PLHS}	MAX242		2.5	10	
Receiver-Output Enable Time, Figure 3	t_{ER}	MAX242		125	500	ns
Receiver-Output Disable Time, Figure 3	t_{DR}	MAX242		160	500	ns
Transmitter-Output Enable Time ($\overline{SHDN}$ goes high), Figure 4	t_{ET}	MAX222/242, 0.1µF caps (includes charge-pump start-up)		250		µs
Transmitter-Output Disable Time ($\overline{SHDN}$ goes low), Figure 4	t_{DT}	MAX222/242, 0.1µF caps		600		ns
Transmitter + to - Propagation Delay Difference (normal operation)	t_{PHLT} - t_{PLHT}	MAX222/232A/233A/242/243		300		ns
		MAX220		2000		
Receiver + to - Propagation Delay Difference (normal operation)	t_{PHLR} - t_{PLHR}	MAX222/232A/233A/242/243		100		ns
		MAX220		225		

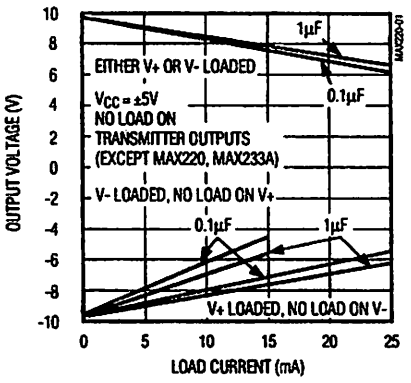
Note 3: MAX243 $R2_{OUT}$ is guaranteed to be low when $R2_{IN}$ is ≥ 0V or is floating.

+5V-Powered, Multichannel RS-232 Drivers/Receivers

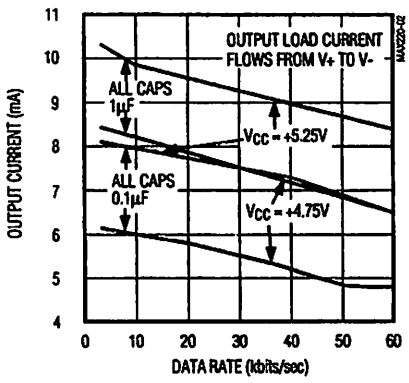
Typical Operating Characteristics

MAX220/MAX222/MAX232A/MAX233A/MAX242/MAX243

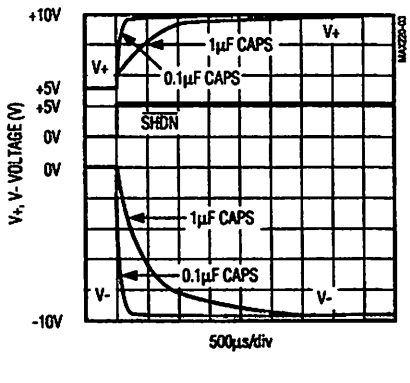
OUTPUT VOLTAGE vs. LOAD CURRENT



AVAILABLE OUTPUT CURRENT vs. DATA RATE



MAX222/MAX242 ON-TIME EXITING SHUTDOWN



ABSOLUTE MAXIMUM RATINGS—MAX223/MAX230–MAX241

V_{CC} ..... -0.3V to +6V
V+ ..... (V_{CC} - 0.3V) to +14V
V- ..... +0.3V to -14V
Input Voltages
T_{IN} ..... -0.3V to (V_{CC} + 0.3V)
R_{IN} ..... ±30V
Output Voltages
T_{OUT} ..... (V+ + 0.3V) to (V- - 0.3V)
R_{OUT} ..... -0.3V to (V_{CC} + 0.3V)
Short-Circuit Duration, T_{OUT} ..... Continuous
Continuous Power Dissipation (T_A = +70°C)
14-Pin Plastic DIP (derate 10.00mW/°C above +70°C)....800mW
16-Pin Plastic DIP (derate 10.53mW/°C above +70°C)....842mW
20-Pin Plastic DIP (derate 11.11mW/°C above +70°C)....889mW
24-Pin Narrow Plastic DIP
(derate 13.33mW/°C above +70°C) 1.07W
24-Pin Plastic DIP (derate 9.09mW/°C above +70°C)..... 500mW
16-Pin Wide SO (derate 9.52mW/°C above +70°C)..... 762mW
20-Pin Wide SO (derate 10 00mW/°C above +70°C)..... 800mW
24-Pin Wide SO (derate 11.76mW/°C above +70°C)..... 941mW
28-Pin Wide SO (derate 12.50mW/°C above +70°C) 1W
44-Pin Plastic FP (derate 11.11mW/°C above +70°C) 889mW
14-Pin CERDIP (derate 9.09mW/°C above +70°C)..... 727mW
16-Pin CERDIP (derate 10.00mW/°C above +70°C)..... 800mW
20-Pin CERDIP (derate 11.11mW/°C above +70°C)..... 889mW
24-Pin Narrow CERDIP
(derate 12.50mW/°C above +70°C) 1W
24-Pin Sidebraze (derate 20.0mW/°C above +70°C)..... 1.6W
28-Pin SSOP (derate 9.52mW/°C above +70°C)..... 762mW
Operating Temperature Ranges
MAX2 _ _ C _ _ ..... 0°C to +70°C
MAX2 _ _ E _ _ ..... -40°C to +85°C
MAX2 _ _ M _ _ ..... -55°C to +125°C
Storage Temperature Range ..... -65°C to +160°C
Lead Temperature (soldering, 10sec) ..... +300°C

Stresses beyond those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated in the operational sections of the specifications is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

ELECTRICAL CHARACTERISTICS—MAX223/MAX230–MAX241

(MAX223/230/232/234/236/237/238/240/241, V_{CC} = +5V ±10; MAX233/MAX235, V_{CC} = 5V ±5%, C1–C4 = 1.0µF; MAX231/MAX239, V_{CC} = 5V ±10%; V+ = 7.5V to 13.2V; T_A = T_{MIN} to T_{MAX}; unless otherwise noted.)

PARAMETER	CONDITIONS		MIN	TYP	MAX	UNITS
Output Voltage Swing	All transmitter outputs loaded with 3kΩ to ground		±5.0	±7.3		V
V_{CC} Power-Supply Current	No load, T_A = +25°C	MAX232/233		5	10	mA
		MAX223/230/234–238/240/241		7	15	
		MAX231/239		0.4	1	
V+ Power-Supply Current		MAX231		1.8	5	mA
		MAX239		5	15	
Shutdown Supply Current	T_A = +25°C	MAX223		15	50	µA
		MAX230/235/236/240/241		1	10	
Input Logic Threshold Low	T_{IN}; EN, $\overline{SHDN}$ (MAX233); $\overline{EN}$, SHDN (MAX230/235–241)				0.8	V
Input Logic Threshold High	T_{IN}		2.0			V
	EN, $\overline{SHDN}$ (MAX223); $\overline{EN}$, SHDN (MAX230/235/236/240/241)		2.4			
Logic Pull-Up Current	T_{IN} = 0V			1.5	200	µA
Receiver Input Voltage Operating Range			-30		30	V

+5V-Powered, Multichannel RS-232 Drivers/Receivers

ELECTRICAL CHARACTERISTICS—MAX223/MAX230–MAX241 (continued)

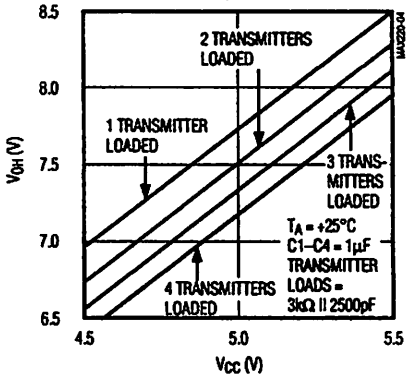
(MAX223/230/232/234/236/237/238/240/241, V_{CC} = +5V ±10; MAX233/MAX235, V_{CC} = 5V ±5%, C1–C4 = 1.0µF; MAX231/MAX239, V_{CC} = 5V ±10%; V+ = 7.5V to 13.2V; T_A = T_{MIN} to T_{MAX}; unless otherwise noted.)

PARAMETER	CONDITIONS			MIN	TYP	MAX	UNITS
RS-232 Input Threshold Low	T_A = +25°C, V_{CC} = 5V	Normal operation $\overline{SHDN}$ = 5V (MAX223) SHDN = 0V (MAX235/236/240/241)		0.8	1.2		V
		Shutdown (MAX223) $\overline{SHDN}$ = 0V, EN = 5V ($R4_{IN}$, $R5_{IN}$)		0.6	1.5		
RS-232 Input Threshold High	T_A = +25°C, V_{CC} = 5V	Normal operation $\overline{SHDN}$ = 5V (MAX223) SHDN = 0V (MAX235/236/240/241)			1.7	2.4	V
		Shutdown (MAX223) $\overline{SHDN}$ = 0V, EN = 5V ($R4_{IN}$, $R5_{IN}$)			1.5	2.4	
RS-232 Input Hysteresis	V_{CC} = 5V, no hysteresis in shutdown			0.2	0.5	1.0	V
RS-232 Input Resistance	T_A = +25°C, V_{CC} = 5V			3	5	7	kΩ
TTL/CMOS Output Voltage Low	I_{OUT} = 1.6mA (MAX231/232/233, I_{OUT} = 3.2mA)					0.4	V
TTL/CMOS Output Voltage High	I_{OUT} = -1mA			3.5	V_{CC} - 0.4		V
TTL/CMOS Output Leakage Current	0V ≤ R_{OUT} ≤ V_{CC}; EN = 0V (MAX223); $\overline{EN}$ = V_{CC} (MAX235–241)				0.05	±10	µA
Receiver Output Enable Time	Normal operation	MAX223			600		ns
		MAX235/236/239/240/241			400		
Receiver Output Disable Time	Normal operation	MAX223			900		ns
		MAX235/236/239/240/241			250		
Propagation Delay	RS-232 IN to TTL/CMOS OUT, C_L = 150pF	Normal operation			0.5	10	µs
		$\overline{SHDN}$ = 0V (MAX223)	t_{PHLS}		4	40	
			t_{PLHS}		6	40	
Transition Region Slew Rate	MAX223/MAX230/MAX234–241, T_A = +25°C, V_{CC} = 5V, R_L = 3kΩ to 7kΩ, C_L = 50pF to 2500pF, measured from +3V to -3V or -3V to +3V			3	5.1	30	V/µs
	MAX231/MAX232/MAX233, T_A = +25°C, V_{CC} = 5V, R_L = 3kΩ to 7kΩ, C_L = 50pF to 2500pF, measured from +3V to -3V or -3V to +3V				4	30	
Transmitter Output Resistance	V_{CC} = V+ = V- = 0V, V_{OUT} = ±2V			300			Ω
Transmitter Output Short-Circuit Current					±10		mA

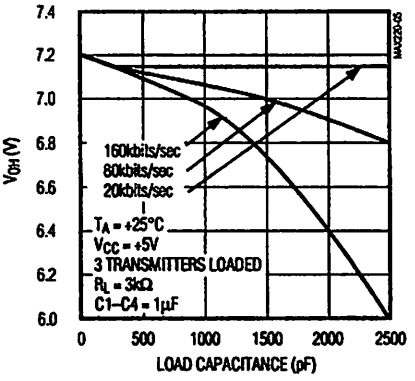
Typical Operating Characteristics

MAX223/MAX230–MAX241

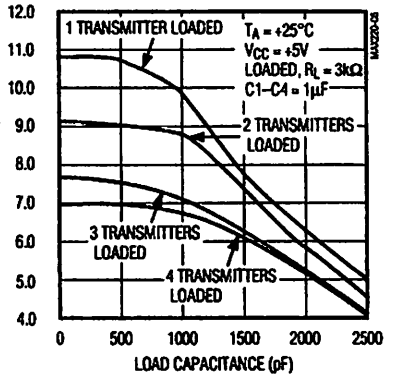
TRANSMITTER OUTPUT VOLTAGE (V_{OH}) vs. V_{CC}



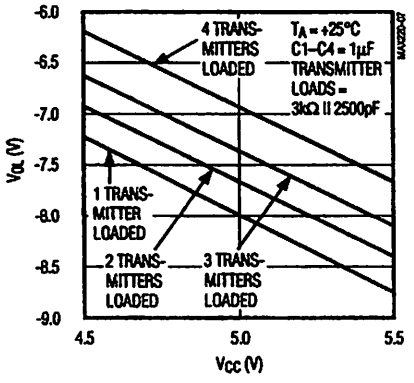
TRANSMITTER OUTPUT VOLTAGE (V_{OH}) vs. LOAD CAPACITANCE AT DIFFERENT DATA RATES



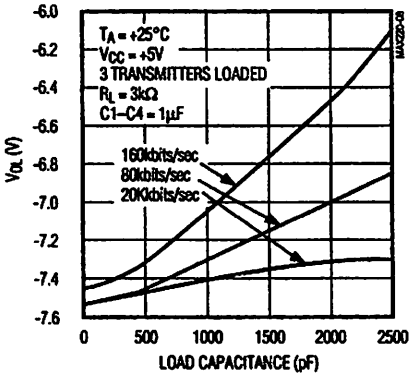
TRANSMITTER SLEW RATE vs. LOAD CAPACITANCE



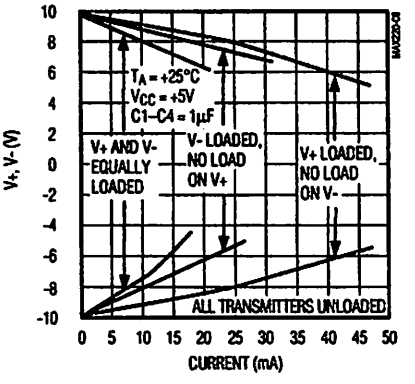
TRANSMITTER OUTPUT VOLTAGE (V_{OL}) vs. V_{CC}



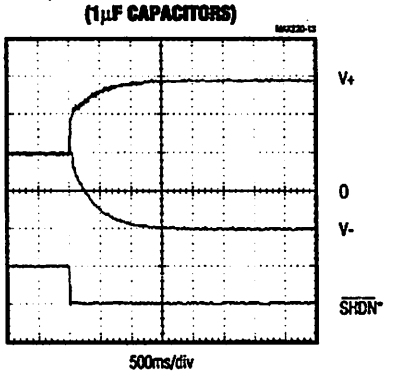
TRANSMITTER OUTPUT VOLTAGE (V_{OL}) vs. LOAD CAPACITANCE AT DIFFERENT DATA RATES



TRANSMITTER OUTPUT VOLTAGE (V+, V-) vs. LOAD CURRENT



V+, V- WHEN EXITING SHUTDOWN (1µF CAPACITORS)



*SHUTDOWN POLARITY IS REVERSED FOR NON MAX241 PARTS

ABSOLUTE MAXIMUM RATINGS—MAX225/MAX244–MAX249

Supply Voltage (V_{CC}) ..... -0.3V to +6V
Input Voltages
T_{IN}, $\overline{ENA}$, $\overline{ENB}$, $\overline{ENR}$, $\overline{ENT}$, $\overline{ENRA}$, $\overline{ENRB}$, $\overline{ENTA}$, $\overline{ENTB}$ ..... -0.3V to (V_{CC} + 0.3V)
R_{IN} ..... ±25V
T_{OUT} (Note 3) ..... ±15V
R_{OUT} ..... -0.3V to (V_{CC} + 0.3V)
Short Circuit (one output at a time)
T_{OUT} to GND ..... Continuous
R_{OUT} to GND ..... Continuous

Continuous Power Dissipation (T_A = +70°C)
28-Pin Wide SO (derate 12.50mW/°C above +70°C) 1W
40-Pin Plastic DIP (derate 11.11mW/°C above +70°C) ... 611mW
44-Pin PLCC (derate 13.33mW/°C above +70°C) 1.07W
Operating Temperature Ranges
MAX225C_ _, MAX24_C_ _ ..... 0°C to +70°C
MAX225E_ _, MAX24_E_ _ ..... -40°C to +85°C
Storage Temperature Range ..... -65°C to +160°C
Lead Temperature (soldering, 10sec) ..... +300°C

Note 4: Input voltage measured with transmitter output in a high-impedance state, shutdown, or V_{CC} = 0V.

Stresses beyond those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated in the operational sections of the specifications is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

ELECTRICAL CHARACTERISTICS—MAX225/MAX244–MAX249

(MAX225, V_{CC} = 5.0V ±5%; MAX244–MAX249, V_{CC} = +5.0V ±10%, external capacitors C1–C4 = 1µF; T_A = T_{MIN} to T_{MAX}; unless otherwise noted.)

PARAMETER	CONDITIONS		MIN	TYP	MAX	UNITS
RS-232 TRANSMITTERS						
Input Logic Threshold Low				1.4	0.8	V
Input Logic Threshold High			2	1.4		V
Logic Pull-Up/Input Current	Tables 1a–1d	Normal operation		10	50	µA
		Shutdown		±0.01	±1	
Data Rate	Tables 1a–1d, normal operation			120	64	kbits/sec
Output Voltage Swing	All transmitter outputs loaded with 3kΩ to GND		±5	±7.5		V
Output Leakage Current (shutdown)	Tables 1a–1d	$\overline{ENA}$, $\overline{ENB}$, $\overline{ENT}$, $\overline{ENTA}$, $\overline{ENTB}$ = V_{CC}, V_{OUT} = ±15V		±0.01	±25	µA
		V_{CC} = 0V, V_{OUT} = ±15V		±0.01	±25	
Transmitter Output Resistance	V_{CC} = V+ = V- = 0V, V_{OUT} = ±2V (Note 4)		300	10M		Ω
Output Short-Circuit Current	V_{OUT} = 0V		±7	±30		mA
RS-232 RECEIVERS						
RS-232 Input Voltage Operating Range					±25	V
RS-232 Input Threshold Low	V_{CC} = 5V		0.8	1.3		V
RS-232 Input Threshold High	V_{CC} = 5V			1.8	2.4	V
RS-232 Input Hysteresis	V_{CC} = 5V		0.2	0.5	1.0	V
RS-232 Input Resistance			3	5	7	kΩ
TTL/CMOS Output Voltage Low	I_{OUT} = 3.2mA			0.2	0.4	V
TTL/CMOS Output Voltage High	I_{OUT} = -1.0mA		3.5	V_{CC} - 0.2		V
TTL/CMOS Output Short-Circuit Current	Sourcing V_{OUT} = GND		-2	-10		mA
	Shrinking V_{OUT} = V_{CC}		10	30		
TTL/CMOS Output Leakage Current	Normal operation, outputs disabled, Tables 1a–1d, 0V ≤ V_{OUT} ≤ V_{CC}, $\overline{ENR\_}$ = V_{CC}			±0.05	±0.10	µA

ELECTRICAL CHARACTERISTICS—MAX225/MAX244–MAX249 (continued)

(MAX225, V_{CC} = 5.0V ±5%; MAX244–MAX249, V_{CC} = +5.0V ±10%, external capacitors C1–C4 = 1µF; T_A = T_{MIN} to T_{MAX}; unless otherwise noted.)

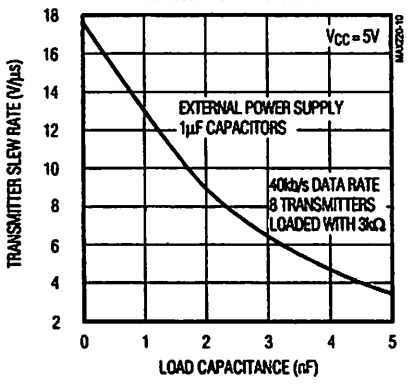
PARAMETER	CONDITIONS		MIN	TYP	MAX	UNITS
POWER SUPPLY AND CONTROL LOGIC						
Operating Supply Voltage		MAX225	4.75		5.25	V
		MAX244–MAX249	4.5		5.5	
V_{CC} Supply Current (normal operation)	No load	MAX225		10	20	mA
		MAX244–MAX249		11	30	
	3kΩ loads on all outputs	MAX225		40		
		MAX244–MAX249		57		
Shutdown Supply Current	T_A = +25°C			8	25	µA
	T_A = T_{MIN} to T_{MAX}				50	
Control Input	Leakage current				±1	µA
	Threshold low			1.4	0.8	V
	Threshold high		2.4	1.4		
AC CHARACTERISTICS						
Transition Slew Rate	C_L = 50pF to 2500pF, R_L = 3kΩ to 7kΩ, V_{CC} = 5V, T_A = +25°C, measured from +3V to -3V or -3V to +3V		5	10	30	V/µs
Transmitter Propagation Delay TLL to RS-232 (normal operation), Figure 1	t_{PHLT}			1.3	3.5	µs
	t_{PLHT}			1.5	3.5	
Receiver Propagation Delay TLL to RS-232 (normal operation), Figure 2	t_{PHLR}			0.6	1.5	µs
	t_{PLHR}			0.6	1.5	
Receiver Propagation Delay TLL to RS-232 (low-power mode), Figure 2	t_{PHLS}			0.6	10	µs
	t_{PLHS}			3.0	10	
Transmitter + to - Propagation Delay Difference (normal operation)	t_{PHLT} - t_{PLHT}			350		ns
Receiver + to - Propagation Delay Difference (normal operation)	t_{PHLR} - t_{PLHR}			350		ns
Receiver-Output Enable Time, Figure 3	t_{ER}			100	500	ns
Receiver-Output Disable Time, Figure 3	t_{DR}			100	500	ns
Transmitter Enable Time	t_{ET}	MAX246–MAX249 (excludes charge-pump start-up)		5		µs
		MAX225/MAX245–MAX249 (includes charge-pump start-up)		10		ms
Transmitter Disable Time, Figure 4	t_{DT}			100		ns

Note 5: The 300Ω minimum specification complies with EIA/TIA-232E, but the actual resistance when in shutdown mode or V_{CC} = 0V is 10MΩ as is implied by the leakage specification.

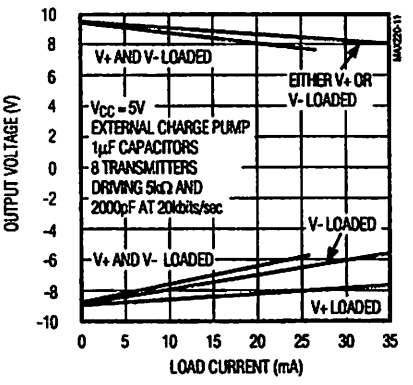
Typical Operating Characteristics

MAX225/MAX244–MAX249

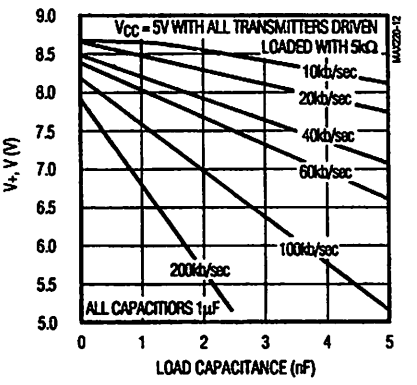
TRANSMITTER SLEW RATE vs. LOAD CAPACITANCE



OUTPUT VOLTAGE vs. LOAD CURRENT FOR V+ AND V-



TRANSMITTER OUTPUT VOLTAGE (V+, V-) vs. LOAD CAPACITANCE AT DIFFERENT DATA RATES



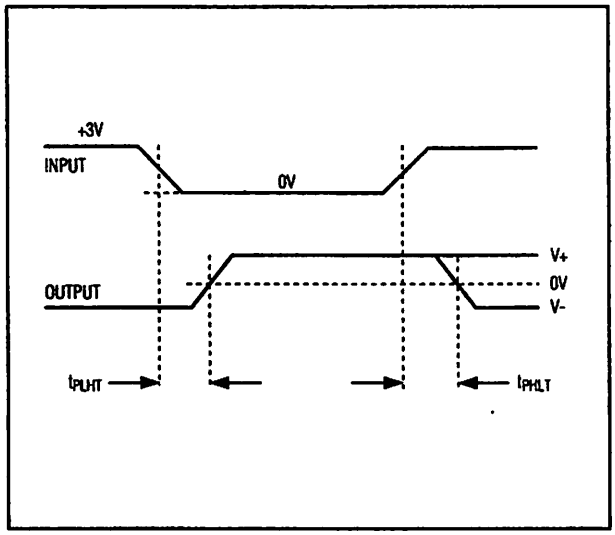


Figure 1. Transmitter Propagation-Delay Timing

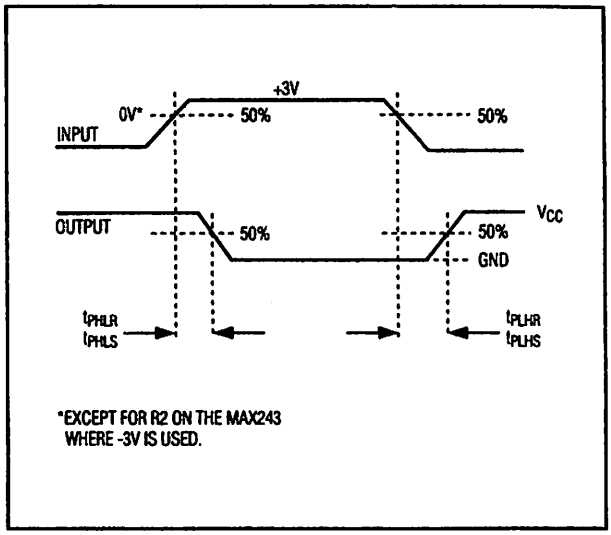


Figure 2. Receiver Propagation-Delay Timing

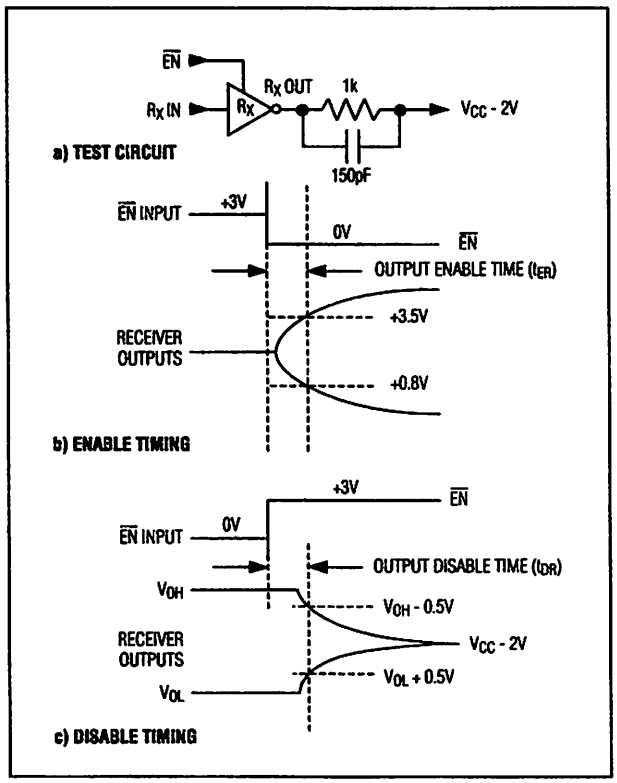


Figure 3. Receiver-Output Enable and Disable Timing

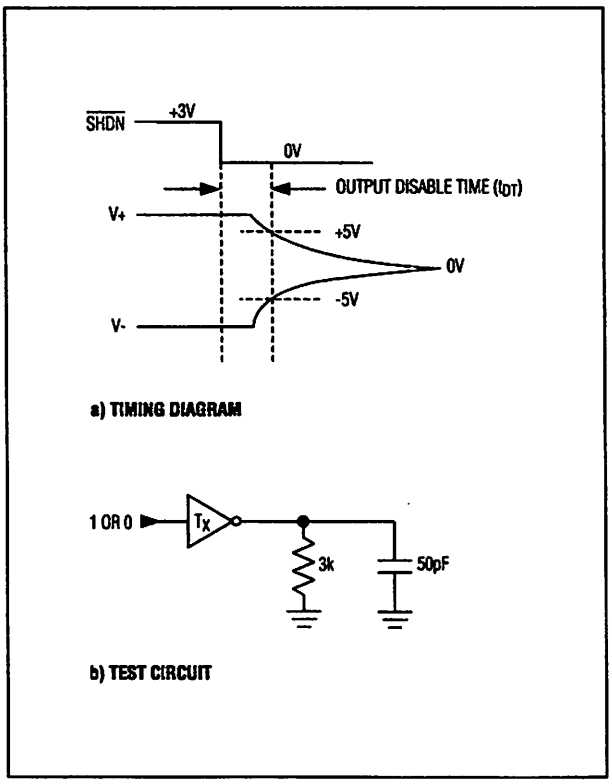


Figure 4. Transmitter-Output Disable Timing

Table 1a. MAX245 Control Pin Configurations

$\overline{ENT}$	$\overline{ENR}$	OPERATION STATUS	TRANSMITTERS	RECEIVERS
0	0	Normal Operation	All Active	All Active
0	1	Normal Operation	All Active	All 3-State
1	0	Shutdown	All 3-State	All Low-Power Receive Mode
1	1	Shutdown	All 3-State	All 3-State

Table 1b. MAX245 Control Pin Configurations

$\overline{ENT}$	$\overline{ENR}$	OPERATION STATUS	TRANSMITTERS		RECEIVERS	
			TA1–TA4	TB1–TB4	RA1–RA5	RB1–RB5
0	0	Normal Operation	All Active	All Active	All Active	All Active
0	1	Normal Operation	All Active	All Active	RA1–RA4 3-State, RA5 Active	RB1–RB4 3-State, RB5 Active
1	0	Shutdown	All 3-State	All 3-State	All Low-Power Receive Mode	All Low-Power Receive Mode
1	1	Shutdown	All 3-State	All 3-State	RA1–RA4 3-State, RA5 Low-Power Receive Mode	RB1–RB4 3-State, RB5 Low-Power Receive Mode

Table 1c. MAX246 Control Pin Configurations

$\overline{ENA}$	$\overline{ENB}$	OPERATION STATUS	TRANSMITTERS		RECEIVERS	
			TA1–TA4	TB1–TB4	RA1–RA5	RB1–RB5
0	0	Normal Operation	All Active	All Active	All Active	All Active
0	1	Normal Operation	All Active	All 3-State	All Active	RB1–RB4 3-State, RB5 Active
1	0	Shutdown	All 3-State	All Active	RA1–RA4 3-State, RA5 Active	All Active
1	1	Shutdown	All 3-State	All 3-State	RA1–RA4 3-State, RA5 Low-Power Receive Mode	RB1–RB4 3-State, RA5 Low-Power Receive Mode

Table 1d. MAX247/MAX248/MAX249 Control Pin Configurations

$\overline{ENTA}$	$\overline{ENTB}$	$\overline{ENRA}$	$\overline{ENRB}$	OPERATION STATUS		TRANSMITTERS		RECEIVERS	
					MAX247	TA1–TA4	TB1–TB4	RA1–RA4	RB1–RB5
					MAX248	TA1–TA4	TB1–TB4	RA1–RA4	RB1–RB4
					MAX249	TA1–TA3	TB1–TB3	RA1–RA5	RB1–RB5
0	0	0	0	Normal Operation		All Active	All Active	All Active	All Active
0	0	0	1	Normal Operation		All Active	All Active	All Active	All 3-State, except RB5 stays active on MAX247
0	0	1	0	Normal Operation		All Active	All Active	All 3-State	All Active
0	0	1	1	Normal Operation		All Active	All Active	All 3-State	All 3-State, except RB5 stays active on MAX247
0	1	0	0	Normal Operation		All Active	All 3-State	All Active	All Active
0	1	0	1	Normal Operation		All Active	All 3-State	All Active	All 3-State, except RB5 stays active on MAX247
0	1	1	0	Normal Operation		All Active	All 3-State	All 3-State	All Active
0	1	1	1	Normal Operation		All Active	All 3-State	All 3-State	All 3-State, except RB5 stays active on MAX247
1	0	0	0	Normal Operation		All 3-State	All Active	All Active	All Active
1	0	0	1	Normal Operation		All 3-State	All Active	All Active	All 3-State, except RB5 stays active on MAX247
1	0	1	0	Normal Operation		All 3-State	All Active	All 3-State	All Active
1	0	1	1	Normal Operation		All 3-State	All Active	All 3-State	All 3-State, except RB5 stays active on MAX247
1	1	0	0	Shutdown		All 3-State	All 3-State	Low-Power Receive Mode	Low-Power Receive Mode
1	1	0	1	Shutdown		All 3-State	All 3-State	Low-Power Receive Mode	All 3-State, except RB5 stays active on MAX247
1	1	1	0	Shutdown		All 3-State	All 3-State	All 3-State	Low-Power Receive Mode
1	1	1	1	Shutdown		All 3-State	All 3-State	All 3-State	All 3-State, except RB5 stays active on MAX247

+5V-Powered, Multichannel RS-232 Drivers/Receivers

Detailed Description

The MAX220–MAX249 contain four sections: dual charge-pump DC-DC voltage converters, RS-232 drivers, RS-232 receivers, and receiver and transmitter enable control inputs.

Dual Charge-Pump Voltage Converter

The MAX220–MAX249 have two internal charge-pumps that convert +5V to ±10V (unloaded) for RS-232 driver operation. The first converter uses capacitor C1 to double the +5V input to +10V on C3 at the V+ output. The second converter uses capacitor C2 to invert +10V to -10V on C4 at the V- output.

A small amount of power may be drawn from the +10V (V+) and -10V (V-) outputs to power external circuitry (see the *Typical Operating Characteristics* section), except on the MAX225 and MAX245–MAX247, where these pins are not available. V+ and V- are not regulated, so the output voltage drops with increasing load current. Do not load V+ and V- to a point that violates the minimum ±5V EIA/TIA-232E driver output voltage when sourcing current from V+ and V- to external circuitry.

When using the shutdown feature in the MAX222, MAX225, MAX230, MAX235, MAX236, MAX240, MAX241, and MAX245–MAX249, avoid using V+ and V- to power external circuitry. When these parts are shut down, V- falls to 0V, and V+ falls to +5V. For applications where a +10V external supply is applied to the V+ pin (instead of using the internal charge pump to generate +10V), the C1 capacitor must not be installed and the $\overline{SHDN}$ pin must be tied to V_{CC}. This is because V+ is internally connected to V_{CC} in shutdown mode.

RS-232 Drivers

The typical driver output voltage swing is ±8V when loaded with a nominal 5kΩ RS-232 receiver and V_{CC} = +5V. Output swing is guaranteed to meet the EIA/TIA-232E and V.28 specification, which calls for ±5V minimum driver output levels under worst-case conditions. These include a minimum 3kΩ load, V_{CC} = +4.5V, and maximum operating temperature. Unloaded driver output voltage ranges from (V+ -1.3V) to (V- +0.5V).

Input thresholds are both TTL and CMOS compatible. The inputs of unused drivers can be left unconnected since 400kΩ input pull-up resistors to V_{CC} are built in (except for the MAX220). The pull-up resistors force the outputs of unused drivers low because all drivers invert. The internal input pull-up resistors typically source 12µA, except in shutdown mode where the pull-ups are disabled. Driver outputs turn off and enter a high-impedance state—where leakage current is typically microamperes (maximum 25µA)—when in shutdown mode, in three-state mode, or when device power is removed. Outputs can be driven to ±15V. The power-supply current typically drops to 8µA in shutdown mode. The MAX220 does not have pull-up resistors to force the outputs of the unused drivers low. Connect unused inputs to GND or V_{CC}.

The MAX239 has a receiver three-state control line, and the MAX223, MAX225, MAX235, MAX236, MAX240, and MAX241 have both a receiver three-state control line and a low-power shutdown control. Table 2 shows the effects of the shutdown control and receiver three-state control on the receiver outputs.

The receiver TTL/CMOS outputs are in a high-impedance, three-state mode whenever the three-state enable line is high (for the MAX225/MAX235/MAX236/MAX239–MAX241), and are also high-impedance whenever the shutdown control line is high.

When in low-power shutdown mode, the driver outputs are turned off and their leakage current is less than 1µA with the driver output pulled to ground. The driver output leakage remains less than 1µA, even if the transmitter output is backdriven between 0V and (V_{CC} + 6V). Below -0.5V, the transmitter is diode clamped to ground with 1kΩ series impedance. The transmitter is also zener clamped to approximately V_{CC} + 6V, with a series impedance of 1kΩ.

The driver output slew rate is limited to less than 30V/µs as required by the EIA/TIA-232E and V.28 specifications. Typical slew rates are 24V/µs unloaded and 10V/µs loaded with 3Ω and 2500pF.

RS-232 Receivers

EIA/TIA-232E and V.28 specifications define a voltage level greater than 3V as a logic 0, so all receivers invert. Input thresholds are set at 0.8V and 2.4V, so receivers respond to TTL level inputs as well as EIA/TIA-232E and V.28 levels.

The receiver inputs withstand an input overvoltage up to ±25V and provide input terminating resistors with

Table 2. Three-State Control of Receivers

PART	SHDN	$\overline{SHDN}$	EN	$\overline{EN(R)}$	RECEIVERS
MAX223	—	Low High High	X Low High	—	High Impedance Active High Impedance
MAX225	—	—	—	Low High	High Impedance Active
MAX235 MAX236 MAX240	Low Low High	—	—	Low High X	High Impedance Active High Impedance

nominal 5kΩ values. The receivers implement Type 1 interpretation of the fault conditions of V.28 and EIA/TIA-232E.

The receiver input hysteresis is typically 0.5V with a guaranteed minimum of 0.2V. This produces clear output transitions with slow-moving input signals, even with moderate amounts of noise and ringing. The receiver propagation delay is typically 600ns and is independent of input swing direction.

Low-Power Receive Mode

The low-power receive-mode feature of the MAX223, MAX242, and MAX245–MAX249 puts the IC into shutdown mode but still allows it to receive information. This is important for applications where systems are periodically awakened to look for activity. Using low-power receive mode, the system can still receive a signal that will activate it on command and prepare it for communication at faster data rates. This operation conserves system power.

Negative Threshold—MAX243

The MAX243 is pin compatible with the MAX232A, differing only in that RS-232 cable fault protection is removed on one of the two receiver inputs. This means that control lines such as CTS and RTS can either be driven or left floating without interrupting communication. Different cables are not needed to interface with different pieces of equipment.

The input threshold of the receiver without cable fault protection is -0.8V rather than +1.4V. Its output goes positive only if the input is connected to a control line that is actively driven negative. If not driven, it defaults to the 0 or "OK to send" state. Normally, the MAX243's other receiver (+1.4V threshold) is used for the data line (TD or RD), while the negative threshold receiver is connected to the control line (DTR, DTS, CTS, RTS, etc.).

Other members of the RS-232 family implement the optional cable fault protection as specified by EIA/TIA-232E specifications. This means a receiver output goes high whenever its input is driven negative, left floating, or shorted to ground. The high output tells the serial communications IC to stop sending data. To avoid this, the control lines must either be driven or connected with jumpers to an appropriate positive voltage level.

Shutdown—MAX222–MAX242

On the MAX222, MAX235, MAX236, MAX240, and MAX241, all receivers are disabled during shutdown. On the MAX223 and MAX242, two receivers continue to operate in a reduced power mode when the chip is in shutdown. Under these conditions, the propagation delay increases to about 2.5µs for a high-to-low input transition. When in shutdown, the receiver acts as a CMOS inverter with no hysteresis. The MAX223 and MAX242 also have a receiver output enable input ($\overline{EN}$ for the MAX242 and EN for the MAX223) that allows receiver output control independent of $\overline{SHDN}$ (SHDN for MAX241). With all other devices, $\overline{SHDN}$ (SHDN for MAX241) also disables the receiver outputs.

The MAX225 provides five transmitters and five receivers, while the MAX245 provides ten receivers and eight transmitters. Both devices have separate receiver and transmitter-enable controls. The charge pumps turn off and the devices shut down when a logic high is applied to the ENT input. In this state, the supply current drops to less than 25µA and the receivers continue to operate in a low-power receive mode. Driver outputs enter a high-impedance state (three-state mode). On the MAX225, all five receivers are controlled by the $\overline{ENR}$ input. On the MAX245, eight of the receiver outputs are controlled by the $\overline{ENR}$ input, while the remaining two receivers (RA5 and RB5) are always active. RA1–RA4 and RB1–RB4 are put in a three-state mode when $\overline{ENR}$ is a logic high.

Receiver and Transmitter Enable Control Inputs

The MAX225 and MAX245–MAX249 feature transmitter and receiver enable controls.

The receivers have three modes of operation: full-speed receive (normal active), three-state (disabled), and low-power receive (enabled receivers continue to function at lower data rates). The receiver enable inputs control the full-speed receive and three-state modes. The transmitters have two modes of operation: full-speed transmit (normal active) and three-state (disabled). The transmitter enable inputs also control the shutdown mode. The device enters shutdown mode when all transmitters are disabled. Enabled receivers function in the low-power receive mode when in shutdown.

+5V-Powered, Multichannel RS-232 Drivers/Receivers

Tables 1a–1d define the control states. The MAX244 has no control pins and is not included in these tables.

The MAX246 has ten receivers and eight drivers with two control pins, each controlling one side of the device. A logic high at the A-side control input ($\overline{ENA}$) causes the four A-side receivers and drivers to go into a three-state mode. Similarly, the B-side control input ($\overline{ENB}$) causes the four B-side drivers and receivers to go into a three-state mode. As in the MAX245, one A-side and one B-side receiver (RA5 and RB5) remain active at all times. The entire device is put into shutdown mode when both the A and B sides are disabled ($\overline{ENA}$ = $\overline{ENB}$ = +5V).

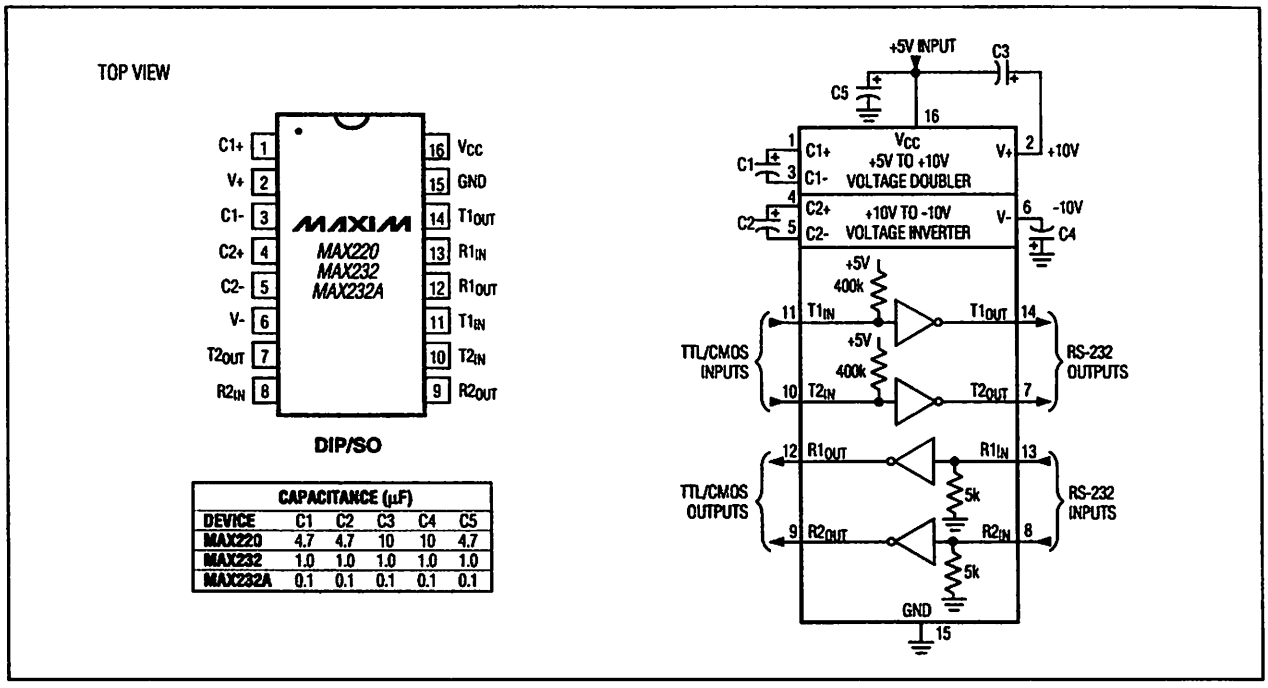
The MAX247 provides nine receivers and eight drivers with four control pins. The $\overline{ENRA}$ and $\overline{ENRB}$ receiver enable inputs each control four receiver outputs. The $\overline{ENTA}$ and $\overline{ENTB}$ transmitter enable inputs each control four drivers. The ninth receiver (RB5) is always active. The device enters shutdown mode with a logic high on both $\overline{ENTA}$ and $\overline{ENTB}$.

The MAX248 provides eight receivers and eight drivers with four control pins. The $\overline{ENRA}$ and $\overline{ENRB}$ receiver enable inputs each control four receiver outputs. The $\overline{ENTA}$ and $\overline{ENTB}$ transmitter enable inputs control four drivers each. This part does not have an always-active receiver. The device enters shutdown mode and transmitters go into a three-state mode with a logic high on both $\overline{ENTA}$ and $\overline{ENTB}$.

The MAX249 provides ten receivers and six drivers with four control pins. The $\overline{ENRA}$ and $\overline{ENRB}$ receiver enable inputs each control five receiver outputs. The $\overline{ENTA}$ and $\overline{ENTB}$ transmitter enable inputs control three drivers each. There is no always-active receiver. The device enters shutdown mode and transmitters go into a three-state mode with a logic high on both $\overline{ENTA}$ and $\overline{ENTB}$. In shutdown mode, active receivers operate in a low-power receive mode at data rates up to 20kbits/sec.

Applications Information

Figures 5 through 25 show pin configurations and typical operating circuits. In applications that are sensitive to power-supply noise, V_{CC} should be decoupled to ground with a capacitor of the same value as C1 and C2 connected as close as possible to the device.



CAPACITANCE (µF)					
DEVICE	C1	C2	C3	C4	C5
MAX220	4.7	4.7	10	10	4.7
MAX232	1.0	1.0	1.0	1.0	1.0
MAX232A	0.1	0.1	0.1	0.1	0.1

Figure 5. MAX220/MAX232/MAX232A Pin Configuration and Typical Operating Circuit

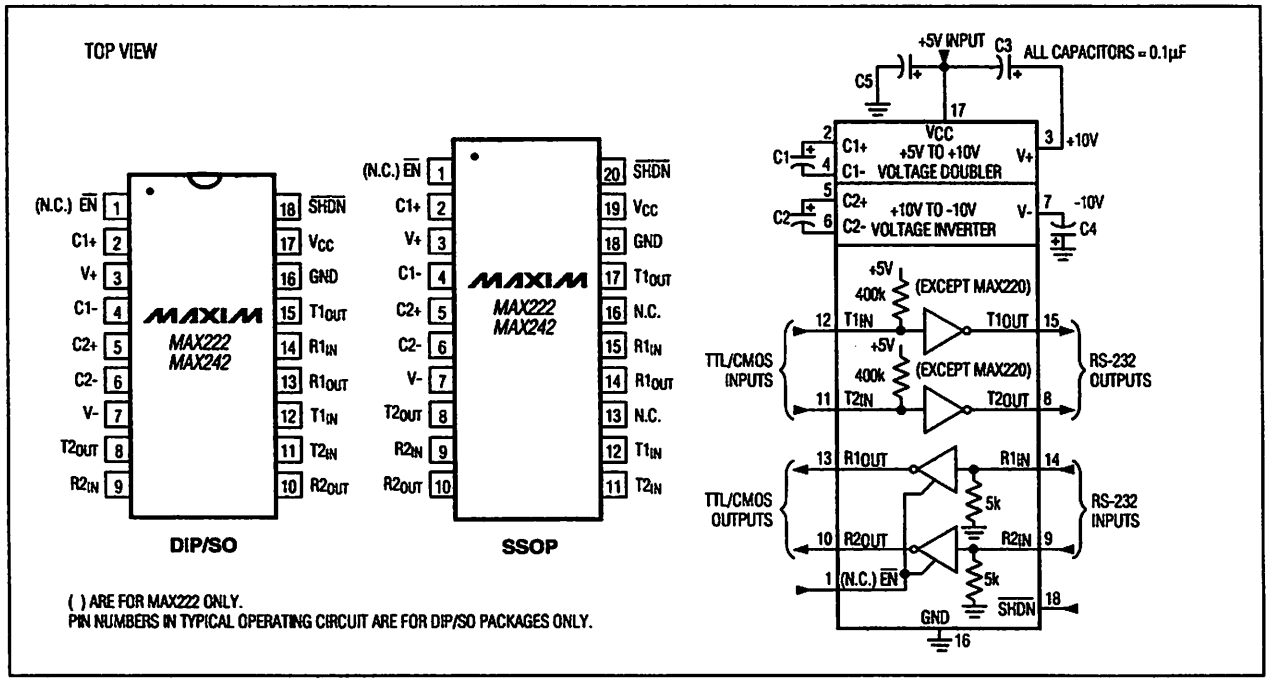
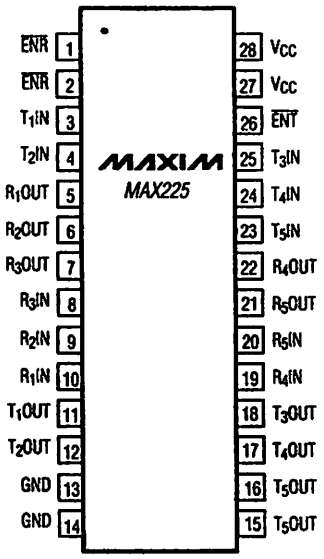


Figure 6. MAX222/MAX242 Pin Configurations and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

TOP VIEW



SO

MAX225 FUNCTIONAL DESCRIPTION

5 RECEIVERS
5 TRANSMITTERS
2 CONTROL PINS
1 RECEIVER ENABLE ($\overline{ENR}$)
1 TRANSMITTER ENABLE ($\overline{ENT}$)

PINS ($\overline{ENR}$, GND, V_{CC}, T_5OUT) ARE INTERNALLY CONNECTED. CONNECT EITHER OR BOTH EXTERNALLY. T_5OUT IS A SINGLE DRIVER.

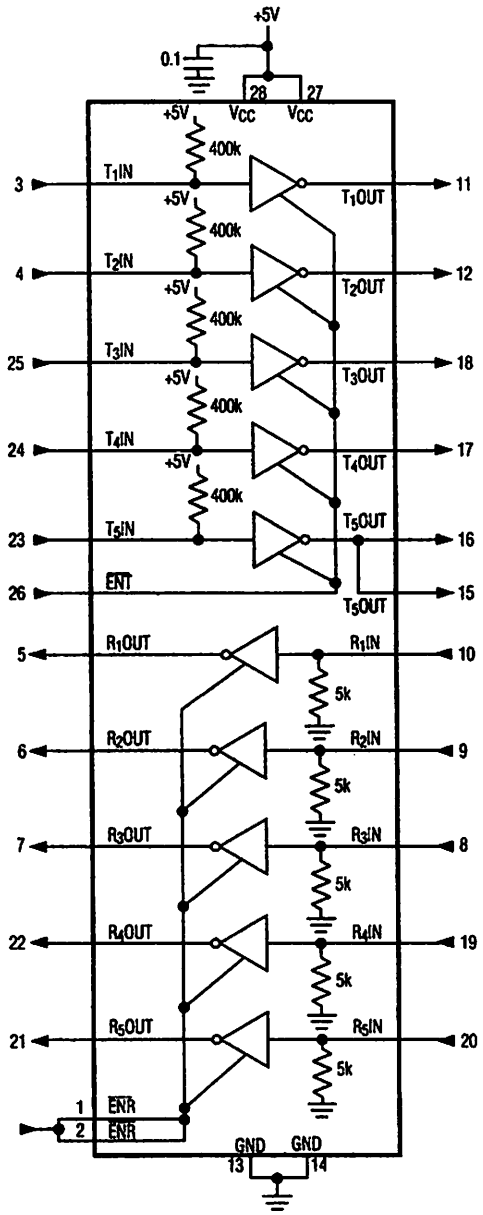


Figure 7. MAX225 Pin Configuration and Typical Operating Circuit

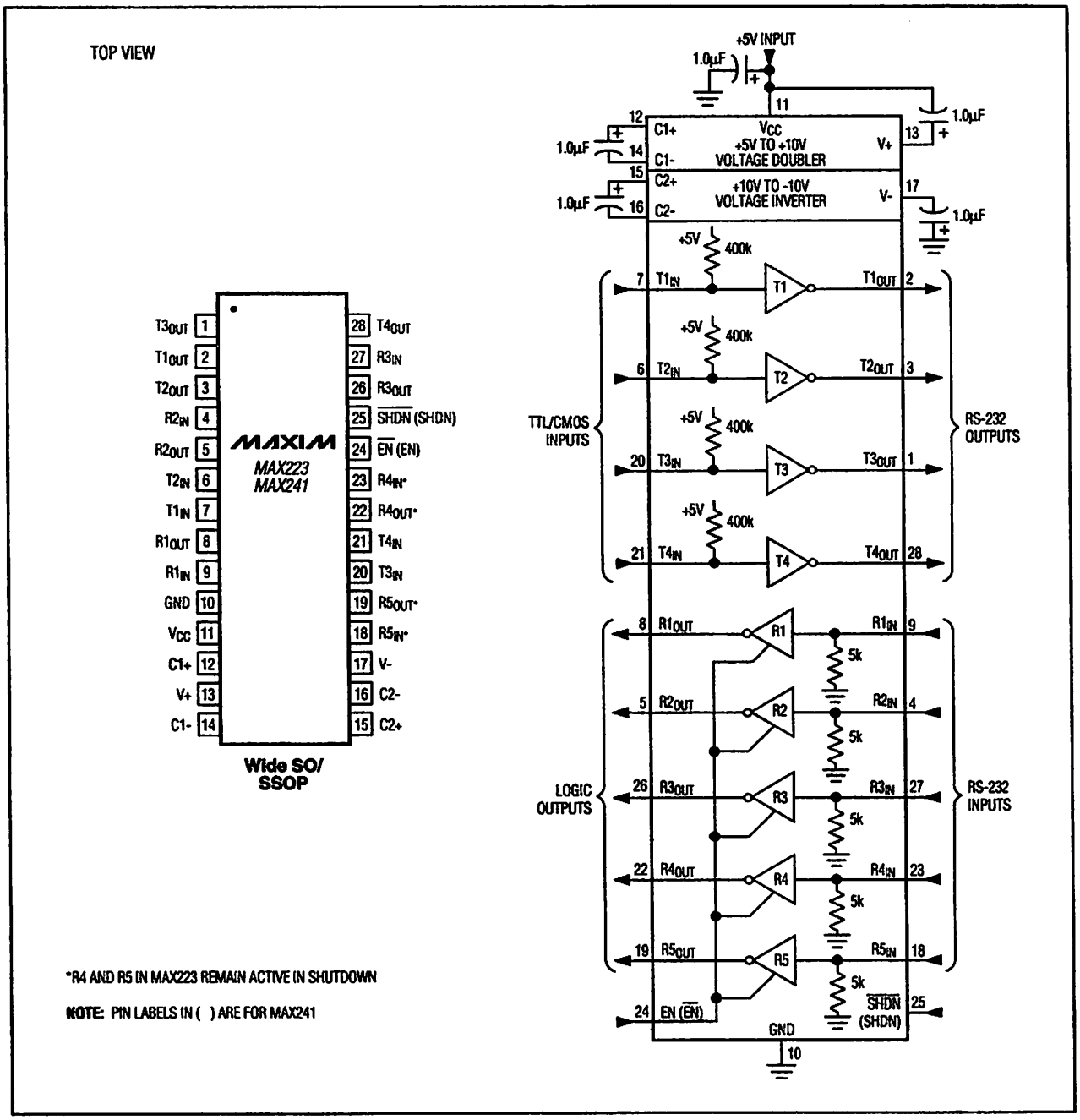


Figure 8. MAX223/MAX241 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

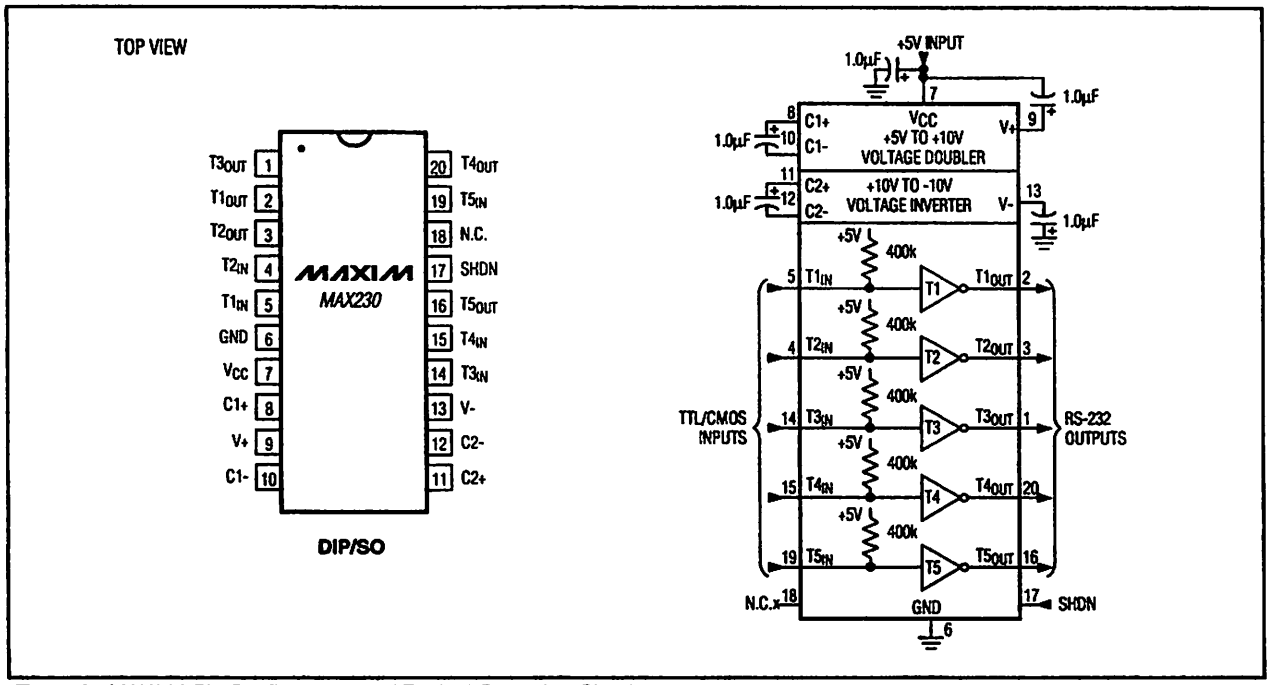


Figure 9. MAX230 Pin Configuration and Typical Operating Circuit

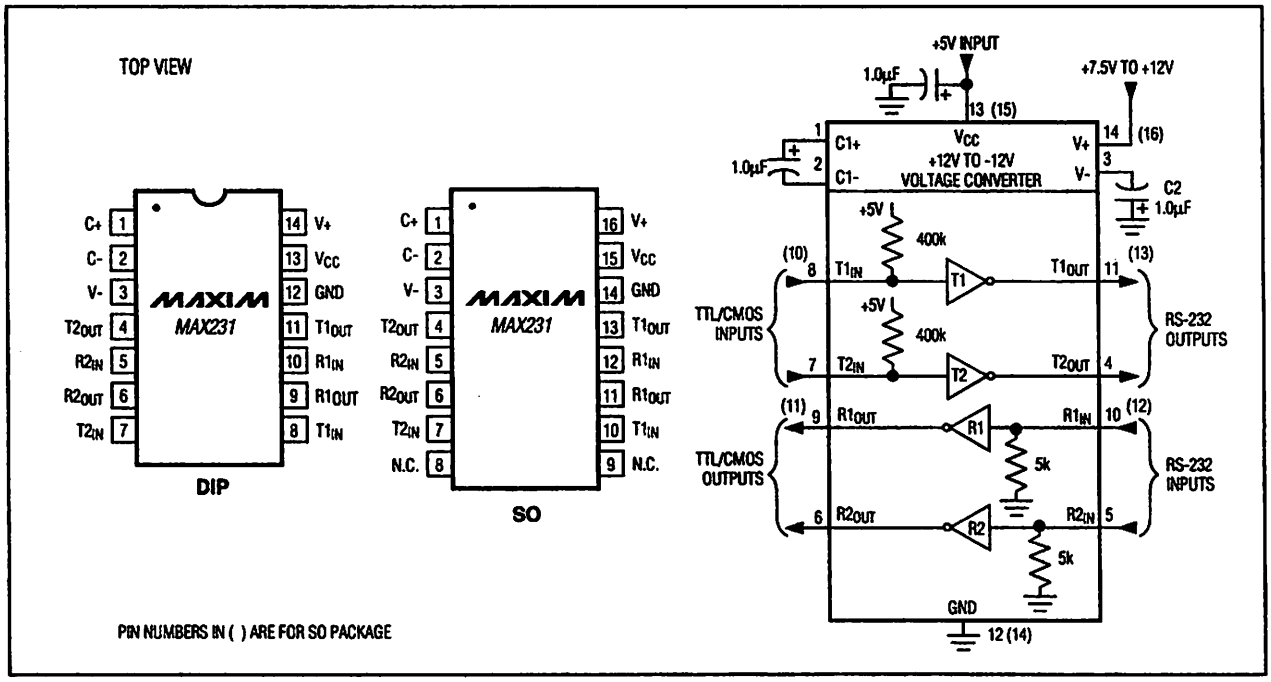


Figure 10. MAX231 Pin Configurations and Typical Operating Circuit

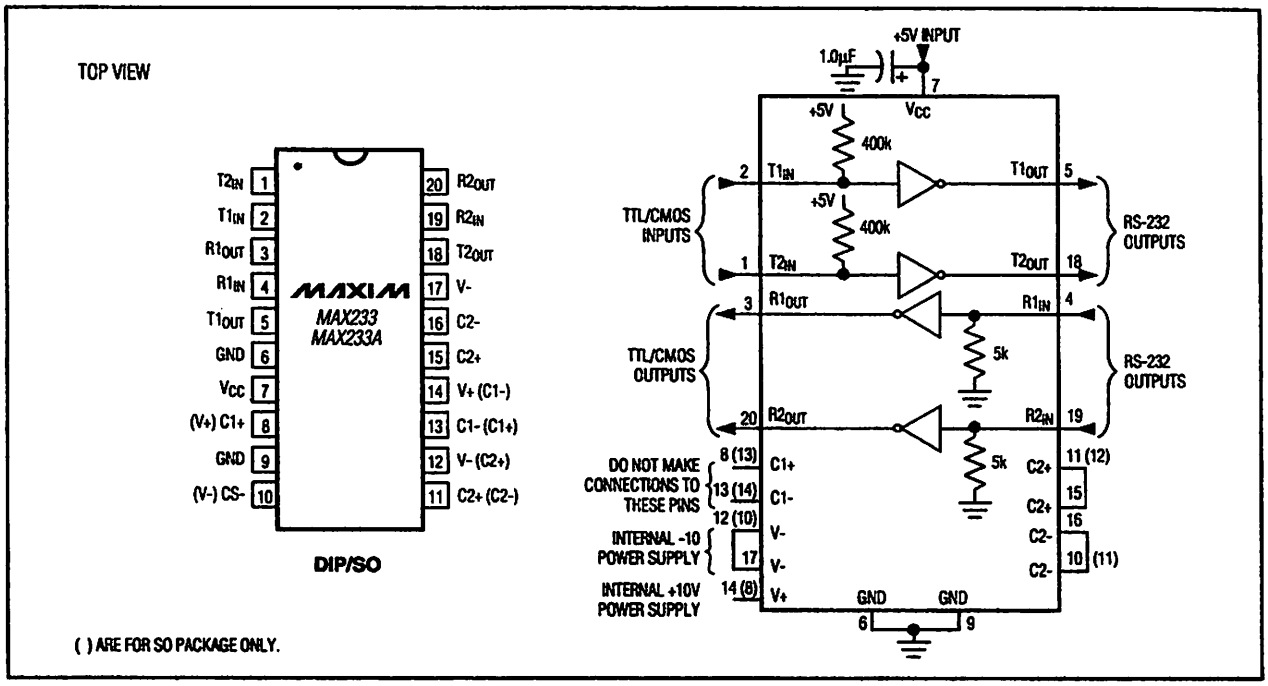


Figure 11. MAX233/MAX233A Pin Configuration and Typical Operating Circuit

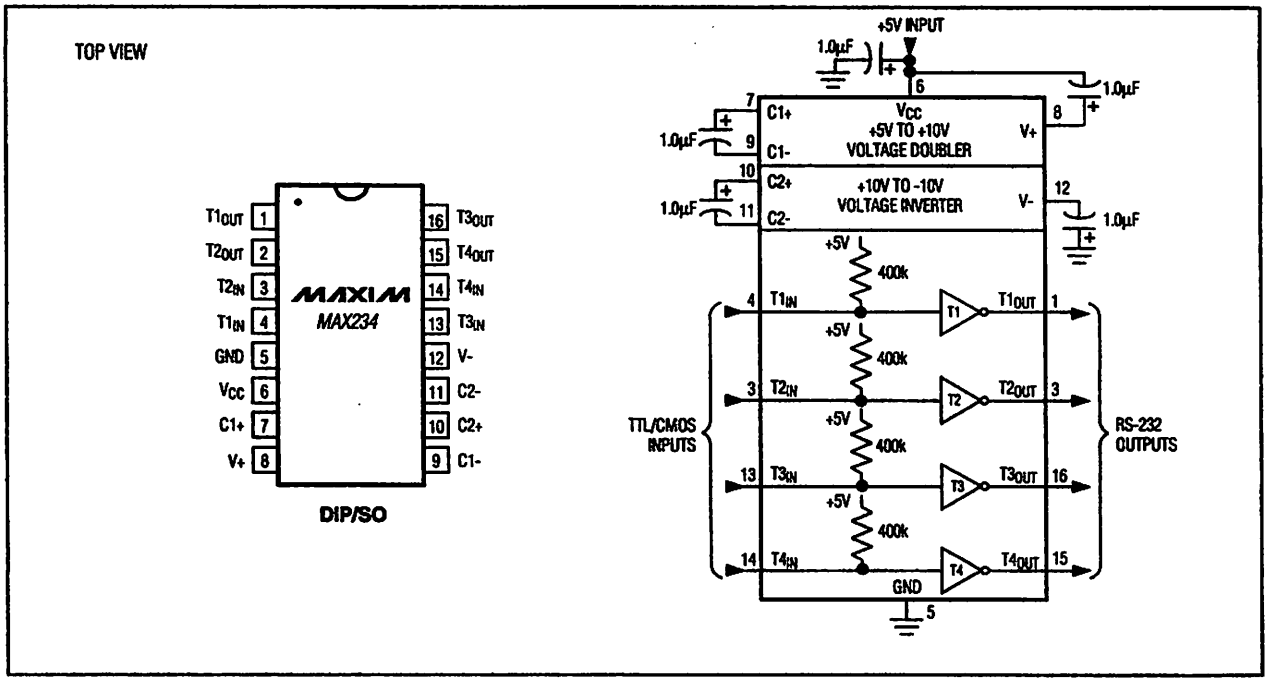


Figure 12. MAX234 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

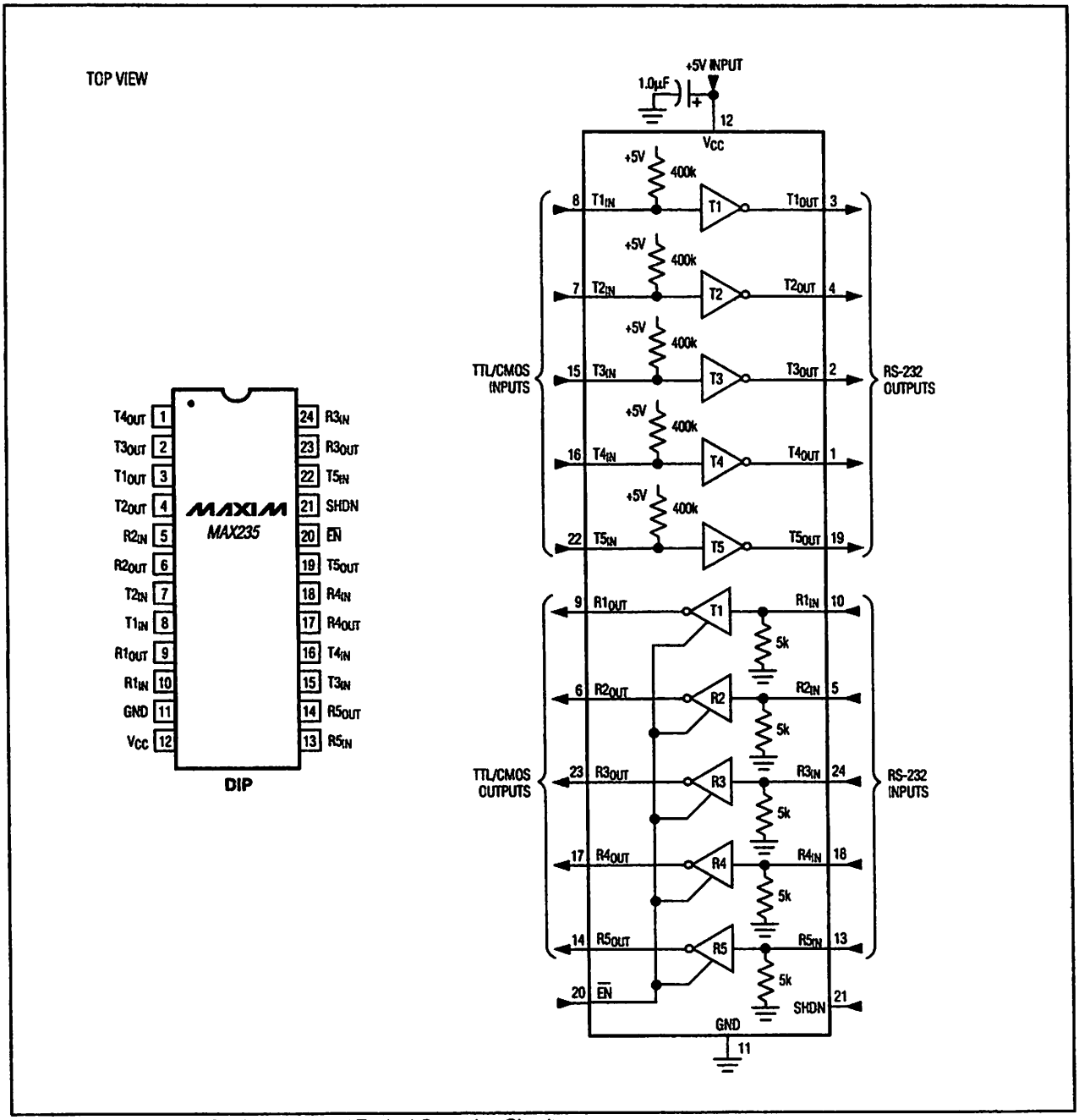


Figure 13. MAX235 Pin Configuration and Typical Operating Circuit

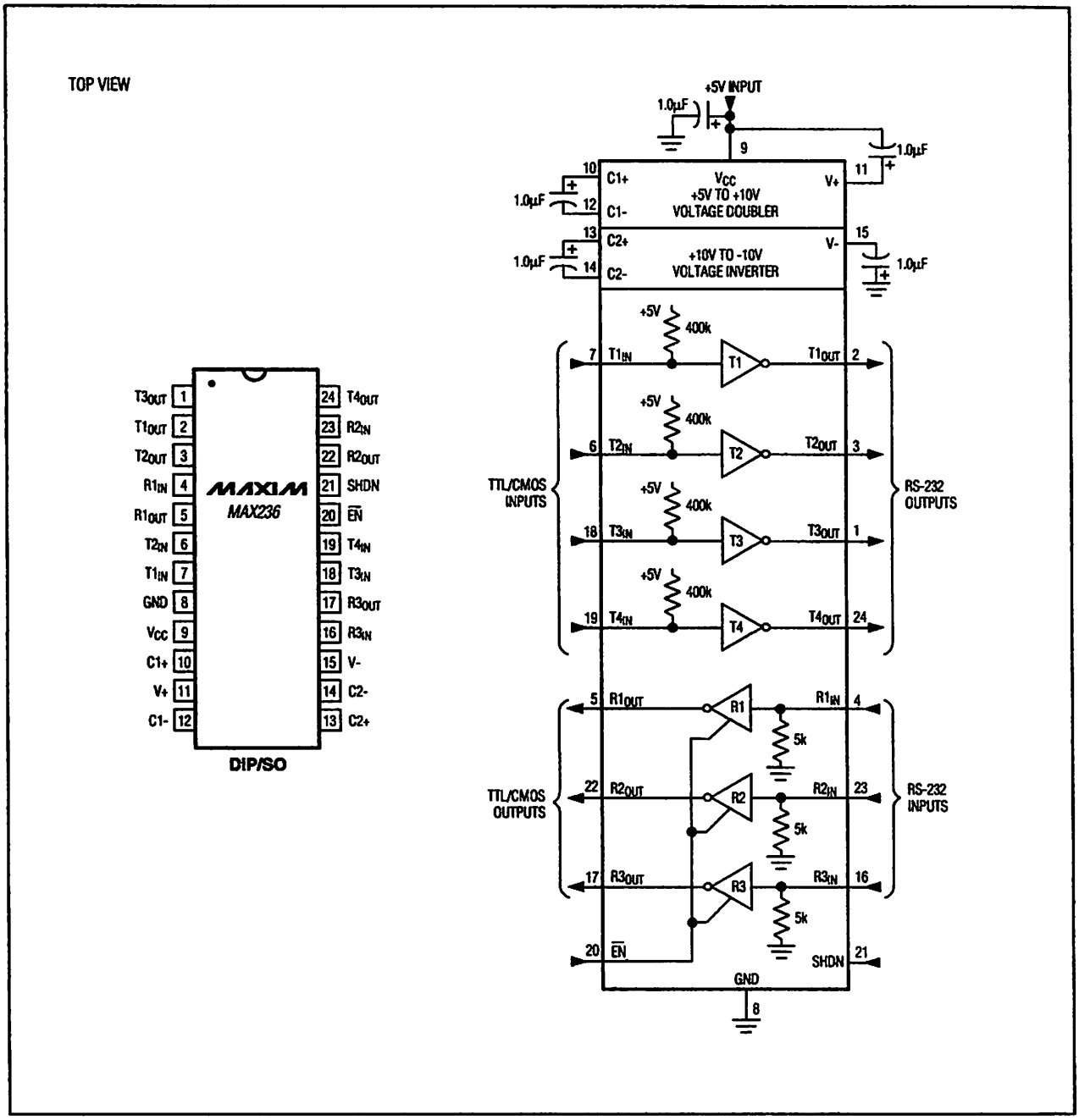


Figure 14. MAX236 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

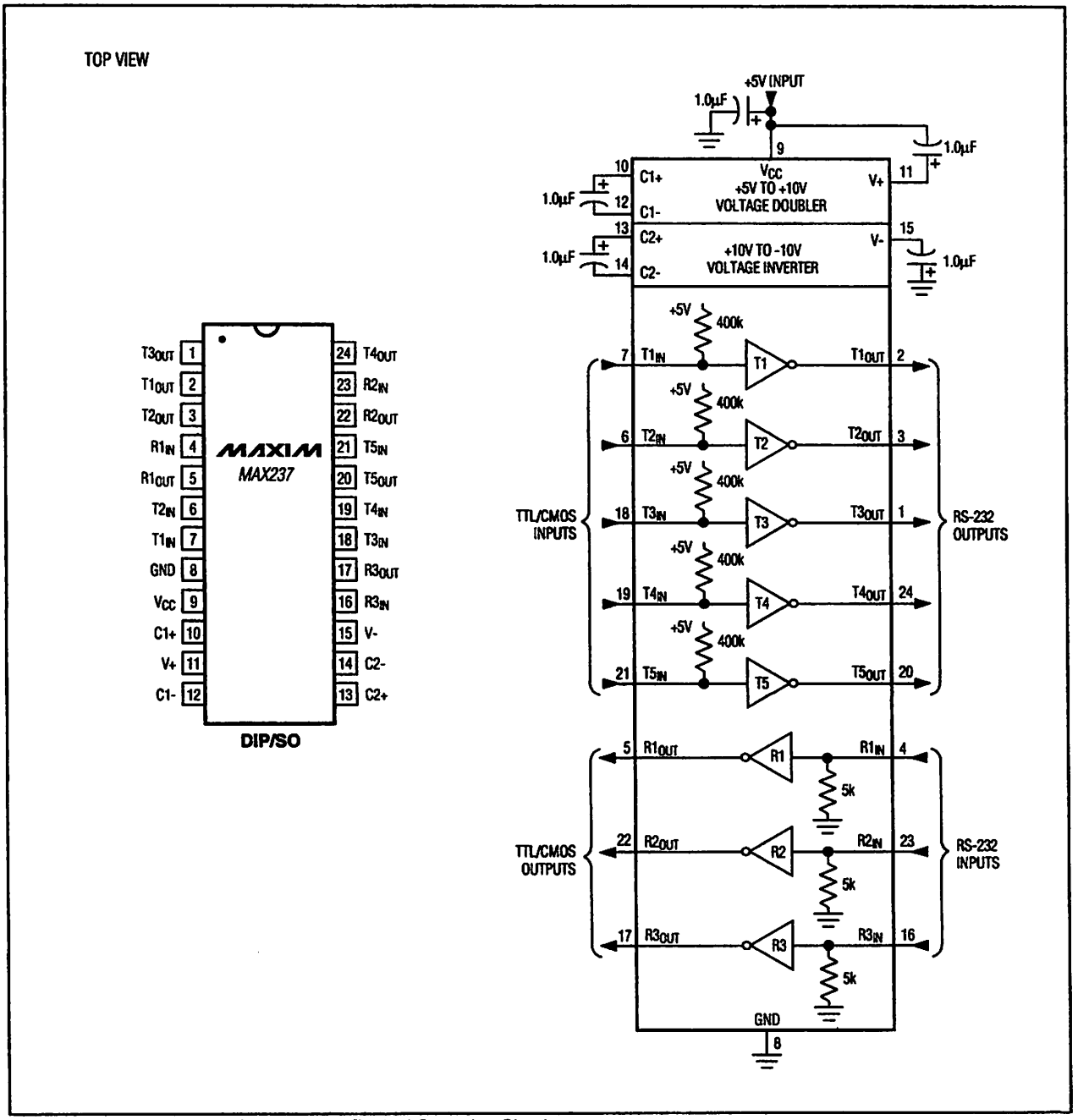


Figure 15. MAX237 Pin Configuration and Typical Operating Circuit

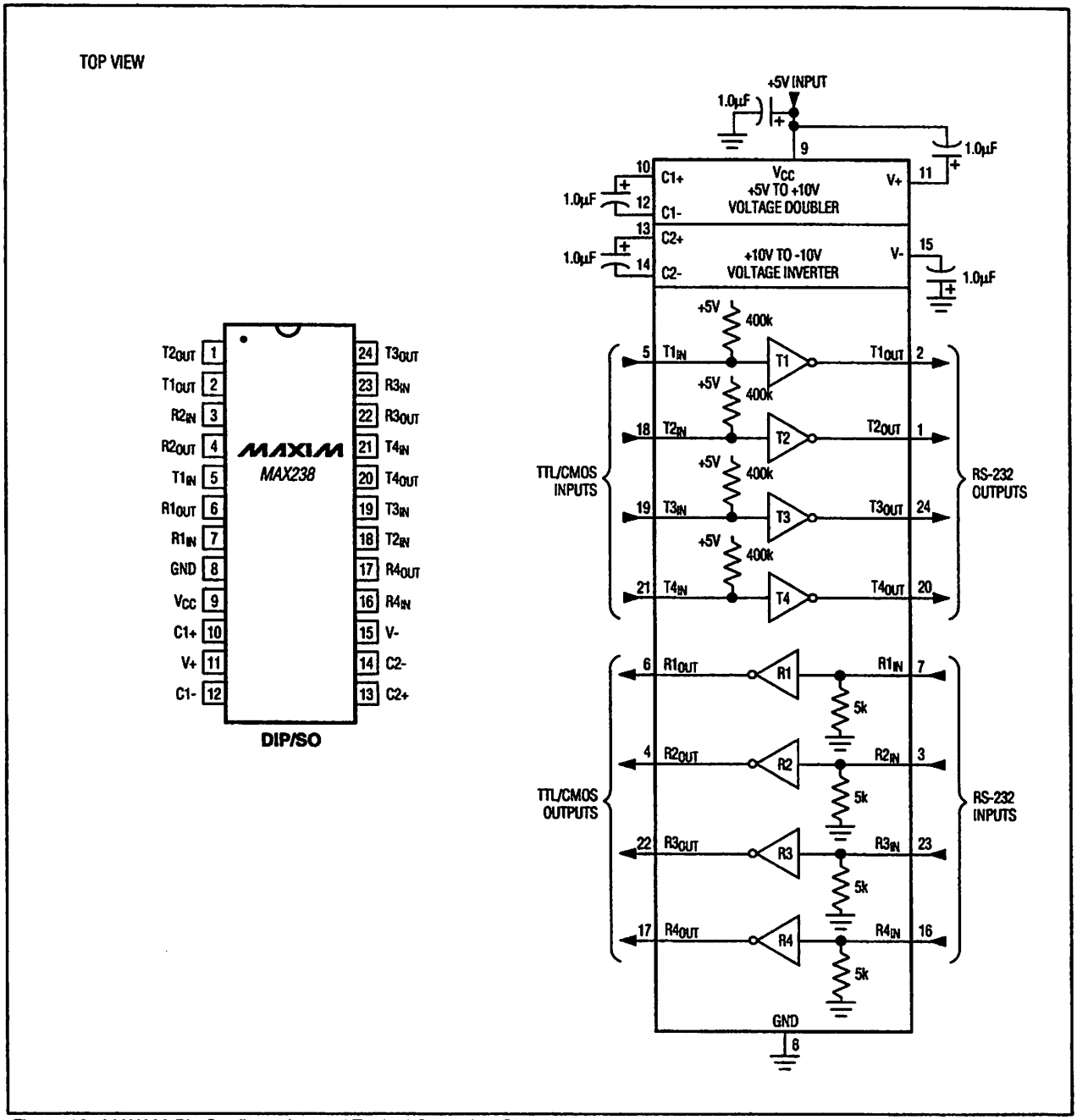


Figure 16. MAX238 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

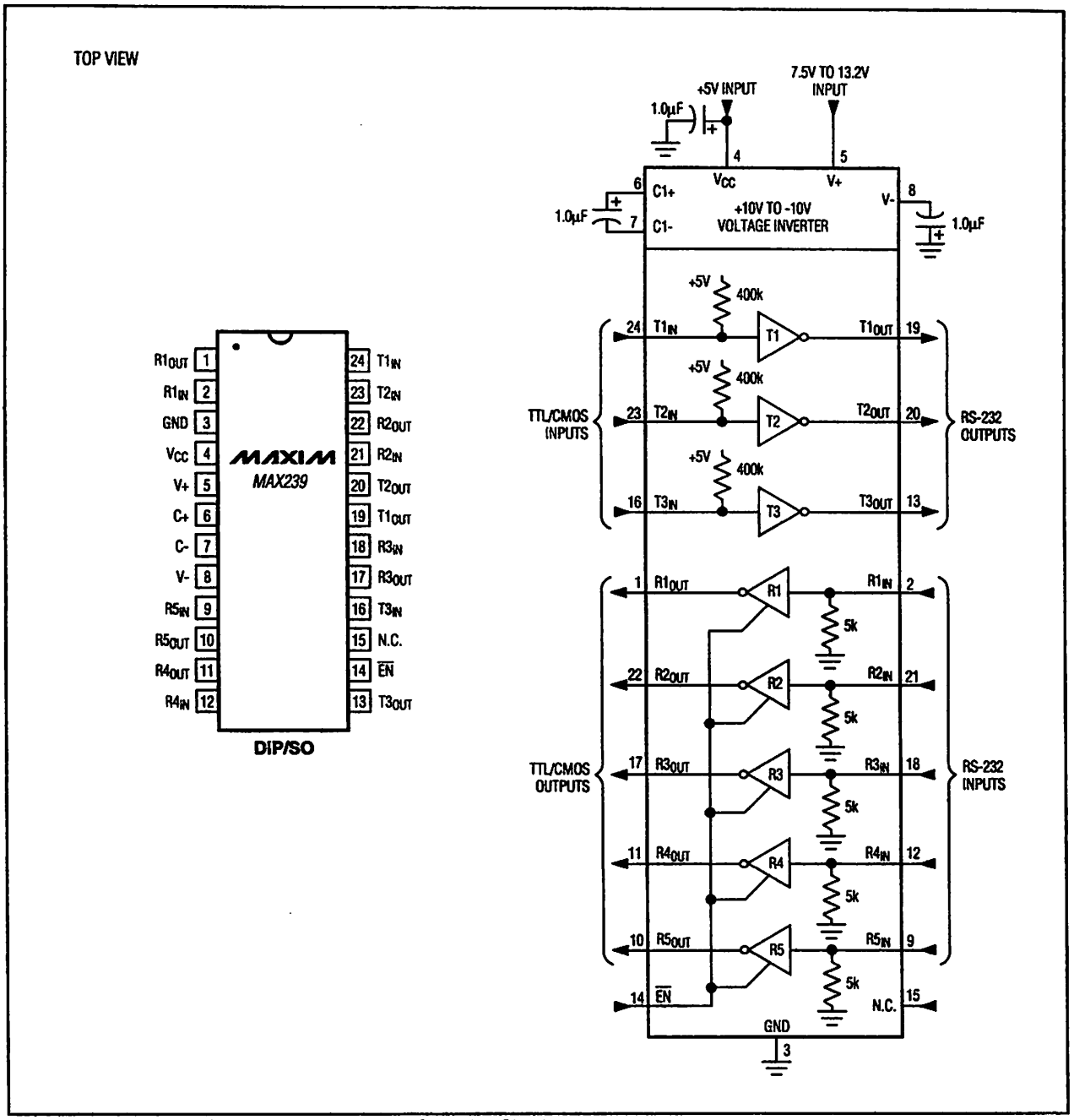


Figure 17. MAX239 Pin Configuration and Typical Operating Circuit

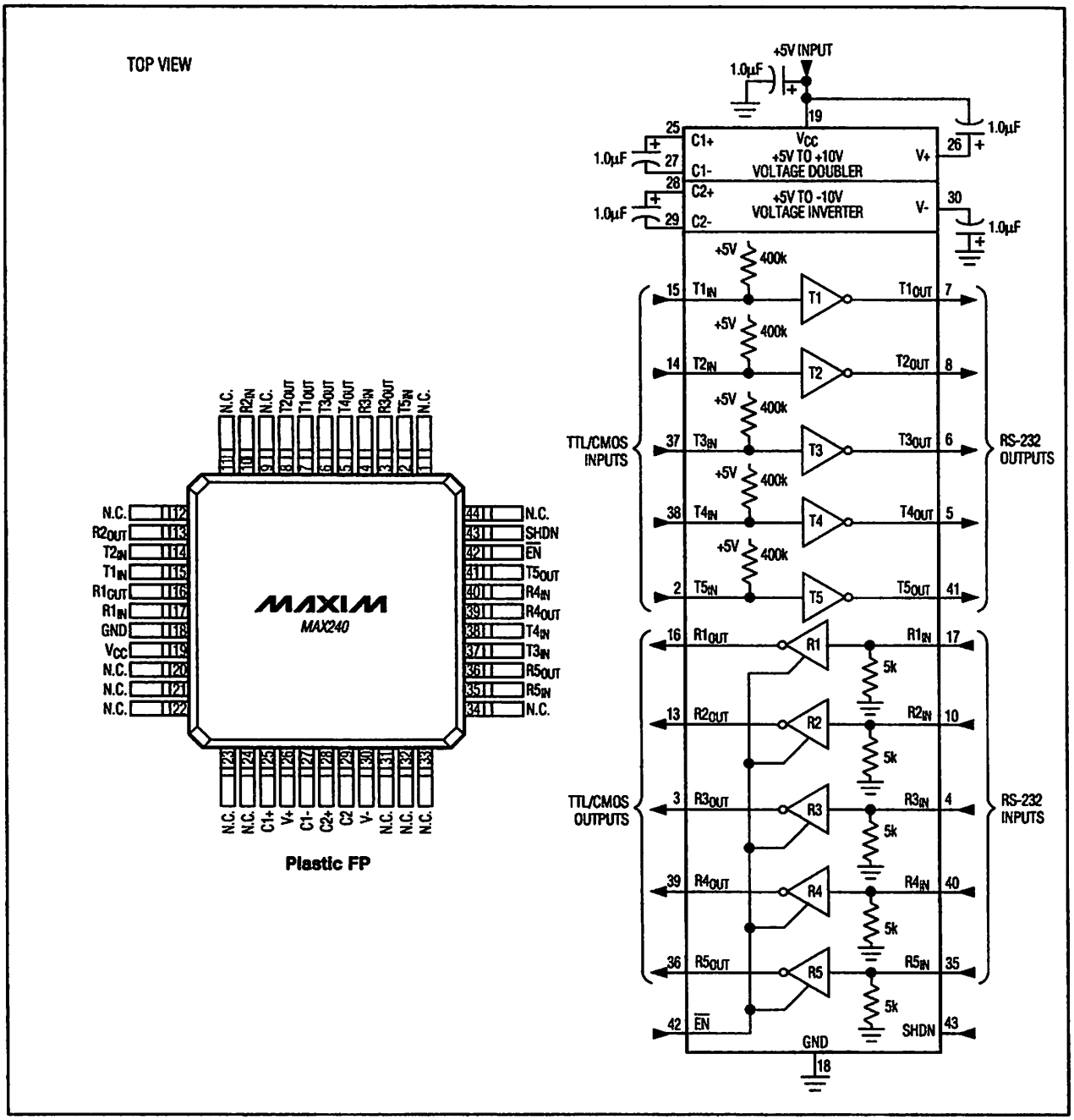
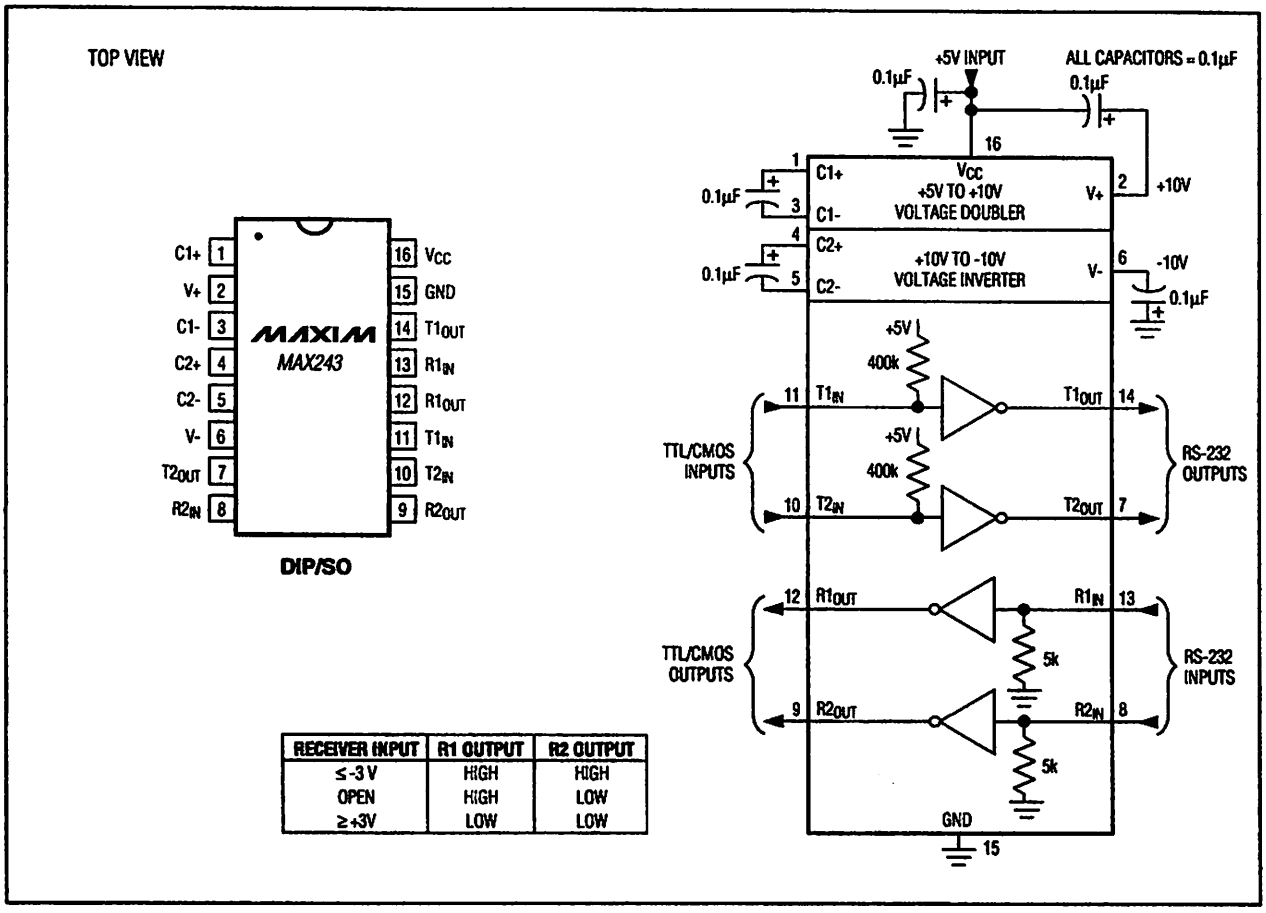


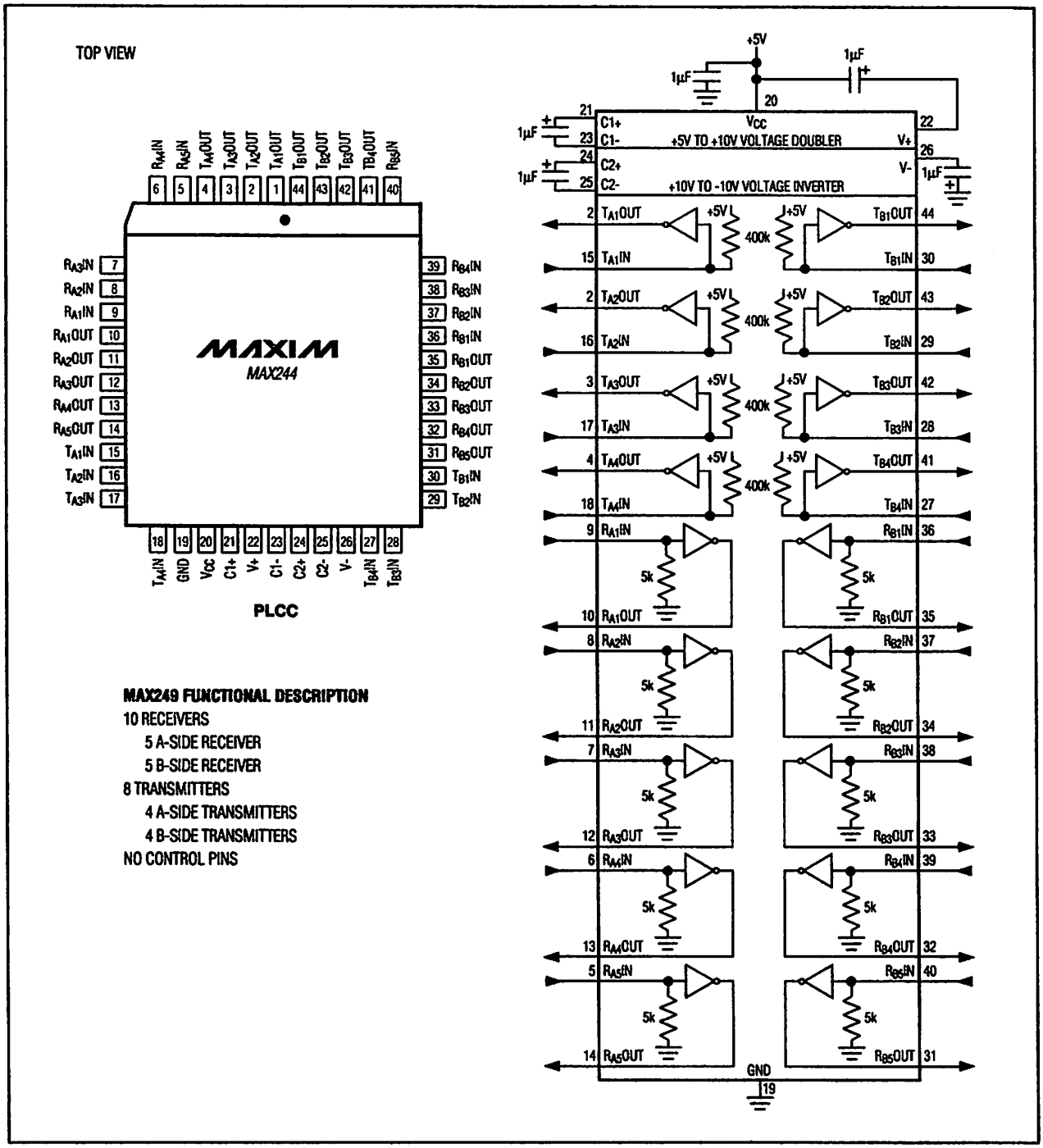
Figure 18. MAX240 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers



RECEIVER INPUT	R1 OUTPUT	R2 OUTPUT
≤-3 V	HIGH	HIGH
OPEN	HIGH	LOW
≥+3V	LOW	LOW

Figure 19. MAX243 Pin Configuration and Typical Operating Circuit



MAX249 FUNCTIONAL DESCRIPTION

10 RECEIVERS
- 5 A-SIDE RECEIVER
- 5 B-SIDE RECEIVER

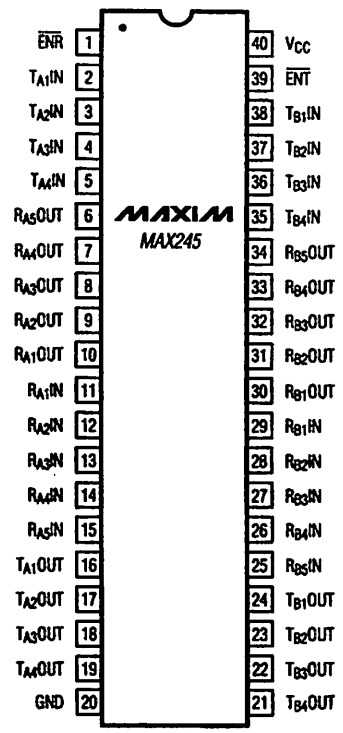
8 TRANSMITTERS
- 4 A-SIDE TRANSMITTERS
- 4 B-SIDE TRANSMITTERS

NO CONTROL PINS

Figure 20. MAX244 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

TOP VIEW



DIP

MAX245 FUNCTIONAL DESCRIPTION

10 RECEIVERS
- 5 A-SIDE RECEIVERS (R_{A5} ALWAYS ACTIVE)
- 5 B-SIDE RECEIVERS (R_{B5} ALWAYS ACTIVE)

8 TRANSMITTTERS
- 4 A-SIDE TRANSMITTERS

2 CONTROL PINS
- 1 RECEIVER ENABLE ($\overline{ENR}$)
- 1 TRANSMITTER ENABLE ($\overline{ENT}$)

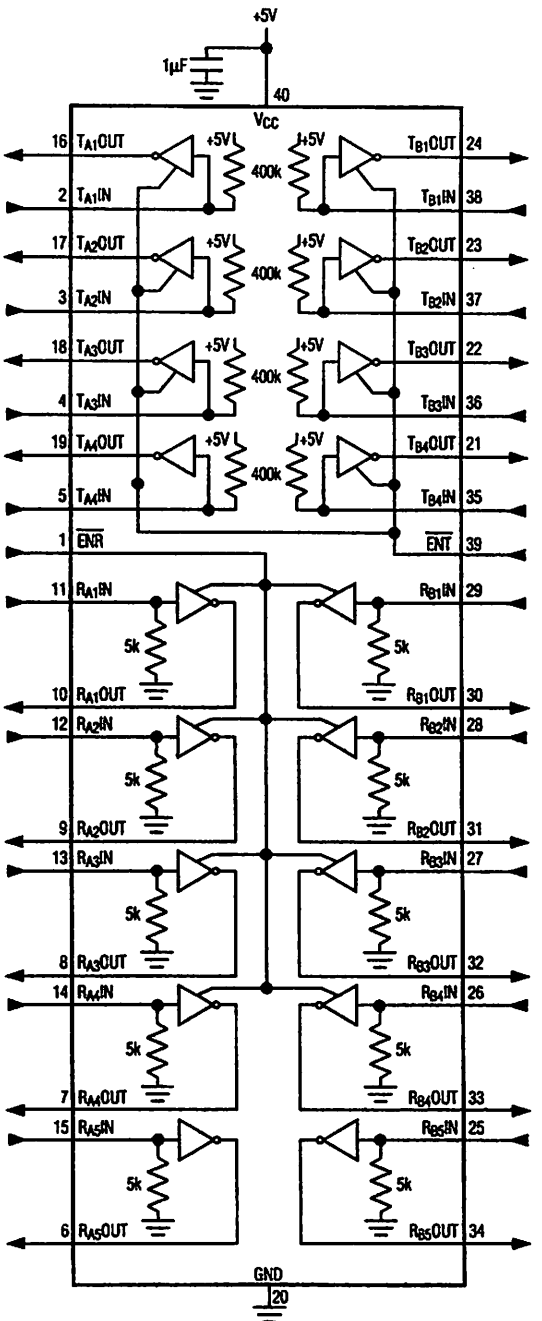
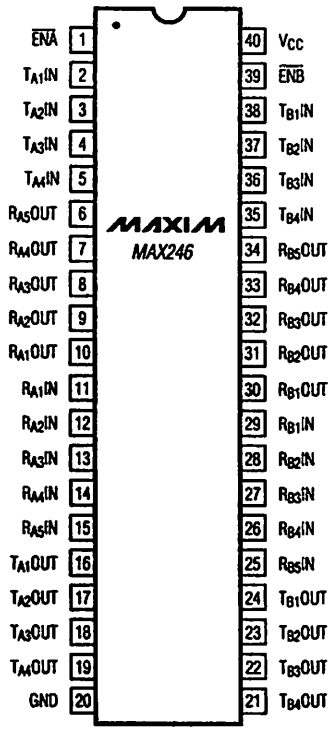
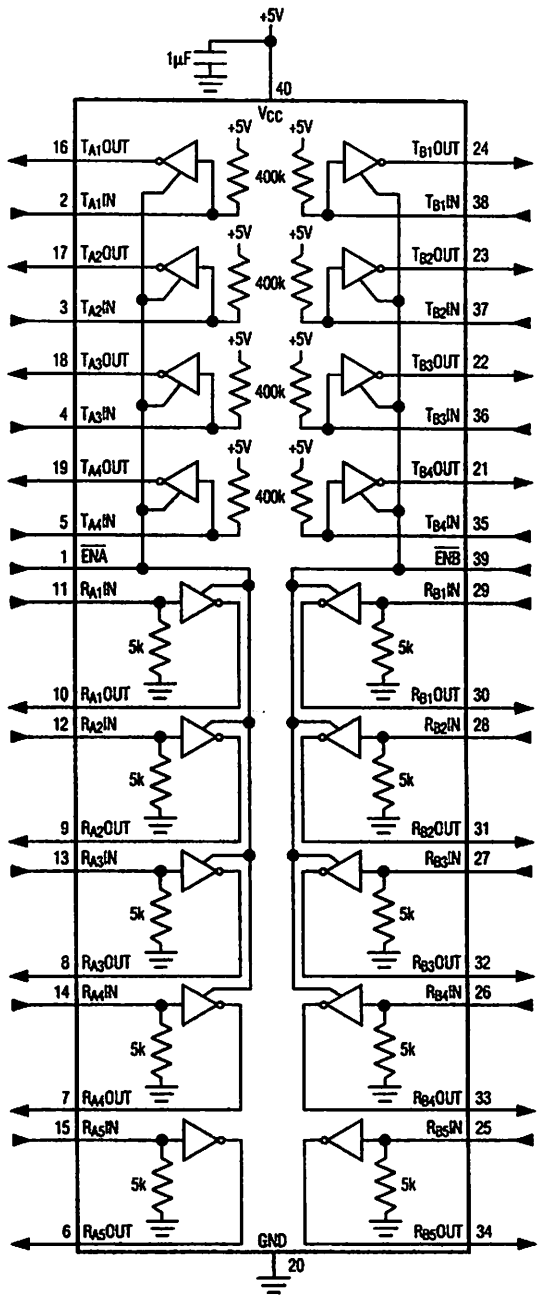


Figure 21. MAX245 Pin Configuration and Typical Operating Circuit

TOP VIEW



DIP



MAX246 FUNCTIONAL DESCRIPTION

10 RECEIVERS
- 5 A-SIDE RECEIVERS (R_{A5} ALWAYS ACTIVE)
- 5 B-SIDE RECEIVERS (R_{B5} ALWAYS ACTIVE)

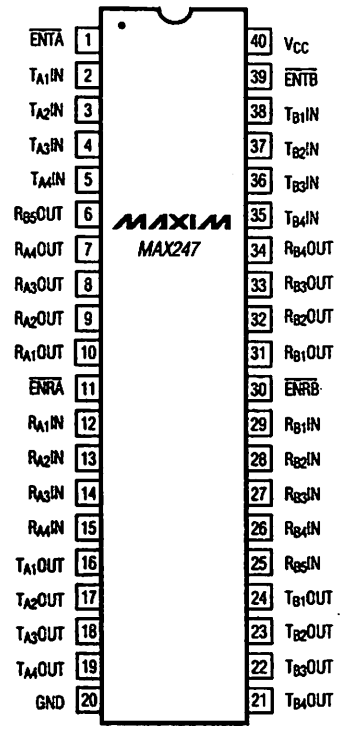
8 TRANSMITTERS
- 4 A-SIDE TRANSMITTERS
- 4 B-SIDE TRANSMITTERS

2 CONTROL PINS
- ENABLE A-SIDE ($\overline{ENA}$)
- ENABLE B-SIDE ($\overline{ENB}$)

Figure 22. MAX246 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

TOP VIEW



DIP

MAX247 FUNCTIONAL DESCRIPTION

9 RECEIVERS
- 4 A-SIDE RECEIVERS
- 5 B-SIDE RECEIVERS (R_{B5} ALWAYS ACTIVE)

8 TRANSMITTERS
- 4 A-SIDE TRANSMITTERS
- 4 B-SIDE TRANSMITTERS

4 CONTROL PINS
- ENABLE RECEIVER A-SIDE ($\overline{ENRA}$)
- ENABLE RECEIVER B-SIDE ($\overline{ENRB}$)
- ENABLE RECEIVER A-SIDE ($\overline{ENTA}$)
- ENABLE RECEIVERr B-SIDE ($\overline{ENTB}$)

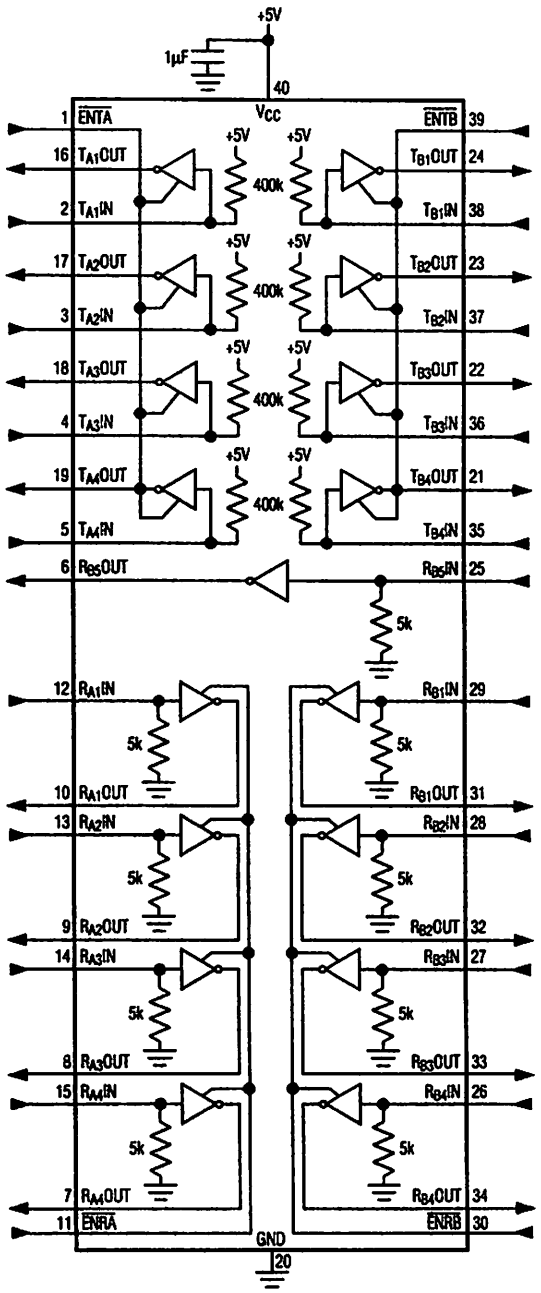
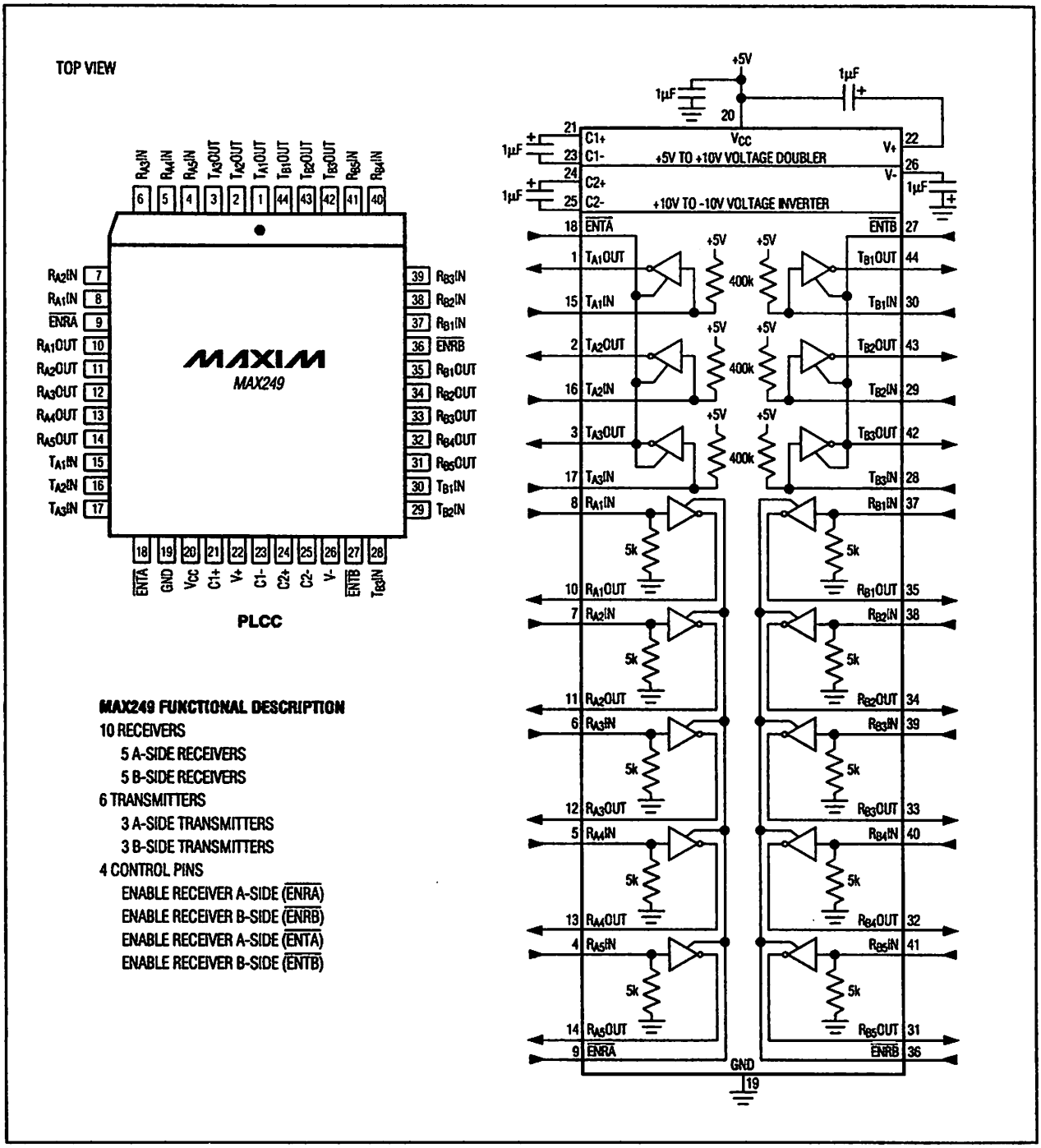


Figure 23. MAX247 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers



MAX249 FUNCTIONAL DESCRIPTION

10 RECEIVERS
- 5 A-SIDE RECEIVERS
- 5 B-SIDE RECEIVERS

6 TRANSMITTERS
- 3 A-SIDE TRANSMITTERS
- 3 B-SIDE TRANSMITTERS

4 CONTROL PINS
- ENABLE RECEIVER A-SIDE ($\overline{ENRA}$)
- ENABLE RECEIVER B-SIDE ($\overline{ENRB}$)
- ENABLE RECEIVER A-SIDE ($\overline{ENTA}$)
- ENABLE RECEIVER B-SIDE ($\overline{ENTB}$)

Figure 25. MAX249 Pin Configuration and Typical Operating Circuit

+5V-Powered, Multichannel RS-232 Drivers/Receivers

Ordering Information (continued)

PART	TEMP. RANGE	PIN-PACKAGE
MAX222CPN	0°C to +70°C	18 Plastic DIP
MAX222CWN	0°C to +70°C	18 Wide SO
MAX222C/D	0°C to +70°C	Dice*
MAX222EPN	-40°C to +85°C	18 Plastic DIP
MAX222EWN	-40°C to +85°C	18 Wide SO
MAX222EJN	-40°C to +85°C	18 CERDIP
MAX222MJN	-55°C to +125°C	18 CERDIP
MAX223CAI	0°C to +70°C	28 SSOP
MAX223CWI	0°C to +70°C	28 Wide SO
MAX223C/D	0°C to +70°C	Dice*
MAX223EAI	-40°C to +85°C	28 SSOP
MAX223EWI	-40°C to +85°C	28 Wide SO
MAX225CWI	0°C to +70°C	28 Wide SO
MAX225EWI	-40°C to +85°C	28 Wide SO
MAX230CPP	0°C to +70°C	20 Plastic DIP
MAX230CWP	0°C to +70°C	20 Wide SO
MAX230C/D	0°C to +70°C	Dice*
MAX230EPP	-40°C to +85°C	20 Plastic DIP
MAX230EWP	-40°C to +85°C	20 Wide SO
MAX230EJP	-40°C to +85°C	20 CERDIP
MAX230MJP	-55°C to +125°C	20 CERDIP
MAX231CPD	0°C to +70°C	14 Plastic DIP
MAX231CWE	0°C to +70°C	16 Wide SO
MAX231CJD	0°C to +70°C	14 CERDIP
MAX231C/D	0°C to +70°C	Dice*
MAX231EPD	-40°C to +85°C	14 Plastic DIP
MAX231EWE	-40°C to +85°C	16 Wide SO
MAX231EJD	-40°C to +85°C	14 CERDIP
MAX231MJD	-55°C to +125°C	14 CERDIP
MAX232CPE	0°C to +70°C	16 Plastic DIP
MAX232CSE	0°C to +70°C	16 Narrow SO
MAX232CWE	0°C to +70°C	16 Wide SO
MAX232C/D	0°C to +70°C	Dice*
MAX232EPE	-40°C to +85°C	16 Plastic DIP
MAX232ESE	-40°C to +85°C	16 Narrow SO
MAX232EWE	-40°C to +85°C	16 Wide SO
MAX232EJE	-40°C to +85°C	16 CERDIP
MAX232MJE	-55°C to +125°C	16 CERDIP
MAX232MLP	-55°C to +125°C	20 LCC
MAX232ACPE	0°C to +70°C	16 Plastic DIP
MAX232ACSE	0°C to +70°C	16 Narrow SO
MAX232ACWE	0°C to +70°C	16 Wide SO
MAX232AC/D	0°C to +70°C	Dice*
MAX232AEPE	-40°C to +85°C	16 Plastic DIP
MAX232AESE	-40°C to +85°C	16 Narrow SO
MAX232AEWE	-40°C to +85°C	16 Wide SO
MAX232AEJE	-40°C to +85°C	16 CERDIP
MAX232AMJE	-55°C to +125°C	16 CERDIP
MAX232AMLP	-55°C to +125°C	20 LCC
MAX233CPP	0°C to +70°C	20 Plastic DIP
MAX233EPP	-40°C to +85°C	20 Plastic DIP
MAX233ACPP	0°C to +70°C	20 Plastic DIP
MAX233ACWP	0°C to +70°C	20 Wide SO
MAX233AEPP	-40°C to +85°C	20 Plastic DIP
MAX233AEWP	-40°C to +85°C	20 Wide SO
MAX234CPE	0°C to +70°C	16 Plastic DIP
MAX234CWE	0°C to +70°C	16 Wide SO
MAX234C/D	0°C to +70°C	Dice*
MAX234EPE	-40°C to +85°C	16 Plastic DIP
MAX234EWE	-40°C to +85°C	16 Wide SO
MAX234EJE	-40°C to +85°C	16 CERDIP
MAX234MJE	-55°C to +125°C	16 CERDIP
MAX235CPG	0°C to +70°C	24 Wide Plastic DIP
MAX235EPG	-40°C to +85°C	24 Wide Plastic DIP
MAX235EDG	-40°C to +85°C	24 Ceramic SB
MAX235MDG	-55°C to +125°C	24 Ceramic SB
MAX236CNG	0°C to +70°C	24 Narrow Plastic DIP
MAX236CWG	0°C to +70°C	24 Wide SO
MAX236C/D	0°C to +70°C	Dice*
MAX236ENG	-40°C to +85°C	24 Narrow Plastic DIP
MAX236EWG	-40°C to +85°C	24 Wide SO
MAX236ERG	-40°C to +85°C	24 Narrow CERDIP
MAX236MRG	-55°C to +125°C	24 Narrow CERDIP
MAX237CNG	0°C to +70°C	24 Narrow Plastic DIP
MAX237CWG	0°C to +70°C	24 Wide SO
MAX237C/D	0°C to +70°C	Dice*
MAX237ENG	-40°C to +85°C	24 Narrow Plastic DIP
MAX237EWG	-40°C to +85°C	24 Wide SO
MAX237ERG	-40°C to +85°C	24 Narrow CERDIP
MAX237MRG	-55°C to +125°C	24 Narrow CERDIP
MAX238CNG	0°C to +70°C	24 Narrow Plastic DIP
MAX238CWG	0°C to +70°C	24 Wide SO
MAX238C/D	0°C to +70°C	Dice*
MAX238ENG	-40°C to +85°C	24 Narrow Plastic DIP

** Contact factory for dice specifications.*

+5V-Powered, Multichannel RS-232 Drivers/Receivers

Ordering Information (continued)

PART	TEMP. RANGE	PIN-PACKAGE
MAX238EWG	-40°C to +85°C	24 Wide SO
MAX238ERG	-40°C to +85°C	24 Narrow CERDIP
MAX238MRG	-55°C to +125°C	24 Narrow CERDIP
MAX239CNG	0°C to +70°C	24 Narrow Plastic DIP
MAX239CWG	0°C to +70°C	24 Wide SO
MAX239C/D	0°C to +70°C	Dice*
MAX239ENG	-40°C to +85°C	24 Narrow Plastic DIP
MAX239EWG	-40°C to +85°C	24 Wide SO
MAX239ERG	-40°C to +85°C	24 Narrow CERDIP
MAX239MRG	-55°C to +125°C	24 Narrow CERDIP
MAX240CMH	0°C to +70°C	44 Plastic FP
MAX240C/D	0°C to +70°C	Dice*
MAX241CAI	0°C to +70°C	28 SSOP
MAX241CWI	0°C to +70°C	28 Wide SO
MAX241C/D	0°C to +70°C	Dice*
MAX241EAI	-40°C to +85°C	28 SSOP
MAX241EWI	-40°C to +85°C	28 Wide SO
MAX242CAP	0°C to +70°C	20 SSOP
MAX242CPN	0°C to +70°C	18 Plastic DIP
MAX242CWN	0°C to +70°C	18 Wide SO
MAX242C/D	0°C to +70°C	Dice*
MAX242EPN	-40°C to +85°C	18 Plastic DIP
MAX242EWN	-40°C to +85°C	18 Wide SO
MAX242EJN	-40°C to +85°C	18 CERDIP
MAX242MJN	-55°C to +125°C	18 CERDIP

MAX243CPE	0°C to +70°C	16 Plastic DIP
MAX243CSE	0°C to +70°C	16 Narrow SO
MAX243CWE	0°C to +70°C	16 Wide SO
MAX243C/D	0°C to +70°C	Dice*
MAX243EPE	-40°C to +85°C	16 Plastic DIP
MAX243ESE	-40°C to +85°C	16 Narrow SO
MAX243EWE	-40°C to +85°C	16 Wide SO
MAX243EJE	-40°C to +85°C	16 CERDIP
MAX243MJE	-55°C to +125°C	16 CERDIP
MAX244CQH	0°C to +70°C	44 PLCC
MAX244C/D	0°C to +70°C	Dice*
MAX244EQH	-40°C to +85°C	44 PLCC
MAX245CPL	0°C to +70°C	40 Plastic DIP
MAX245C/D	0°C to +70°C	Dice*
MAX245EPL	-40°C to +85°C	40 Plastic DIP
MAX246CPL	0°C to +70°C	40 Plastic DIP
MAX246C/D	0°C to +70°C	Dice*
MAX246EPL	-40°C to +85°C	40 Plastic DIP
MAX247CPL	0°C to +70°C	40 Plastic DIP
MAX247C/D	0°C to +70°C	Dice*
MAX247EPL	-40°C to +85°C	40 Plastic DIP
MAX248CQH	0°C to +70°C	44 PLCC
MAX248C/D	0°C to +70°C	Dice*
MAX248EQH	-40°C to +85°C	44 PLCC
MAX249CQH	0°C to +70°C	44 PLCC
MAX249EQH	-40°C to +85°C	44 PLCC

** Contact factory for dice specifications.*

FAIRCHILD
SEMICONDUCTOR™

BD135/137/139

Medium Power Linear and Switching Applications

- Complement to BD136, BD138 and BD140 respectively

NPN Epitaxial Silicon Transistor

Absolute Maximum Ratings T_C=25°C unless otherwise noted

Symbol	Parameter		Value	Units
V_{CBO}	Collector-Base Voltage	: BD135	45	V
		: BD137	60	V
		: BD139	80	V
V_{CEO}	Collector-Emitter Voltage	: BD135	45	V
		: BD137	60	V
		: BD139	80	V
V_{EBO}	Emitter-Base Voltage		5	V
I_C	Collector Current (DC)		1.5	A
I_{CP}	Collector Current (Pulse)		3.0	A
I_B	Base Current		0.5	A
P_C	Collector Dissipation (T_C=25°C)		12.5	W
P_C	Collector Dissipation (T_a=25°C)		1.25	W
T_J	Junction Temperature		150	°C
T_{STG}	Storage Temperature		- 55 ~ 150	°C

Electrical Characteristics T_C=25°C unless otherwise noted

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Units
V_{CEO}(sus)	Collector-Emitter Sustaining Voltage					
	: BD135	I_C = 30mA, I_B = 0	45			V
	: BD137		60			V
	: BD139		80			V
I_{CBO}	Collector Cut-off Current	V_{CB} = 30V, I_E = 0			0.1	µA
I_{EBO}	Emitter Cut-off Current	V_{EB} = 5V, I_C = 0			10	µA
h_{FE1}	DC Current Gain : ALL DEVICE	V_{CE} = 2V, I_C = 5mA	25			
h_{FE2}	: ALL DEVICE	V_{CE} = 2V, I_C = 0.5A	25			
h_{FE3}	: BD135	V_{CE} = 2V, I_C = 150mA	40		250	
	: BD137, BD139		40		160	
V_{CE}(sat)	Collector-Emitter Saturation Voltage	I_C = 500mA, I_B = 50mA			0.5	V
V_{BE}(on)	Base-Emitter ON Voltage	V_{CE} = 2V, I_C = 0.5A			1	V

h_{FE} Classification

Classification	6	10	16
h_{FE3}	40 ~ 100	63 ~ 160	100 ~ 250

Typical Characteristics

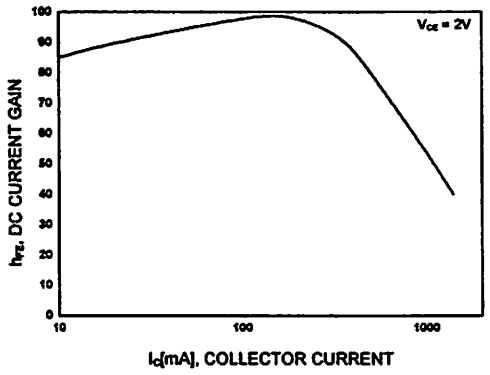


Figure 1. DC current Gain

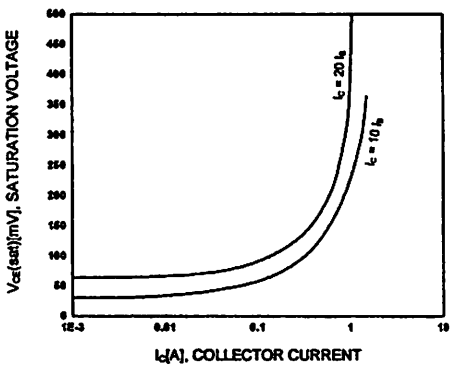


Figure 2. Collector-Emitter Saturation Voltage

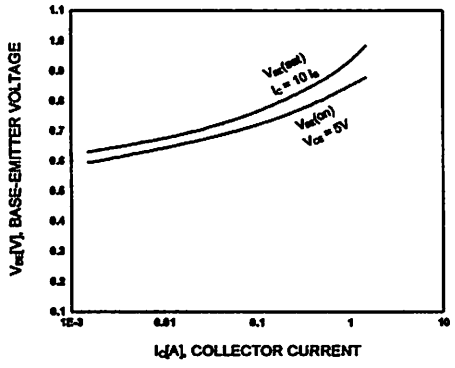


Figure 3. Base-Emitter Voltage

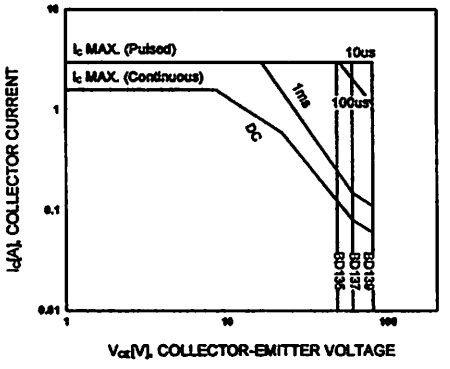


Figure 4. Safe Operating Area

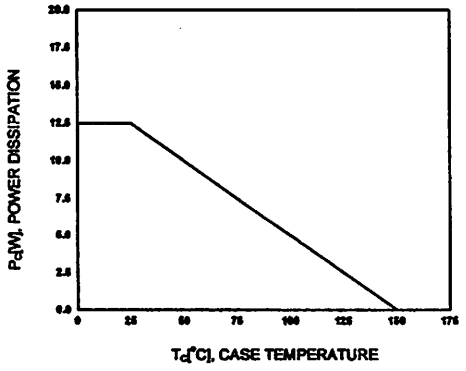
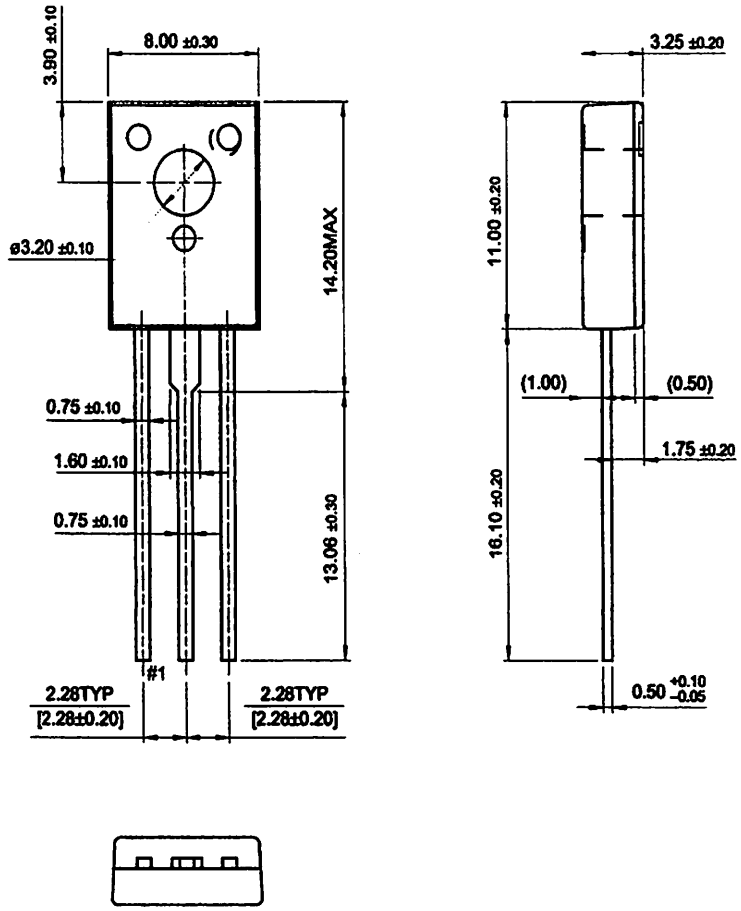


Figure 5. Power Derating

Package Demensions

TO-126



Dimensions in Millimeters

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