

Logic - Five_Input_NOR, Interrupt, and LatchNoSeq

Example Code

```

/*****
| megaAVR Configurable Custom Logic library
|
| Five_input_NOR.ino
|
| A library for interfacing with the megaAVR Configurable Custom Logic.
| Developed in 2019 by MCUdude.
| https://github.com/MCUdude/
|
| In this example we use two logic blocks to get five inputs.
| The output of block 1 is connected to one of the inputs of block 0.
| With the correct truth tables values we can make the output of
| block 0 go high when all inputs are low.
|
| See Microchip's application note TB3218 for more information.
| *****/

#include <Logic.h>

void setup() {
    // Initialize logic block 1
    // Logic block 1 has three inputs, PC0, PC1 and PC2 on ATmega parts
    // Logic block 1 inputs are PC3, PC4, and PC5 on ATtiny parts, but
    // only 24-pin parts have all three. 20-pin parts have PC3 only.
    // Because PA0 is not available on ATtiny under most situations
    // on megaTinyCore, we use input0 of logic block 0 as link from
    // other logic block. On the 20-pin parts, we also use the event system to
    // get the other two inputs from other pins.

    // Here, input2 is taken from the other
    // This example shows how this can be worked around for 20-pin parts
    // It's output is disabled because we connect the output signal to block 0
    internally
    Logic1.enable = true;           // Enable logic block 1
    Logic1.input0 = in::input_pullup; // Set PC0 as input with pullup
    Logic1.input1 = in::input_pullup; // Set PC1 as input with pullup
    Logic1.input2 = in::input_pullup; // Set PC2 as input with pullup
    Logic1.output = out::disable;    // Enable output pin
    Logic1.filter = filter::disable; // No output filter enabled
    Logic1.truth = 0x01;             // Set truth table

    // Initialize logic block 0
    // Logic block 0 has three inputs, PA0, PA1 and PA2.
    // Block 0 output on PA3 on ATmega, PA5 on ATtiny.

```

```

    Logic0.enable = true;           // Enable logic block 0
    Logic0.input0 = in::link;       // Route output from block 1 to this input
internally
    Logic0.input1 = in::input_pullup; // Set PA1 as input with pullup
    Logic0.input2 = in::input_pullup; // Set PA2 as input with pullup
    Logic0.output = out::enable;    // Enable logic block 0 output pin (PA3
(ATmega) or PA5 (ATtiny))
    Logic0.filter = filter::disable; // No output filter enabled
    Logic0.truth = 0xFE;             // Set truth table

    // Initialize logic block 0 and 1
    Logic0.init();
    Logic1.init();

    // Start the AVR logic hardware
    Logic::start();
}

void loop() {
    // When using configurable custom logic the CPU isn't doing anything!
}

```

```

/*****
| megaAVR Configurable Custom Logic library
|
| Interrupt.ino
|
| A library for interfacing with the megaAVR Configurable Custom Logic.
| Developed in 2019 by MCUdude.
| https://github.com/MCUdude/
|
| In this example we use the configurable logic peripherals the the
| megaAVR to create a 3-input NOR gate using logic block 2 on PORT D.
| We will use input on PD0, PD1 and PD2. Instead of having an output
| pin the logic block will instead trigger an interrupt that runs a
| user defined function.
|
|                                     3-input NOR truth table:
| If we look at the truth table      |PD2|PD1|PD0| Y |
| to the right, we can see that      |---|---|---|---|
| all binary values for Y can        | 0 | 0 | 0 | 1 |
| be represented as 00000001.        | 0 | 0 | 1 | 0 |
| If we convert this 8-bit            | 0 | 1 | 0 | 0 |
| binary number into hex, we         | 0 | 1 | 1 | 0 |
| get 0x01.                          | 1 | 0 | 0 | 0 |
|                                     | 1 | 0 | 1 | 0 |
| In this example the output is      | 1 | 1 | 0 | 0 |
| true if all inputs are low.        | 1 | 1 | 1 | 0 |
|
| *****/

```

```

#include <Logic.h>

void setup() {
  // Modify the serial port to match your hardware
  Serial.begin(9600);

  // The interrupt is only available on ATmega parts.
  // This will error on ATtiny parts.

  // Initialize logic block 2
  // Logic block 2 has three inputs, PA0, PA1 and PA2.
  // It has one output, but this is disabled because we're using an interrupt
  instead.
  Logic2.enable = true;           // Enable logic block 2
  Logic2.input0 = in::input_pullup; // Set PD0 as input with pullup
  Logic2.input1 = in::input_pullup; // Set PD1 as input with pullup
  Logic2.input2 = in::input_pullup; // Set PD2 as input with pullup
  Logic2.output = out::disable;    // Disable output on PA0 (we don't have to
  though)
  Logic2.filter = filter::disable; // No output filter enabled
  Logic2.truth = 0x01;             // Set truth table

  // Initialize logic block 2
  Logic2.init();

  // Set interrupt (supports RISING, FALLING and CHANGE)
  Logic2.attachInterrupt(interruptFunction, RISING);

  // Start the AVR logic hardware
  Logic::start();
}

void loop() {
  // When using configurable custom logic the CPU isn't doing anything!
}

void interruptFunction() {
  Serial.println("Output of logic block 2 went high!");
}

```

```

/*****
| megaAVR Configurable Custom Logic library
|
| LatchNoSeq.ino
|
| A library for interfacing with the megaAVR Configurable Custom Logic.
| Developed in 2019 by MCUdude.
| https://github.com/MCUdude/
|
*****/

```

```
| In this example we use the configurable logic peripherals in AVR |
| to act as a "latch" WITHOUT using both LUTs and the sequencer |
| For the even-numbered logic block(s) we can simply use the feedback |
| input. Otherwise we need to use the event system. |
|                                     3-input    truth table: |
| We use CCL LUT event as our "feedback", |PA2|PA1|CCL| Y |
| PA1 is RESET and PA2 is SET, both      |---|---|---|---|
| active low                             | 0 | 0 | 0 | 0 |
| Connect a button between those and Gnd   | 0 | 0 | 1 | 1 |
| Pressing button on PA2 will set output   | 0 | 1 | 0 | 1 |
| HIGH and pressing button on PA1 will set | 0 | 1 | 1 | 1 |
| output LOW, and pressing neither will do | 1 | 0 | 0 | 0 |
| nothing.                               | 1 | 0 | 1 | 0 |
| We could even then fire an interrupt from | 1 | 1 | 0 | 0 |
| that pin                               | 1 | 1 | 1 | 1 |
|
| The sky (well, and the number of LUTs) is the limit!!
| *****/
```

```
#include <Logic.h>
```

```
void setup() {
  // Initialize logic block 0
  // Logic block 0 has three inputs, PA0, PA1 and PA2.
  // Because PA0 is shared with the UPDI pin on tinyAVR parts
  // we use the other two as our button inputs.
  // It outputs on the LUT0 OUT pin - PA4 (alt. PB4) on ATtiny
  // or PA3 (alt PA6) everywhere else.

  Logic0.enable = true;           // Enable logic block 0

  Logic0.input0 = in::feedback;
  Logic0.input1 = in::input_pullup; // PA1 as input1 (RESET)
  Logic0.input2 = in::input_pullup; // PA2 as input2 (SET)
  //Logic0.output_swap = out::pin_swap; // Uncomment this line to route the output
  // to alternate location, if available.
  Logic0.output = out::enable;    // Enable logic block 0 output pin (see
  // pinout chart)
  Logic0.filter = filter::disable; // No output filter enabled
  Logic0.truth = 0x8E;            // Set truth table - HIGH only if both high

  // Initialize logic block 0
  Logic0.init();

  // Example for odd-number block where we can't use feedback to get it's own
  // output

  #ifdef EVSYS_CHANNEL0 //means it's not a 0/1-series
    EVSYS.CHANNEL0 = EVSYS_CHANNEL0_CCL_LUT1_gc;
    EVSYS.USERCCLLUT1A = EVSYS_USER_CHANNEL0_gc;
  #else //it's a tinyAVR 0/1
    EVSYS.ASYNCCH0 = EVSYS_ASYNCCH0_CCL_LUT1_gc; // Use CCL LUT1 as event
    // generator
    EVSYS.ASYNCUSER4 = EVSYS_ASYNCUSER2_ASYNCCH0_gc; // ASYNCUSER4 is LUT1 event 0
  #endif
}
```

```

#endif

Logic1.input0 = in::event_a;          // same distribution of inputs (though there
isn't the tinyAVR PA0 issue forcing it here)
Logic1.input1 = in::input_pullup;    // get it from LUT 1 event a or event 0
(tinyAVR 0/1 documentation calls them 0 and 1 - Logic.h accepts both for all
parts)
Logic1.input2 = in::input_pullup;
//Logic0.output_swap = out::pin_swap; // Uncomment this line to route the output
to alternate location, if available.
Logic1.output = out::enable;         // Enable logic block 1 output pin (see
pinout chart)
Logic1.filter = filter::disable;     // No output filter enabled
Logic1.truth = 0x8E;                 // Set truth table - HIGH only if both high

// Initialize logic block 0
Logic0.init();

// Start the AVR logic hardware
Logic::start();
}

void loop() {
  // When using configurable custom logic the CPU isn't doing anything!
}

```

Result

Examples compiled and uploaded successfully to the board.

Messages

Sketch uses 1636 bytes (1%) of program storage space. Maximum is 131072 bytes.
Global variables use 222 bytes (1%) of dynamic memory, leaving 16162 bytes for
local variables. Maximum is 16384 bytes.

avrdude: Version 6.3-20201216

Copyright (c) 2000-2005 Brian Dean, <http://www.bdmicro.com/>

Copyright (c) 2007-2014 Joerg Wunsch

System wide configuration file is

"C:\Users\ivanFernandez\AppData\Local\Arduino15\packages\Microchip\hardware\megaavr\1.0.0/avrdude.conf"

Using Port : usb

Using Programmer : curiosity_updi

avrdude: Found CMSIS-DAP compliant device, using EDBG protocol

```

AVR Part           : AVR128DA48
Chip Erase delay   : 0 us
PAGEL              : P00
BS2                : P00
RESET disposition  : dedicated
RETRY pulse        : SCK
serial program mode : yes
parallel program mode : yes
Timeout            : 0
StabDelay          : 0
CmdexeDelay        : 0
SyncLoops          : 0
ByteDelay          : 0
PollIndex          : 0
PollValue          : 0x00
Memory Detail      :

```

Polled	Block Poll							Page				
	Memory	Type	Mode	Delay	Size	Indx	Paged	Size	Size	#Pages	MinW	MaxW
ReadBack	-----											

0x00 0x00	signature		0	0	0	0	no	3	0	0	0	0
0x00 0x00	prodsig		0	0	0	0	no	125	125	0	0	0
0x00 0x00	fuses		0	0	0	0	no	9	16	0	0	0
0x00 0x00	fuse0		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse1		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse2		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse4		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse5		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse6		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse7		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse8		0	0	0	0	no	1	0	0	0	0
0x00 0x00	lock		0	0	0	0	no	4	1	0	0	0
0x00 0x00	data		0	0	0	0	no	0	0	0	0	0
0x00 0x00	flash		0	0	0	0	no	131072	512	0	0	0
0x00 0x00	eeeprom		0	0	0	0	no	512	32	0	0	0

```
Programmer Type : JTAGICE3_UPDI
Description      : Microchip Curiosity in UPDI mode
ICE hardware version: 0
ICE firmware version: 1.17 (rel. 514)
Serial number    : MCHP3280031800001901
Vtarget         : 3.31 V
JTAG clock megaAVR/program: 0 kHz
JTAG clock megaAVR/debug: 0 kHz
JTAG clock Xmega: 0 kHz
PDI clock Xmega : 100 kHz
```

```
avrdude: Partial Family_ID returned: "    "
avrdude: AVR device initialized and ready to accept instructions
```

```
Reading | ##### | 100% 0.01s
```

```
avrdude: Device signature = 0x1e9708 (probably avr128da48)
avrdude: NOTE: "flash" memory has been specified, an erase cycle will be performed
        To disable this feature, specify the -D option.
avrdude: erasing chip
avrdude: reading input file "0b11001001"
avrdude: writing fuse5 (1 bytes):
```

```
Writing | ##### | 100% 0.02s
```

```
avrdude: 1 bytes of fuse5 written
avrdude: verifying fuse5 memory against 0b11001001:
avrdude: load data fuse5 data from input file 0b11001001:
avrdude: input file 0b11001001 contains 1 bytes
avrdude: reading on-chip fuse5 data:
```

```
Reading | ##### | 100% 0.00s
```

```
avrdude: verifying ...
avrdude: 1 bytes of fuse5 verified
avrdude: reading input file "0x00"
avrdude: writing fuse7 (1 bytes):
```

```
Writing | ##### | 100% 0.02s
```

```
avrdude: 1 bytes of fuse7 written
avrdude: verifying fuse7 memory against 0x00:
avrdude: load data fuse7 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse7 data:
```

```
Reading | ##### | 100% 0.00s
```

```
avrdude: verifying ...
avrdude: 1 bytes of fuse7 verified
avrdude: reading input file "0x00"
avrdude: writing fuse8 (1 bytes):
```

```
Writing | ##### | 100% 0.02s
```

```
avrdude: 1 bytes of fuse8 written
avrdude: verifying fuse8 memory against 0x00:
avrdude: load data fuse8 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse8 data:

Reading | ##### | 100% 0.00s

avrdude: verifying ...
avrdude: 1 bytes of fuse8 verified
avrdude: reading input file
"C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\Five_input_NOR.ino.hex"
avrdude: writing flash (1636 bytes):

Writing | ##### | 100% 0.79s

avrdude: 1636 bytes of flash written
avrdude: verifying flash memory against
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\Five_input_NOR.ino.hex:
avrdude: load data flash data from input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\Five_input_NOR.ino.hex:
avrdude: input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\Five_input_NOR.hex
contains 1636 bytes
avrdude: reading on-chip flash data:

Reading | ##### | 100% 0.43s

avrdude: verifying ...
avrdude: 1636 bytes of flash verified

avrdude done. Thank you.
```

Sketch uses 3224 bytes (2%) of program storage space. Maximum is 131072 bytes.
Global variables use 565 bytes (3%) of dynamic memory, leaving 15819 bytes for
local variables. Maximum is 16384 bytes.

```
avrdude: Version 6.3-20201216
          Copyright (c) 2000-2005 Brian Dean, http://www.bdmicro.com/
          Copyright (c) 2007-2014 Joerg Wunsch
```


System wide configuration file is
"C:\Users\ivanFernandez\AppData\Local\Arduino15\packages\Microchip\hardware\megaavr\1.0.0/avrdude.conf"

Using Port : usb
Using Programmer : curiosity_updi
avrdude: Found CMSIS-DAP compliant device, using EDBG protocol
AVR Part : AVR128DA48
Chip Erase delay : 0 us
PAGEL : P00
BS2 : P00
RESET disposition : dedicated
RETRY pulse : SCK
serial program mode : yes
parallel program mode : yes
Timeout : 0
StabDelay : 0
CmdexeDelay : 0
SyncLoops : 0
ByteDelay : 0
PollIndex : 0
PollValue : 0x00
Memory Detail :

Polled		Block Poll							Page				
		Memory	Type	Mode	Delay	Size	Indx	Paged	Size	Size	#Pages	MinW	MaxW
ReadBack		-----											

0x00 0x00		signature		0	0	0	0	no	3	0	0	0	0
0x00 0x00		prodsig		0	0	0	0	no	125	125	0	0	0
0x00 0x00		fuses		0	0	0	0	no	9	16	0	0	0
0x00 0x00		fuse0		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse1		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse2		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse4		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse5		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse6		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse7		0	0	0	0	no	1	0	0	0	0
0x00 0x00		fuse8		0	0	0	0	no	1	0	0	0	0
		lock		0	0	0	0	no	4	1	0	0	0

```

0x00 0x00
      data      0      0      0      0 no      0      0      0      0      0
0x00 0x00
      flash     0      0      0      0 no    131072  512      0      0      0
0x00 0x00
      eeprom    0      0      0      0 no      512    32      0      0      0
0x00 0x00

```

```

Programmer Type : JTAGICE3_UPDI
Description      : Microchip Curiosity in UPDI mode
ICE hardware version: 0
ICE firmware version: 1.17 (rel. 514)
Serial number    : MCHP3280031800001901
Vtarget         : 3.31 V
JTAG clock megaAVR/program: 0 kHz
JTAG clock megaAVR/debug:  0 kHz
JTAG clock Xmega: 0 kHz
PDI clock Xmega : 100 kHz

```

```

avrdude: Partial Family_ID returned: "    "
avrdude: AVR device initialized and ready to accept instructions

```

```

Reading | ##### | 100% 0.01s

```

```

avrdude: Device signature = 0x1e9708 (probably avr128da48)
avrdude: NOTE: "flash" memory has been specified, an erase cycle will be performed
        To disable this feature, specify the -D option.
avrdude: erasing chip
avrdude: reading input file "0b11001001"
avrdude: writing fuse5 (1 bytes):

```

```

Writing | ##### | 100% 0.02s

```

```

avrdude: 1 bytes of fuse5 written
avrdude: verifying fuse5 memory against 0b11001001:
avrdude: load data fuse5 data from input file 0b11001001:
avrdude: input file 0b11001001 contains 1 bytes
avrdude: reading on-chip fuse5 data:

```

```

Reading | ##### | 100% 0.00s

```

```

avrdude: verifying ...
avrdude: 1 bytes of fuse5 verified
avrdude: reading input file "0x00"
avrdude: writing fuse7 (1 bytes):

```

```

Writing | ##### | 100% 0.02s

```

```

avrdude: 1 bytes of fuse7 written
avrdude: verifying fuse7 memory against 0x00:
avrdude: load data fuse7 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse7 data:

```

```
Reading | ##### | 100% 0.00s

avrdude: verifying ...
avrdude: 1 bytes of fuse7 verified
avrdude: reading input file "0x00"
avrdude: writing fuse8 (1 bytes):

Writing | ##### | 100% 0.02s

avrdude: 1 bytes of fuse8 written
avrdude: verifying fuse8 memory against 0x00:
avrdude: load data fuse8 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse8 data:

Reading | ##### | 100% 0.00s

avrdude: verifying ...
avrdude: 1 bytes of fuse8 verified
avrdude: reading input file
"C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380/Interrupt.ino.hex"
avrdude: writing flash (3224 bytes):

Writing | ##### | 100% 0.79s

avrdude: 3224 bytes of flash written
avrdude: verifying flash memory against
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380/Interrupt.ino.hex:
avrdude: load data flash data from input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380/Interrupt.ino.hex:
avrdude: input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380/Interrupt.ino.hex
contains 3224 bytes
avrdude: reading on-chip flash data:

Reading | ##### | 100% 0.43s

avrdude: verifying ...
avrdude: 3224 bytes of flash verified

avrdude done. Thank you.
```

Sketch uses 1684 bytes (1%) of program storage space. Maximum is 131072 bytes.
Global variables use 222 bytes (1%) of dynamic memory, leaving 16162 bytes for

local variables. Maximum is 16384 bytes.

avrdude: Version 6.3-20201216

Copyright (c) 2000-2005 Brian Dean, <http://www.bdmicro.com/>

Copyright (c) 2007-2014 Joerg Wunsch

System wide configuration file is

"C:\Users\ivanFernandez\AppData\Local\Arduino15\packages\Microchip\hardware\megaavr\1.0.0/avrdude.conf"

Using Port : usb

Using Programmer : curiosity_updi

avrdude: Found CMSIS-DAP compliant device, using EDBG protocol

AVR Part : AVR128DA48

Chip Erase delay : 0 us

PAGEL : P00

BS2 : P00

RESET disposition : dedicated

RETRY pulse : SCK

serial program mode : yes

parallel program mode : yes

Timeout : 0

StabDelay : 0

CmdexeDelay : 0

SyncLoops : 0

ByteDelay : 0

PollIndex : 0

PollValue : 0x00

Memory Detail :

Polled	Block Poll						Page					
	Memory	Type	Mode	Delay	Size	Indx	Paged	Size	Size	#Pages	MinW	MaxW
ReadBack	-----											

0x00 0x00	signature		0	0	0	0	no	3	0	0	0	0
0x00 0x00	prodsig		0	0	0	0	no	125	125	0	0	0
0x00 0x00	fuses		0	0	0	0	no	9	16	0	0	0
0x00 0x00	fuse0		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse1		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse2		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse4		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse5		0	0	0	0	no	1	0	0	0	0
0x00 0x00	fuse6		0	0	0	0	no	1	0	0	0	0

```

0x00 0x00
      fuse7      0      0      0      0 no      1      0      0      0      0
0x00 0x00
      fuse8      0      0      0      0 no      1      0      0      0      0
0x00 0x00
      lock       0      0      0      0 no      4      1      0      0      0
0x00 0x00
      data       0      0      0      0 no      0      0      0      0      0
0x00 0x00
      flash      0      0      0      0 no    131072    512      0      0      0
0x00 0x00
      eeprom     0      0      0      0 no      512     32      0      0      0
0x00 0x00

```

```

Programmer Type : JTAGICE3_UPDI
Description      : Microchip Curiosity in UPDI mode
ICE hardware version: 0
ICE firmware version: 1.17 (rel. 514)
Serial number    : MCHP3280031800001901
Vtarget         : 3.31 V
JTAG clock megaAVR/program: 0 kHz
JTAG clock megaAVR/debug:  0 kHz
JTAG clock Xmega: 0 kHz
PDI clock Xmega : 100 kHz

```

```

avrdude: Partial Family_ID returned: "    "
avrdude: AVR device initialized and ready to accept instructions

```

```

Reading | ##### | 100% 0.01s

```

```

avrdude: Device signature = 0x1e9708 (probably avr128da48)
avrdude: NOTE: "flash" memory has been specified, an erase cycle will be performed
        To disable this feature, specify the -D option.
avrdude: erasing chip
avrdude: reading input file "0b11001001"
avrdude: writing fuse5 (1 bytes):

```

```

Writing | ##### | 100% 0.02s

```

```

avrdude: 1 bytes of fuse5 written
avrdude: verifying fuse5 memory against 0b11001001:
avrdude: load data fuse5 data from input file 0b11001001:
avrdude: input file 0b11001001 contains 1 bytes
avrdude: reading on-chip fuse5 data:

```

```

Reading | ##### | 100% 0.00s

```

```

avrdude: verifying ...
avrdude: 1 bytes of fuse5 verified
avrdude: reading input file "0x00"
avrdude: writing fuse7 (1 bytes):

```

```

Writing | ##### | 100% 0.02s

```

```
avrdude: 1 bytes of fuse7 written
avrdude: verifying fuse7 memory against 0x00:
avrdude: load data fuse7 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse7 data:

Reading | ##### | 100% 0.00s

avrdude: verifying ...
avrdude: 1 bytes of fuse7 verified
avrdude: reading input file "0x00"
avrdude: writing fuse8 (1 bytes):

Writing | ##### | 100% 0.02s

avrdude: 1 bytes of fuse8 written
avrdude: verifying fuse8 memory against 0x00:
avrdude: load data fuse8 data from input file 0x00:
avrdude: input file 0x00 contains 1 bytes
avrdude: reading on-chip fuse8 data:

Reading | ##### | 100% 0.00s

avrdude: verifying ...
avrdude: 1 bytes of fuse8 verified
avrdude: reading input file
"C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\LatchNoSeq.ino.hex"
avrdude: writing flash (1684 bytes):

Writing | ##### | 100% 0.79s

avrdude: 1684 bytes of flash written
avrdude: verifying flash memory against
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\LatchNoSeq.ino.hex:
avrdude: load data flash data from input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\LatchNoSeq.ino.hex:
avrdude: input file
C:\Users\IVANFE~1\AppData\Local\Temp\arduino_build_59380\LatchNoSeq.ino.hex
contains 1684 bytes
avrdude: reading on-chip flash data:

Reading | ##### | 100% 0.43s

avrdude: verifying ...
avrdude: 1684 bytes of flash verified

avrdude done. Thank you.
```

Notes and Potential Fixes

1. Each of the sketches compiled and uploaded successfully to the AVR128DA48 board. This concludes testing of the Logic examples within the Team 25 core.

