**Table 25-3.** Lock Bit Protection Modes<sup>(1)(2)</sup>. Only ATmega88P/168P/328P.

BLB0 Mode	BLB02	BLB01		
1	1	1	No restrictions for SPM or LPM accessing the Application section.	
2	1	0	SPM is not allowed to write to the Application section.	
3	0	0	SPM is not allowed to write to the Application section, and LPM executing from the Boot Loader section is not allowed to read from the Application section. If Interrupt Vectors are placed in the Boot Loader section, interrupts are disabled while executing from the Application section.	
4	0	1	LPM executing from the Boot Loader section is not allowed to read from the Application section. If Interrupt Vectors are placed in the Boot Loader section, interrupts are disabled while executing from the Application section.	
BLB1 Mode	BLB12	BLB11		
1	1	1	No restrictions for SPM or LPM accessing the Boot Loader section.	
2	1	0	SPM is not allowed to write to the Boot Loader section.	
3	0	0	SPM is not allowed to write to the Boot Loader section, and LPM executing from the Application section is not allowed to read from the Boot Loader section. If Interrupt Vectors are placed in the Application section, interrupts are disabled while executing from the Boot Loader section.	
4	0	1	LPM executing from the Application section is not allowed to read from the Boot Loader section. If Interrupt Vectors are placed in the Application section, interrupts are disabled while executing from the Boot Loader section.	

Notes: 1. Program the Fuse bits and Boot Lock bits before programming the LB1 and LB2.

2. "1" means unprogrammed, "0" means programmed

## 25.2 Fuse Bits

The ATmega48P/88P/168P/328P has three Fuse bytes. Table 25-4 - Table 25-9 describe briefly the functionality of all the fuses and how they are mapped into the Fuse bytes. Note that the fuses are read as logical zero, "0", if they are programmed.

Table 25-4. Extended Fuse Byte for ATmega48P

Extended Fuse Byte	Bit No	Description	Default Value
_	7	_	1
_	6	-	1
_	5	-	1
_	4	-	1
_	3	-	1
_	2	-	1
_	1	_	1
SELFPRGEN	0	Self Programming Enable	1 (unprogrammed)

