When the ICR1 is used as TOP value (see description of the WGM13:0 bits located in the TCCR1A and the TCCR1B Register), the ICP1 is disconnected and consequently the Input Capture function is disabled.

### Bit 5 – Reserved Bit

This bit is reserved for future use. For ensuring compatibility with future devices, this bit must be written to zero when TCCR1B is written.

#### Bit 4:3 – WGM13:2: Waveform Generation Mode

See TCCR1A Register description.

### Bit 2:0 – CS12:0: Clock Select

The three Clock Select bits select the clock source to be used by the Timer/Counter, see Figure 13-10 and Figure 13-11.

**Table 13-5.** Clock Select Bit Description

CS12	CS11	CS10	Description
0	0	0	No clock source (Timer/Counter stopped).
0	0	1	clk <sub>I/O</sub> /1 (No prescaling)
0	1	0	clk <sub>I/O</sub> /8 (From prescaler)
0	1	1	clk <sub>I/O</sub> /64 (From prescaler)
1	0	0	clk <sub>I/O</sub> /256 (From prescaler)
1	0	1	clk <sub>I/O</sub> /1024 (From prescaler)
1	1	0	External clock source on T1 pin. Clock on falling edge.
1	1	1	External clock source on T1 pin. Clock on rising edge.

If external pin modes are used for the Timer/Counter1, transitions on the T1 pin will clock the counter even if the pin is configured as an output. This feature allows software control of the counting.

# 13.11.3 TCCR1C - Timer/Counter1 Control Register C



## • Bit 7 - FOC1A: Force Output Compare for Channel A

## Bit 6 – FOC1B: Force Output Compare for Channel B

The FOC1A/FOC1B bits are only active when the WGM13:0 bits specifies a non-PWM mode. When writing a logical one to the FOC1A/FOC1B bit, an immediate compare match is forced on the Waveform Generation unit. The OC1A/OC1B output is changed according to its COM1x1:0 bits setting. Note that the FOC1A/FOC1B bits are implemented as strobes. Therefore it is the value present in the COM1x1:0 bits that determine the effect of the forced compare.

A FOC1A/FOC1B strobe will not generate any interrupt nor will it clear the timer in Clear Timer on Compare match (CTC) mode using OCR1A as TOP. The FOC1A/FOC1B bits are always read as zero.

