



# 1DT301, Computer Technology

## Timers and USART

- Timers
- USART – The Universal Synchronous and Asynchronous serial Receiver and Transmitter
- Serial Communication, RS232
- Introduction to lab 4
- Code examples for lab 4





# Lab 4

- Square wave generator
- PWM
- Serial communication, RS 232

# Lab 4

## Task1: Square wave generator

Write a program in Assembly that creates a square wave. One LED should be connected and switch with the frequency 1 Hz. Duty cycle 50%. (On: 0.5 sec, Off: 0.5 sec.)

Use the timer function to create an interrupt with 2 Hz, which change between On and Off in the interrupt subroutine.

## Task 2: Pulse Width Modulation (PWM)

Modify the program in Task 1 to obtain Pulse Width Modulation (PWM). The frequency should be fixed, but the duty cycle should be possible to change. Use two push buttons to change the duty cycle up and down. Use interrupt for each pushbutton. The duty cycle should be possible to change from 0 % up to 100 % in steps of 5 %. Connect the output to an oscilloscope, to visualize the change in duty cycle.





## Task 3: Serial communication

Write a program in Assembly that uses the serial communication port0 (RS232). Connect a computer to the serial port and use a terminal emulation program. (Ex. Hyper Terminal)

The program should receive characters that are sent from the computer, and show the code on the LEDs. For example, if you send character A, it has the hex code \$65, the bit pattern is 0110 0101 and should be displayed with LEDs On for each 'one'. Use polled UART, which means that the UART should be checked regularly by the program.

## Task 4: Serial communication with echo

Modify the program in task 3 to obtain an echo, which means that the received character should also be sent back to the terminal. This could be used as a confirmation in the terminal, to ensure that the character has been transferred correctly.

## Task 5: Serial communication using Interrupt

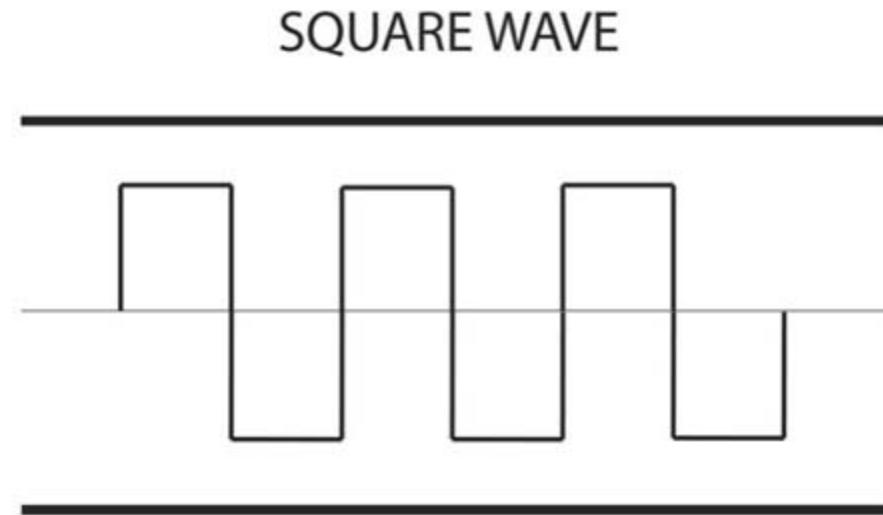
Do task 3 and 4, but use Interrupt instead of polled UART.  
(USART, Rx Complete, USART Data Register Empty and USART, Tx Complete)

# Lab 4, task 1:

## Task1: Square wave generator

Write a program in Assembly that creates a square wave. One LED should be connected and switch with the frequency 1 Hz. Duty cycle 50%. (On: 0.5 sec, Off: 0.5 sec.)

Use the timer function to create an interrupt with 2 Hz, which change between On and Off in the interrupt subroutine.





# Lab 4, task 1:

- Create an interrupt using a 8-bit timer, for example TIMER0.
- Select a prescaler value, that will divide the oscillator frequency.  
Example: osc. = 1 MHz, prescaler = 1024 => timer counts every ms. (1000 times / second)
- Let the timer give an interrupt with a delay that you choose, for example 10 ms.  
Maximum value is  $255 = 255$  ms.
- To get a delay of 500 ms, count 50 timerinterrupts, and toggle the LED.
- Alternatively, use a 16-bit timer, for example  
TIMER/COUNTER1, which can count up to  $65\ 535 = 65\ 535$  ms = 65,5 s.

# TIMER0

## interrupt vector table (ATMega2560)

```
; ***** INTERRUPT VECTORS *****
.equ INT0addr = 0x0002 ; External Interrupt Request 0
.equ INT1addr = 0x0004 ; External Interrupt Request 1
.equ INT2addr = 0x0006 ; External Interrupt Request 2
.equ INT3addr = 0x0008 ; External Interrupt Request 3
.equ INT4addr = 0x000a ; External Interrupt Request 4
.equ INT5addr = 0x000c ; External Interrupt Request 5
.equ INT6addr = 0x000e ; External Interrupt Request 6
.equ INT7addr = 0x0010 ; External Interrupt Request 7
.equ PCI0addr = 0x0012 ; Pin Change Interrupt Request 0
.equ PCI1addr = 0x0014 ; Pin Change Interrupt Request 1
.equ PCI2addr = 0x0016 ; Pin Change Interrupt Request 2
.equ WDTaddr = 0x0018 ; Watchdog Time-out Interrupt
.equ OC2Aaddr = 0x001a ; Timer/Counter2 Compare Match A
.equ OC2Baddr = 0x001c ; Timer/Counter2 Compare Match B
.equ OVF2addr = 0x001e ; Timer/Counter2 Overflow
.equ ICP1addr = 0x0020 ; Timer/Counter1 Capture Event
.equ OC1Aaddr = 0x0022 ; Timer/Counter1 Compare Match A
.equ OC1Baddr = 0x0024 ; Timer/Counter1 Compare Match B
.equ OC1Caddr = 0x0026 ; Timer/Counter1 Compare Match C
.equ OVF1addr = 0x0028 ; Timer/Counter1 Overflow
.equ OC0Aaddr = 0x002a ; Timer/Counter0 Compare Match A
.equ OC0Baddr = 0x002c ; Timer/Counter0 Compare Match B
.equ OVF0addr = 0x002e ; Timer/Counter0 Overflow
.equ SPIaddr = 0x0030 ; SPI Serial Transfer Complete
.equ URXC0addr = 0x0032 ; USART0, Rx Complete
.equ UDRE0addr = 0x0034 ; USART0 Data register Empty
.equ UTXC0addr = 0x0036 ; USART0 Tx Complete
```



# TIMER0 initialization

```
.org 0x72
```

```
restart:
```

```
    ldi temp, LOW(RAMEND) ; initialize SP, Stackpointer
```

```
    out SPL, temp
```

```
    ldi temp, HIGH(RAMEND)
```

```
    out SPH, temp
```

```
    ldi temp, 0x01 ; initialize DDRB
```

```
    out DDRB, temp
```

In the file m2560def.inc, we can find:

**. equ RAMEND = 0x21ff**



# TIMER0 initialization

```
ldi temp, 0x05      ; prescaler value to TCCR0
out TCCR0, temp    ; CS2 - CS2 = 101, osc.clock / 1024

ldi temp, (1<<TOIE0) ; Timer 0 enable flag, TOIE0
out TIMSK, temp      ; to register TIMSK

ldi temp, 100        ; starting value for counter
out TCNT0, temp      ; counter register

sei                  ; enable global interrupt

start:
rjmp start           ; main loop
```



# TIMER0

## interrupt routine

timer0\_int:

push temp ; timer interrupt routine  
in temp, SREG ; save SREG on stack  
push temp

; additional code to create the square output

ldi temp, 100 ; starting value for counter  
out TCNT0, temp

pop temp ; restore SREG  
out SREG, temp  
pop temp ; restore register  
reti ; return from interrupt

# TIMER0 – TCCR0

Timer/Counter Control  
Register – TCCR0

Bit	7	6	5	4	3	2	1	0	
	FOC0	WGM00	COM01	COM00	WGM01	CS02	CS01	CS00	TCCR0
Read/Write	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 2:0 – CS02:0: Clock Select

The three Clock Select bits select the clock source to be used by the Timer/Counter.

Table 42. Clock Select Bit Description

CS02	CS01	CS00	Description
0	0	0	No clock source (Timer/Counter stopped).
0	0	1	$\text{clk}_{\text{I/O}}/(\text{No prescaling})$
0	1	0	$\text{clk}_{\text{I/O}}/8$ (From prescaler)
0	1	1	$\text{clk}_{\text{I/O}}/64$ (From prescaler)
1	0	0	$\text{clk}_{\text{I/O}}/256$ (From prescaler)
1	0	1	$\text{clk}_{\text{I/O}}/1024$ (From prescaler)
1	1	0	External clock source on T0 pin. Clock on falling edge.
1	1	1	External clock source on T0 pin. Clock on rising edge.

If external pin modes are used for the Timer/Counter0, transitions on the T0 pin will clock the counter even if the pin is configured as an output. This feature allows software control of the counting.

# TIMER0 - TIMSK

Timer/Counter  
Interrupt Mask  
Register – TIMSK

Bit	7	6	5	4	3	2	1	0	TIMSK
	OCIE2	TOIE2	TICIE1	OCIE1A	OCIE1B	TOIE1	OCIE0	TOIE0	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	

- Bit 1 – OCIE0: Timer/Counter0 Output Compare Match Interrupt Enable

When the OCIE0 bit is written to one, and the I-bit in the Status Register is set (one), the Timer/Counter0 Compare Match interrupt is enabled. The corresponding interrupt is executed if a compare match in Timer/Counter0 occurs, that is, when the OCF0 bit is set in the Timer/Counter Interrupt Flag Register – TIFR.

- Bit 0 – TOIE0: Timer/Counter0 Overflow Interrupt Enable

When the TOIE0 bit is written to one, and the I-bit in the Status Register is set (one), the Timer/Counter0 Overflow interrupt is enabled. The corresponding interrupt is executed if an overflow in Timer/Counter0 occurs, that is, when the TOV0 bit is set in the Timer/Counter Interrupt Flag Register – TIFR.

# TIMER0 – TCNT0

Timer/Counter  
Register – TCNT0

Bit	7	6	5	4	3	2	1	0	TCNT0
Read/Write	R/W								
Initial Value	0	0	0	0	0	0	0	0	

The Timer/Counter Register gives direct access, both for read and write operations, to the Timer/Counter unit 8-bit counter. Writing to the TCNT0 Register blocks (removes) the compare match on the following timer clock. Modifying the counter (TCNT0) while the counter is running, introduces a risk of missing a compare match between TCNT0 and the OCR0 Register.

# RJMP – Relative Jump

## Description:

Relative jump to an address within PC - 2K + 1 and PC + 2K (words). In the assembler, labels are used instead of relative operands. For AVR microcontrollers with Program memory not exceeding 4K words (8K bytes) this instruction can address the entire memory from every address location.

### Operation:

(i)  $PC \leftarrow PC + k + 1$

	Syntax:	Operands:	Program Counter:	Stack
(i)	RJMP k	$-2K \leq k < 2K$	$PC \leftarrow PC + k + 1$	Unchanged

### 16-bit Opcode:

1100	kkkk	kkkk	kkkk
------	------	------	------

## Status Register (SREG) and Boolean Formula:

I	T	H	S	V	N	Z	C
-	-	-	-	-	-	-	-

## Example:

```
cpi    r16,$42 ; Compare r16 to $42
brne  error     ; Branch if r16 <> $42
rjmp  ok        ; Unconditional branch
error: add   r16,r17 ; Add r17 to r16
inc   r16       ; Increment r16
ok:   nop        ; Destination for rjmp (do nothing)
```

9/ **Words:** 1 (2 bytes)

**Cycles:** 2

test\_1\_timer\_23\_sept\_2016 (Debugging) - AVRStudio

File Edit View VAssistX Project Build Debug Tools Window Help

Disassembly test\_1\_timer\_23\_sept\_2016.asm\*

```

.include "m2560def.inc"

.CSEG ; Assembly directive Code Segment
.ORG 0x0000 ; place this code in PM address 0x0000
rjmp start ; jump to label start

.ORG OVFOaddr
jmp timer0_int ; timer interrupt service routine

.ORG 0x72
start:

; variable setup:
.DEF state_var = r17
ldi state_var, 0
.DEF counter_var = r18
ldi counter_var, 0
.DEF temp = r21

; Initialize SP, Stack Pointer
ldi r20, HIGH(RAMEND)
out SPH, r20
ldi r20, low(RAMEND)
out SPL, r20

ldi r16, 0x01 ; set LED0 as output
out DDRB, r16

ldi temp, 0x02 ; prescaler value to TCCR0 / 8
;ldi temp, 0x05 ; prescaler value to TCCR0 / 1024
out TCCR0B, temp ; CS2 - CS2 = 101, osc.clock / 1024
ldi temp, (1<<TOIE0) ; Timer 0 enable flag, TOIE0
sts TIMSK0, temp ; to register TIMSK
ldi temp, 240 ; starting value for counter
out TCNT0, temp ; counter register
sei ; enable global interrupt

loop:
nop
rjmp loop ; jump to main loop, wait for interrupt
timer0_int.

```

100 % < >

Watch 1

IO View

Filter:

Name	Value
AD_CONVERTER	
ADC	
ANALOG_COMPARATOR	
BOOT_LOAD	
CPU	
EEPROM	
EXTERNAL_INTERRUPT	
External Interrupt Sens...	L.. 0x00
External Interrupt 7-4 S...	L.. 0x00
External Interrupt 7-4 S...	L.. 0x00
External Interrupt 7-4 S...	L.. 0x00
External Interrupt 7-4 S...	L.. 0x00
JTAG	
PORTA	
PORTB	

Name	Address	Value	Bits
PCIFR	0x3B	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCIF		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EIFR	0x3C	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EIMSK	0x3D	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCICR	0x68	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EICRA	0x69	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC3		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC2		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC1		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC0		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
EICRB	0x6A	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC7		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC6		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC5		0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ISC4		0x00	<input checked="" type="checkbox"/>
PCMSK0	0x6B	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCMSK1	0x6C	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ISC1 (EXTERNAL\_INTERRUPT)  
External Interrupt Sense Control Bit  
Address: 0x69

IO View Processor

# Lab 4, task 2:

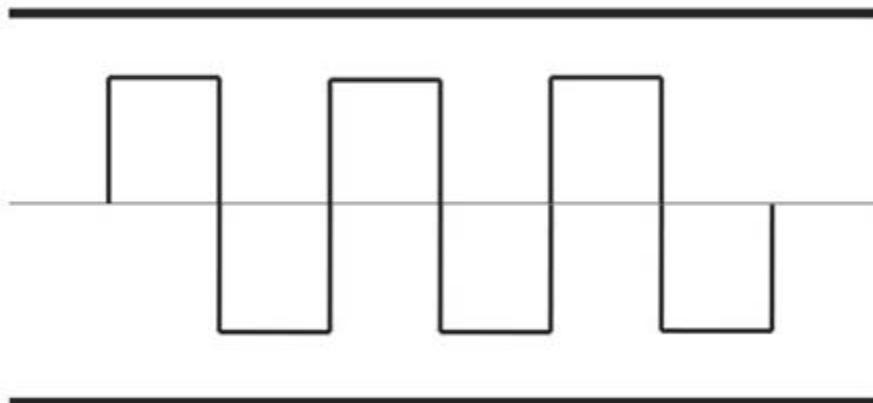
## **Task 2: Pulse Width Modulation (PWM)**

Modify the program in Task 1 to obtain Pulse Width Modulation (PWM). The frequency should be fixed, but the duty cycle should be possible to change. Use two push buttons to change the duty cycle up and down. Use interrupt for each pushbutton. The duty cycle should be possible to change from 0 % up to 100 % in steps of 5 %. Connect the output to an oscilloscope, to visualize the change in duty cycle.

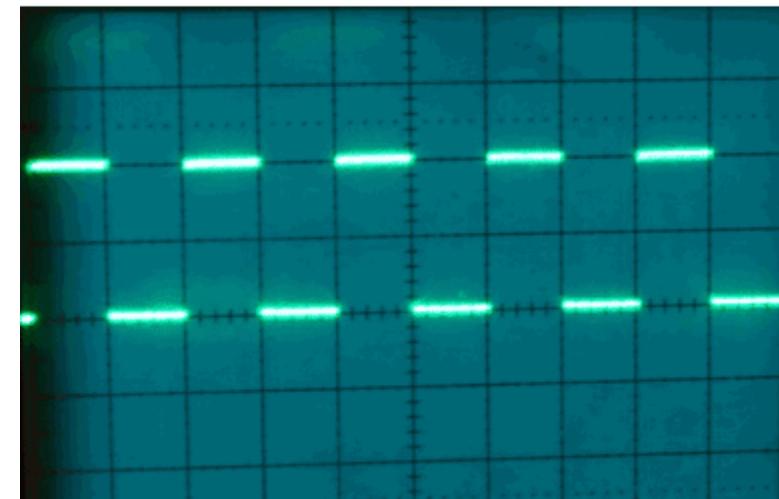


# Square Wave Generator

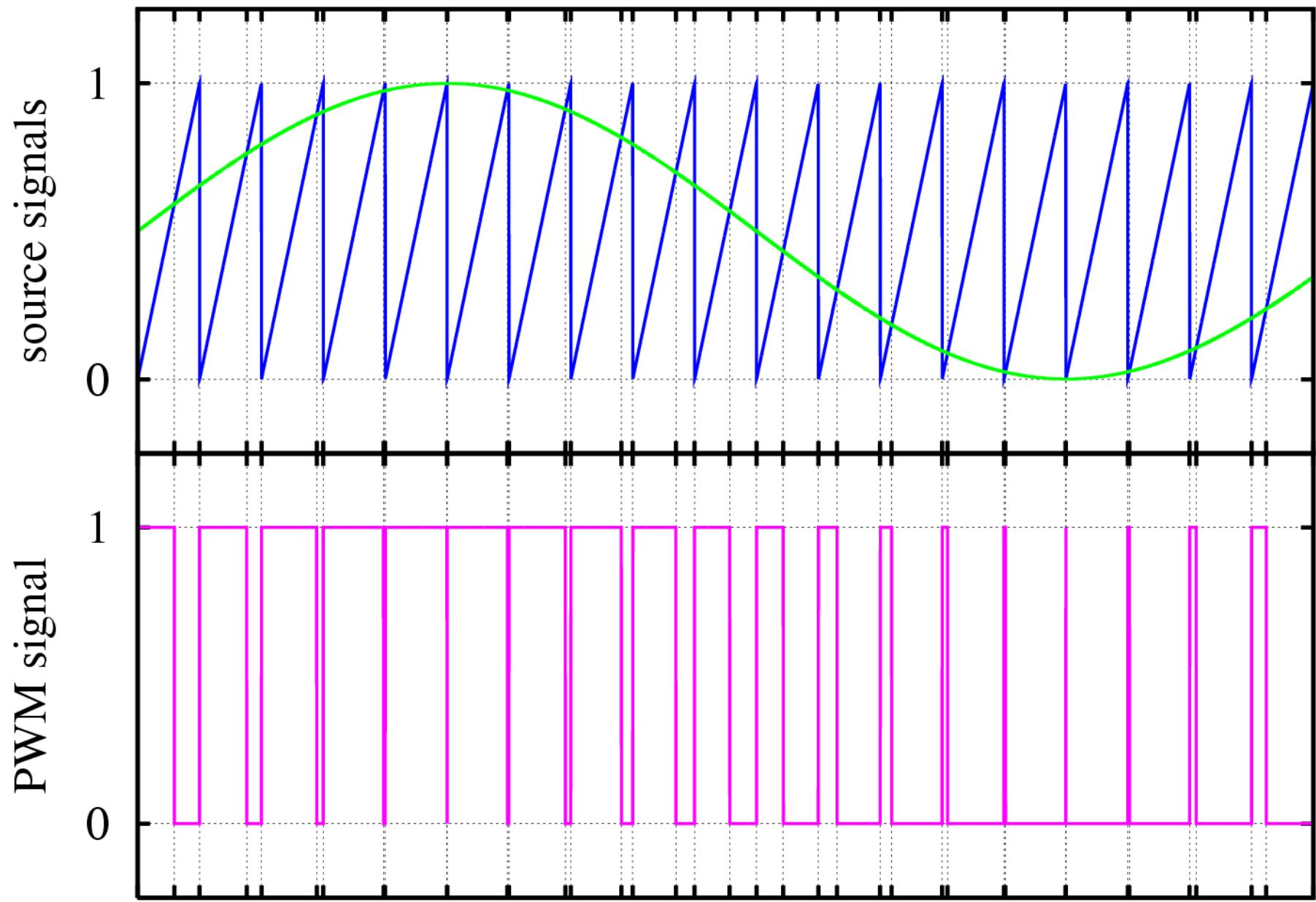
SQUARE WAVE



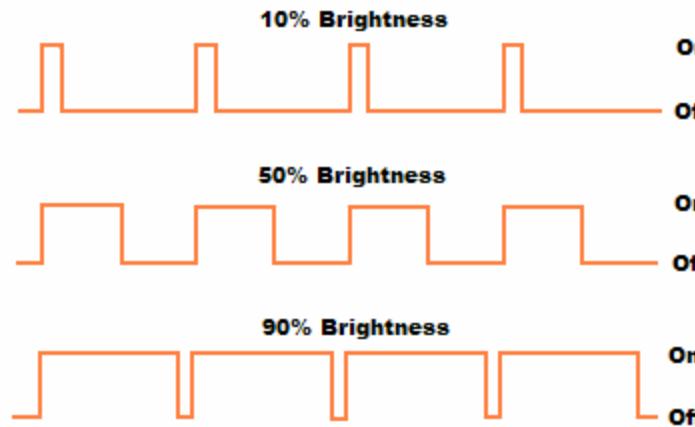
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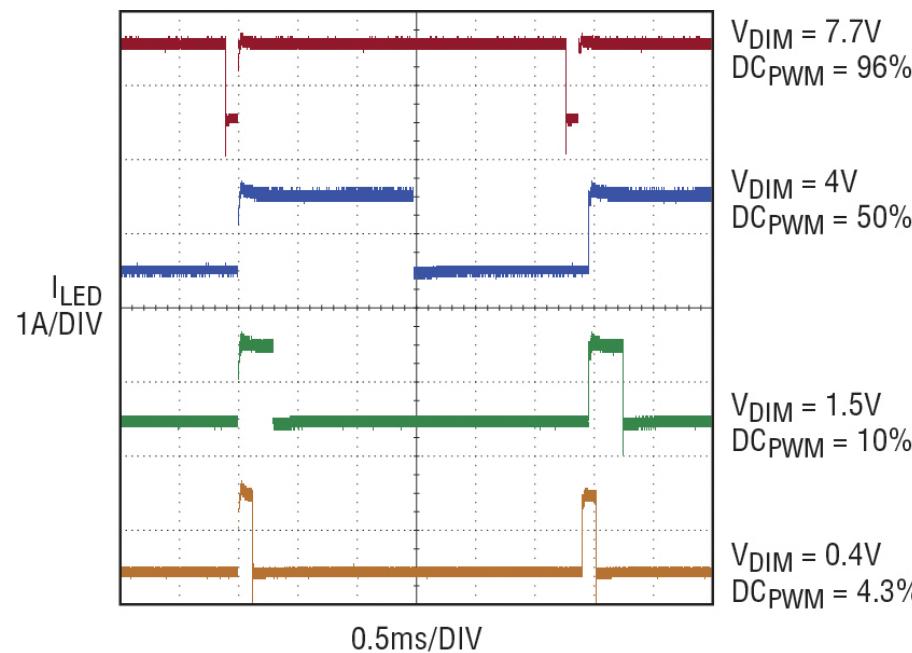
# PWM, Pulse Width Modulation



**Fig. 3: Pulse Width Modulation (PWM)**



PWM can also be used to control luminance and color uniformity.



# Lab 4, task 3, 4:

## **Task 3: Serial communication**

Write a program in Assembly that uses the serial communication port0 (RS232). Connect a computer to the serial port and use a terminal emulation program. (Ex. Hyper Terminal)

The program should receive characters that are sent from the computer, and show the code on the LEDs. For example, if you send character A, it has the hex code \$65, the bit pattern is 0110 0101 and should be displayed with LEDs On for each 'one'. Use polled UART, which means that the UART should be checked regularly by the program.

## **Task 4: Serial communication with echo**

Modify the program in task 3 to obtain an echo, which means that the received character should also be sent back to the terminal. This could be used as a confirmation in the terminal, to ensure that the character has been transferred correctly.



# Lab 4, task 5:

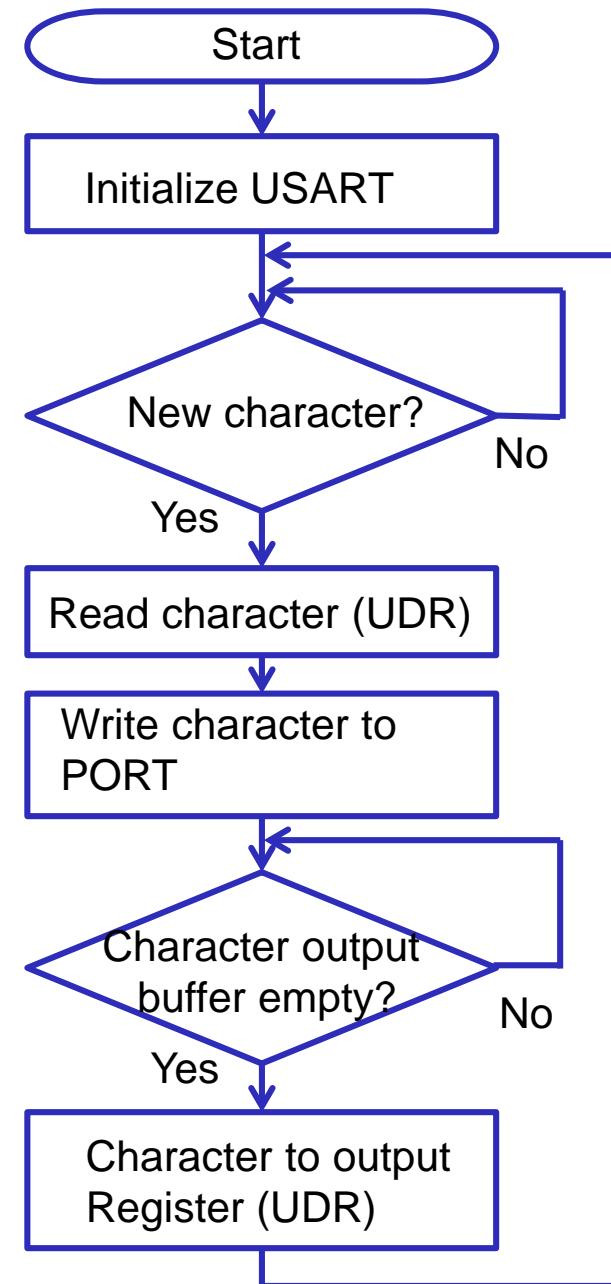
## **Task 5: Serial communication using Interrupt**

Do task 3 and 4, but use Interrupt instead of polled UART.

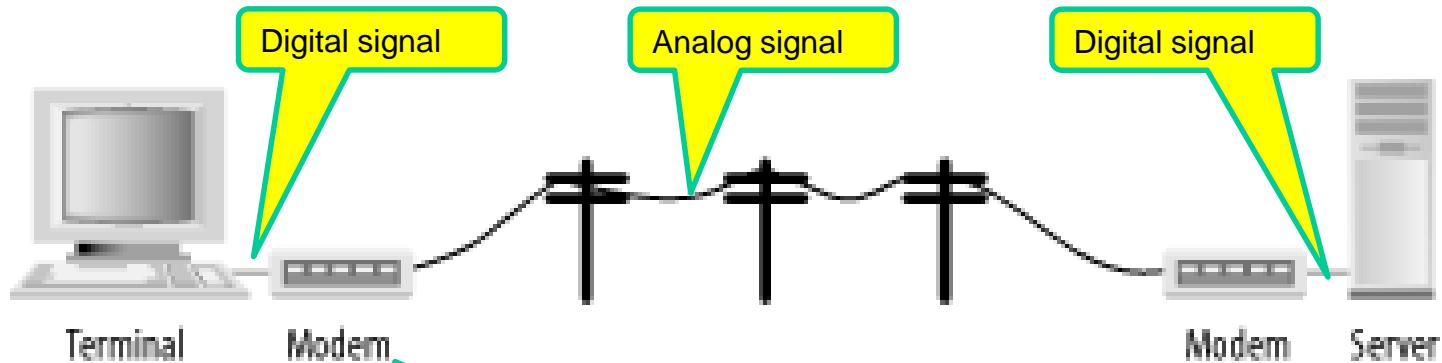
(USART, Rx Complete, USART Data Register Empty and USART, Tx Complete)

# Lab 4, task 3

Example,  
polled reading of  
serial port.

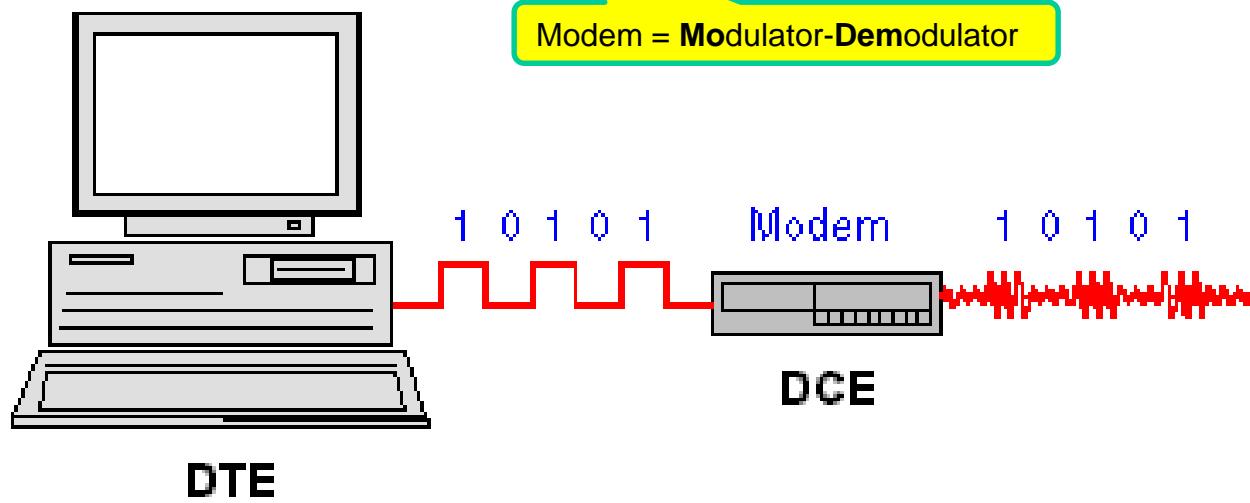


# Serial Communication

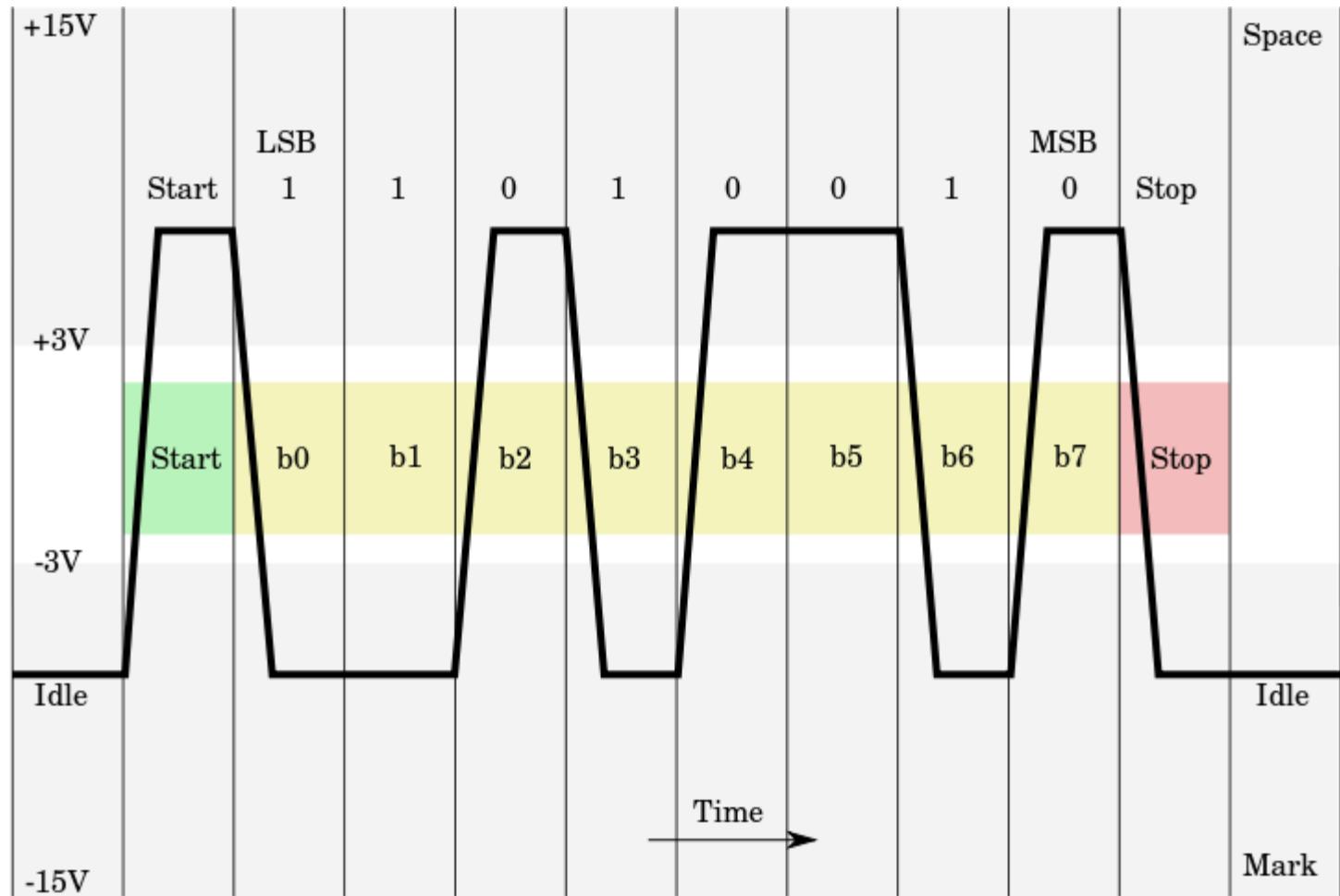


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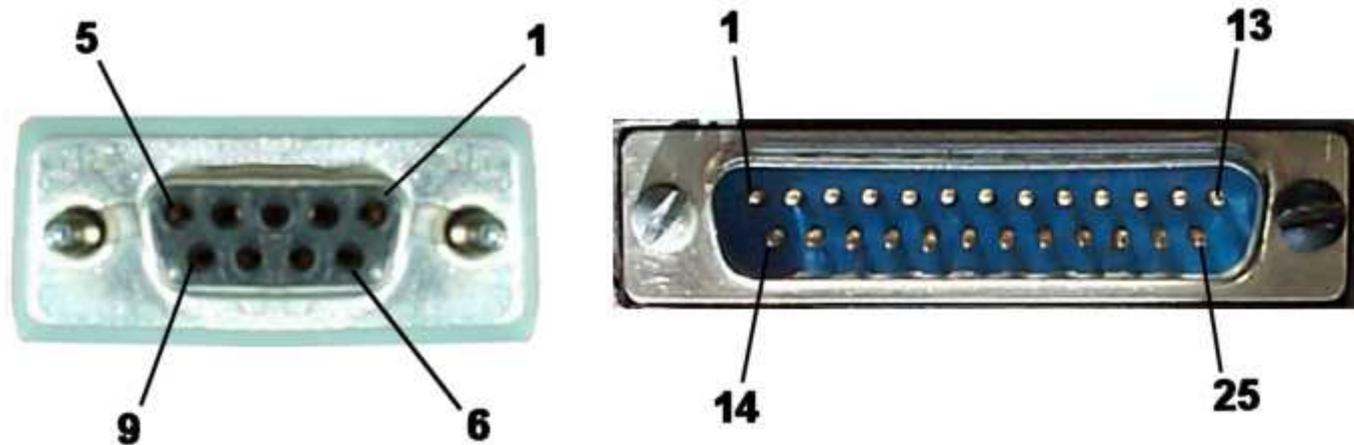
Digital signal



# Serial communication, RS232

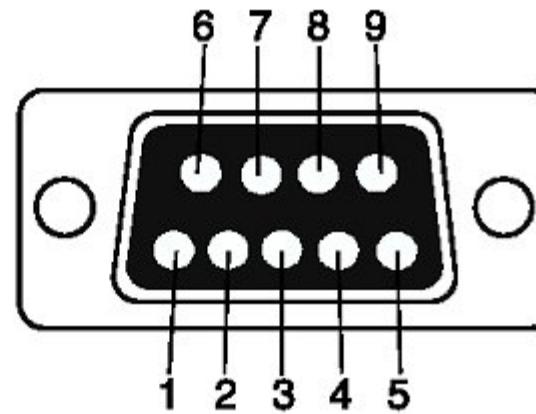


# Serial communication, RS232



Note that Pin #9 is used for Contact Closure function (normally not used in RS-232).

<u>Pin</u>	<u>Signal Description</u>
1	DCD
2	TD
3	RD
4	DTR
5	Signal GND
6	DSR
7	RTS
8	CTS
9	contact closure



# Acoustic modem



# Acoustic modem



# Old modem







9/19/2017



30

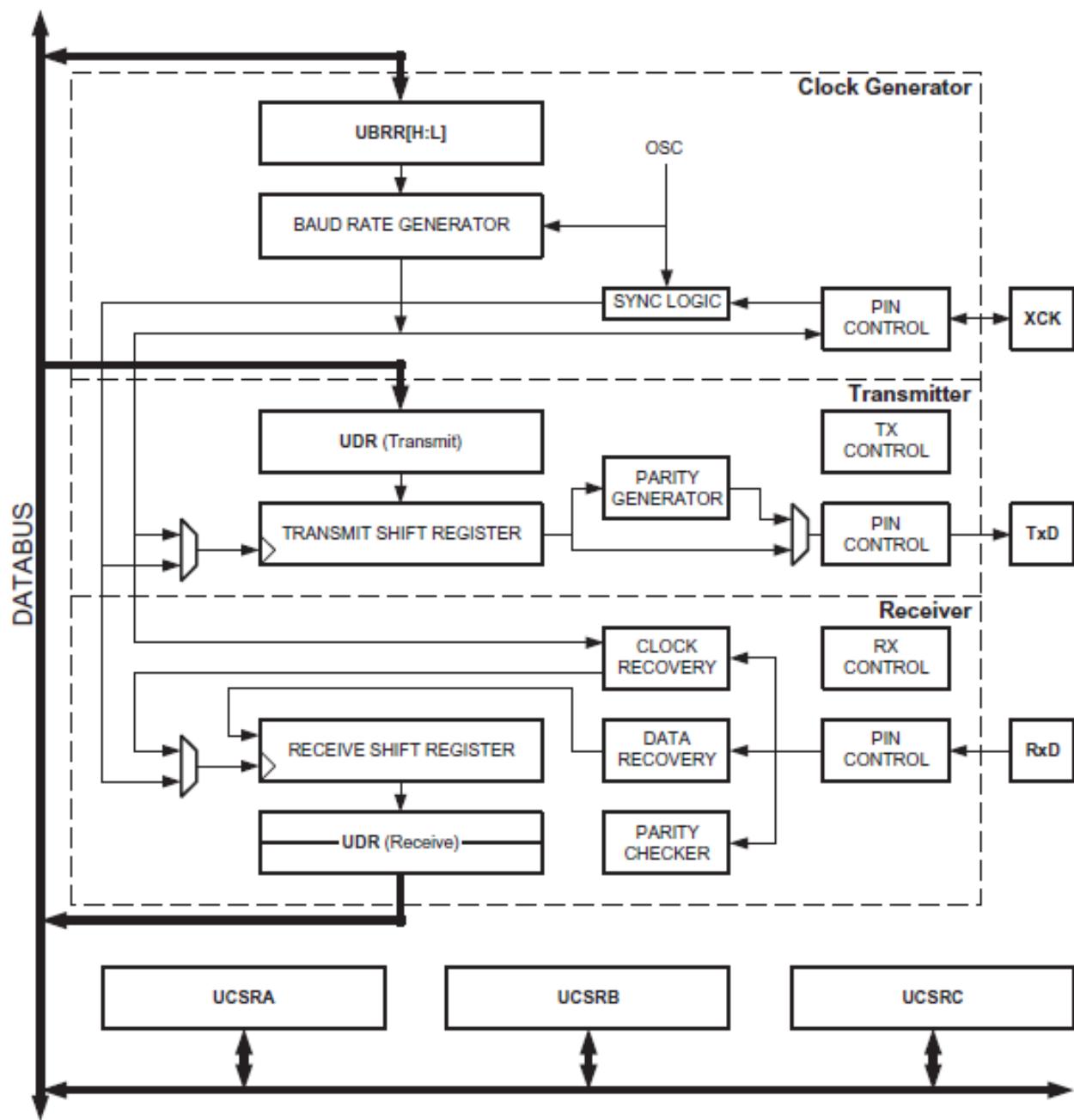
Original	RS232 on board baud rate
50	50
300	300
600	600
1200	1200
2400	2400
4800	4800
9600	9600
19.2K	19.2K
38.4K	38.4K
57.6K	57.6K
115.2K	115.2K

**Table 22-9.** Examples of UBRRn Settings for Commonly Used Oscillator Frequencies

Baud Rate [bps]	$f_{osc} = 1.0000\text{MHz}$				$f_{osc} = 1.8432\text{MHz}$				$f_{osc} = 2.0000\text{MHz}$			
	U2Xn = 0		U2Xn = 1		U2Xn = 0		U2Xn = 1		U2Xn = 0		U2Xn = 1	
	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error
2400	25	0.2%	51	0.2%	47	0.0%	95	0.0%	51	0.2%	103	0.2%
4800	12	0.2%	25	0.2%	23	0.0%	47	0.0%	25	0.2%	51	0.2%
9600	6	-7.0%	12	0.2%	11	0.0%	23	0.0%	12	0.2%	25	0.2%
14.4K	3	8.5%	8	-3.5%	7	0.0%	15	0.0%	8	-3.5%	16	2.1%
19.2K	2	8.5%	6	-7.0%	5	0.0%	11	0.0%	6	-7.0%	12	0.2%
28.8K	1	8.5%	3	8.5%	3	0.0%	7	0.0%	3	8.5%	8	-3.5%
38.4K	1	-18.6%	2	8.5%	2	0.0%	5	0.0%	2	8.5%	6	-7.0%
57.6K	0	8.5%	1	8.5%	1	0.0%	3	0.0%	1	8.5%	3	8.5%
76.8K	-	-	1	-18.6%	1	-25.0%	2	0.0%	1	-18.6%	2	8.5%
115.2K	-	-	0	8.5%	0	0.0%	1	0.0%	0	8.5%	1	8.5%
230.4K	-	-	-	-	-	-	0	0.0%	-	-	-	-
250K	-	-	-	-	-	-	-	-	-	-	0	0.0%
Max. <sup>(1)</sup>	62.5Kbps		125Kbps		115.2Kbps		230.4Kbps		125Kbps		250Kbps	

Note: 1. UBRR = 0, Error = 0.0%

Figure 69. USART Block Diagram<sup>(1)</sup>



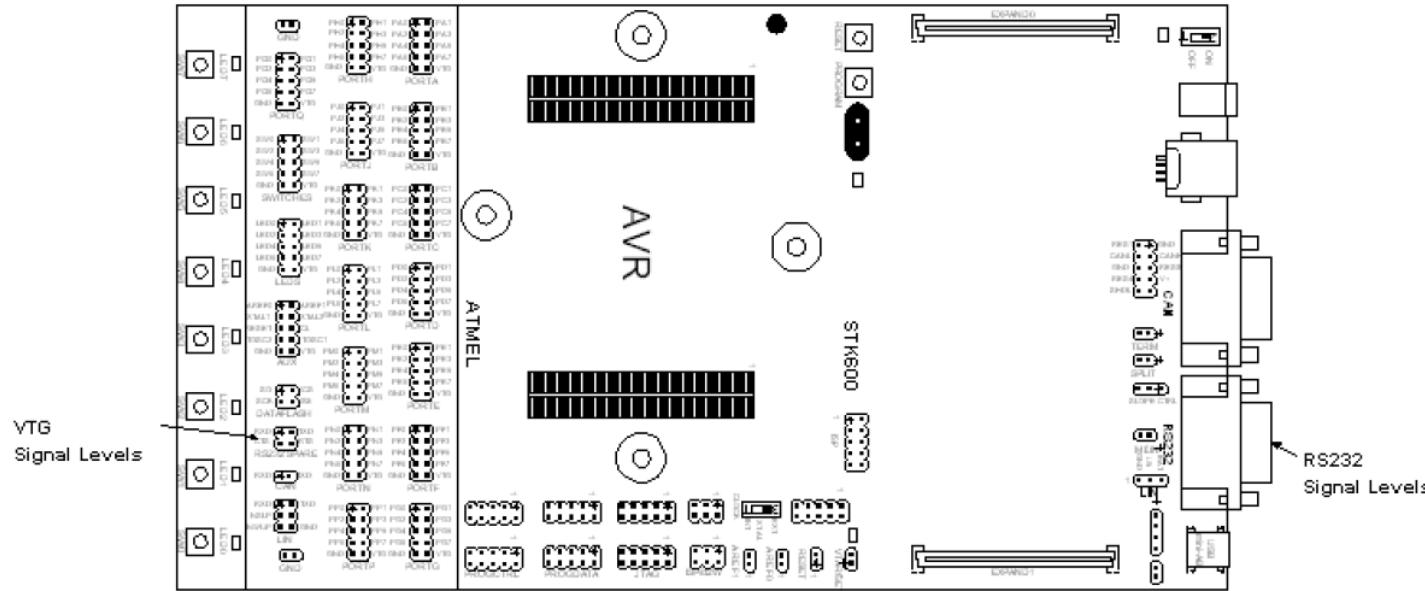
# USART

The Universal Synchronous and Asynchronous serial Receiver and Transmitter (USART) is highly flexible serial communication device. The main features are:

- Full Duplex Operation (Independent Serial Receive and Transmit Registers)
- Asynchronous or Synchronous Operation
- Master or Slave Clocked Synchronous Operation
- High Resolution Baud Rate Generator
- Supports Serial Frames with 5, 6, 7, 8, or 9 Data Bits and 1 or 2 Stop Bits
- Odd or Even Parity Generation and Parity Check Supported by Hardware
- Data OverRun Detection
- Framing Error Detection
- Noise Filtering Includes False Start Bit Detection and Digital Low Pass Filter
- Three Separate Interrupts on TX Complete, TX Data Register Empty, and RX Complete
- Multi-processor Communication Mode
- Double Speed Asynchronous Communication Mode

## User RS232 Interface

The STK600 includes a RS232 hardware that can be used for communication between the target AVR microcontroller in the socket and a PC serial port. STK600 has a 9-pin DSUB connector that can be connected to a PC with a straight serial cable (not a null modem cable).



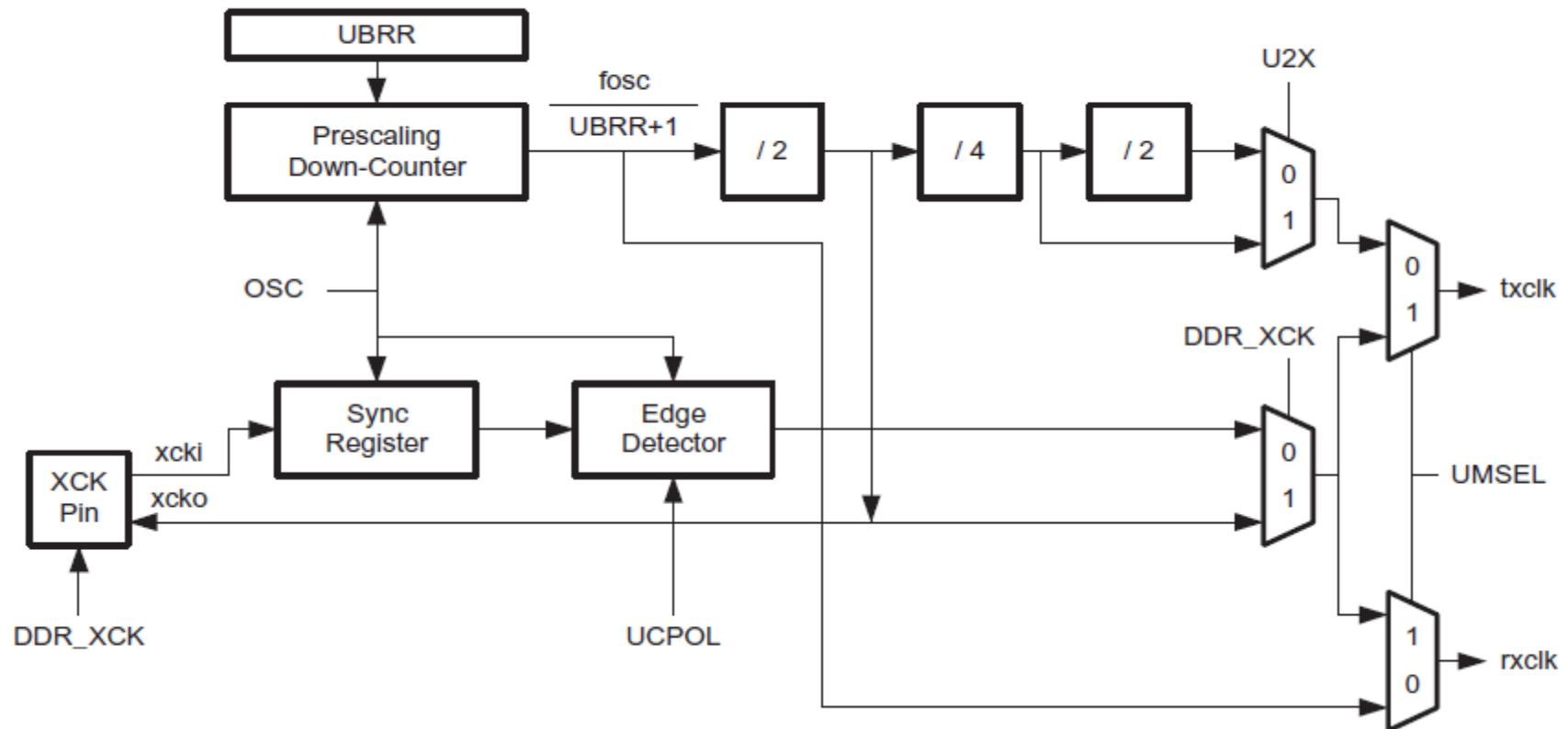
To use the RS232 interface, the AVR's UART pins must be connected to the appropriate pins on the "RS232 SPARE" pin header. Use a 2-wire cable to connect the AVR's RXD and TXD pins to the pin header. The "RS232 SPARE" pin header is found in the target header section, while the DSUB marked "RS232" is located on the other end of the card.

Optionally one can connect the RTS (Request To Send) and CTS (Clear To Send) signals to two free I/O ports. The RTS and CTS signals are used for flow control. The connection is shown below.



# USART

Figure 70. Clock Generation Logic, Block Diagram



# USART

Table 60. Equations for Calculating Baud Rate Register Setting

Operating Mode	Equation for Calculating Baud Rate <sup>(1)</sup>	Equation for Calculating UBRR Value
Asynchronous Normal Mode (U2X = 0)	$BAUD = \frac{f_{OSC}}{16(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{16BAUD} - 1$
Asynchronous Double Speed Mode (U2X = 1)	$BAUD = \frac{f_{OSC}}{8(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{8BAUD} - 1$
Synchronous Master Mode	$BAUD = \frac{f_{OSC}}{2(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{2BAUD} - 1$

Note: 1. The baud rate is defined to be the transfer rate in bit per second (bps).

BAUD Baud rate (in bits per second, bps)

$f_{OSC}$  System Oscillator clock frequency

UBRR Contents of the UBRRH and UBRL Registers, (0 - 4095)

Some examples of UBRR values for some system clock frequencies are found in [Table 68](#) (see page 168).

# USART

**Table 68. Examples of UBRR Settings for Commonly Used Oscillator Frequencies**

Baud Rate (bps)	$f_{osc} = 1.0000 \text{ MHz}$				$f_{osc} = 1.8432 \text{ MHz}$				$f_{osc} = 2.0000 \text{ MHz}$			
	U2X = 0		U2X = 1		U2X = 0		U2X = 1		U2X = 0		U2X = 1	
	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error
2400	25	0.2%	51	0.2%	47	0.0%	95	0.0%	51	0.2%	103	0.2%
4800	12	0.2%	25	0.2%	23	0.0%	47	0.0%	25	0.2%	51	0.2%
9600	6	-7.0%	12	0.2%	11	0.0%	23	0.0%	12	0.2%	25	0.2%
14.4k	3	8.5%	8	-3.5%	7	0.0%	15	0.0%	8	-3.5%	16	2.1%
19.2k	2	8.5%	6	-7.0%	5	0.0%	11	0.0%	6	-7.0%	12	0.2%
28.8k	1	8.5%	3	8.5%	3	0.0%	7	0.0%	3	8.5%	8	-3.5%
38.4k	1	-18.6%	2	8.5%	2	0.0%	5	0.0%	2	8.5%	6	-7.0%
57.6k	0	8.5%	1	8.5%	1	0.0%	3	0.0%	1	8.5%	3	8.5%
76.8k	-	-	1	-18.6%	1	-25.0%	2	0.0%	1	-18.6%	2	8.5%
115.2k	-	-	0	8.5%	0	0.0%	1	0.0%	0	8.5%	1	8.5%
230.4k	-	-	-	-	-	-	0	0.0%	-	-	-	-
250k	-	-	-	-	-	-	-	-	-	-	0	0.0%
Max <sup>(1)</sup>	62.5 Kbps		125 Kbps		115.2 Kbps		230.4 Kbps		125 Kbps		250 Kbps	

1. UBRR = 0, Error = 0.0%

# USART

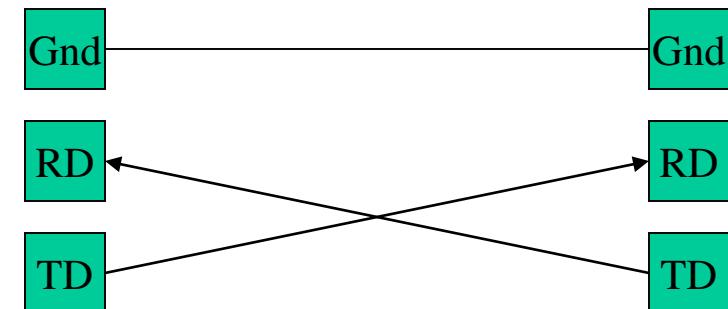
- Universal Synchronous and Asynchronous serial Receiver and Transmitter
- A standard I/O device that provides conversions between serial and parallel data
  - › Provides a basic protocol for serial communication
    - Speed, framing, error control

# RS232

- This is a standard specification for the physical layer of a serial data interchange
  - › Specifies physical connections and voltage levels
  - › Data is transferred as a series of bits represented by voltage levels varying over time
- The encoding of data and signal interpretation is left to software

# RS232 Basics

- For asynchronous communication, only three lines are needed
  - › Common ground
  - › Transmitted data (TD)
  - › Received data (RD)
    - Note that the transmit line on one end is the receive line on the other end
- Other lines are used for various signaling options



# General Asynchronous Serial Communication

- The transmit line **idle** signal is 1 (**mark**)
- The transmitter signals the **start** of a **frame** by asserting a 0 (**space**) on TD
- At regular intervals (the baud rate), the transmitter asserts the bits of data, least significant first
- One or two **stop** bits (1) terminate the frame ending



# AVR USART

- UART or USART is a standard I/O device
- The ATxmega128A1 has 8 independent USART integrated on-chip, producing logic signals for RS232 communication
  - › The microcontroller will only produce +/- Vcc, which is typically 5V; RS232 specifies +/-12V
  - › The Xplain connects to a compatible AT90USB1287 that converts the transmissions to USB format

# USART Components

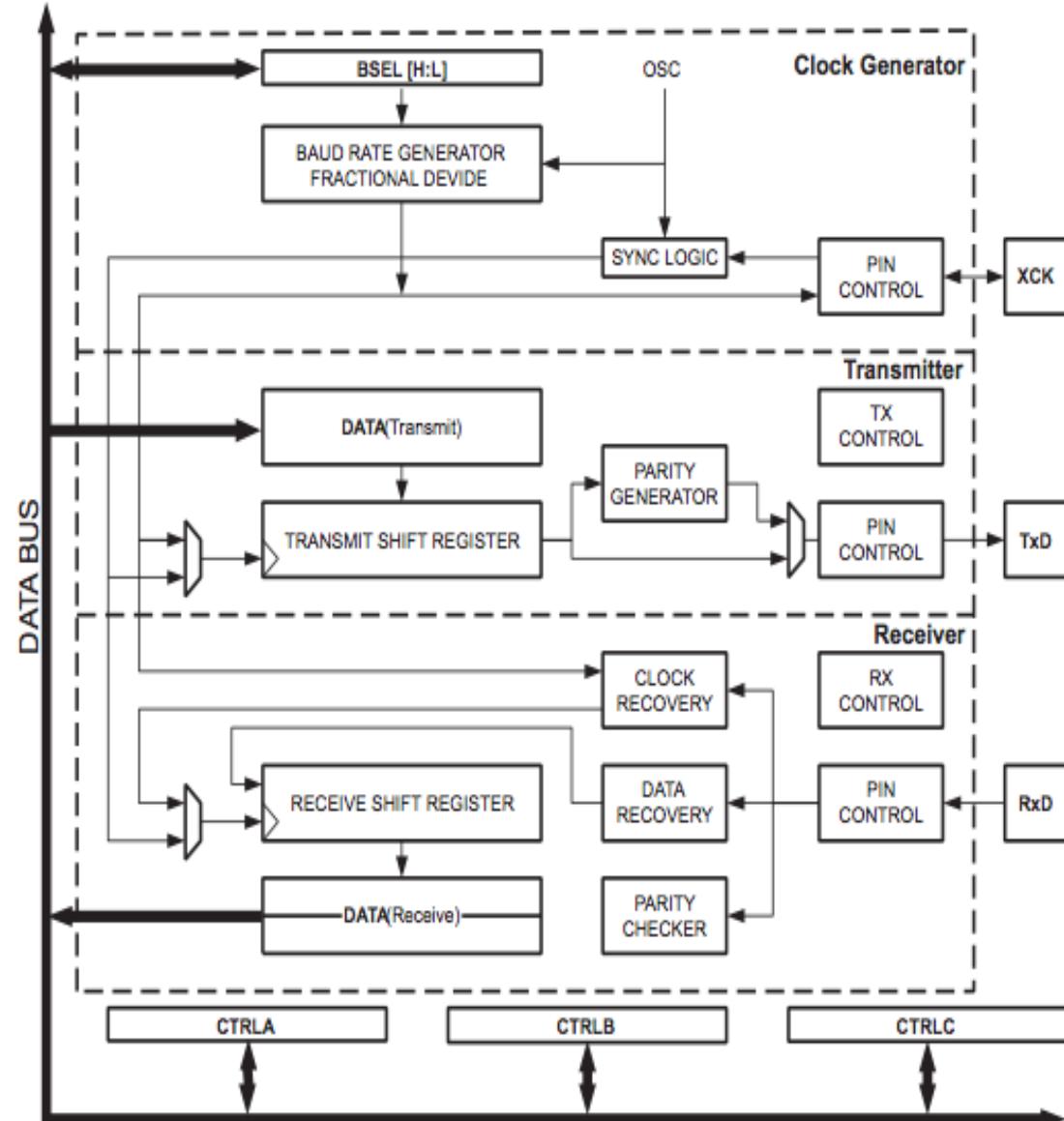
- Transmitter
  - › Manages stream of bits for each byte
- Receiver
  - › Manages receipt of bits and assembly into byte
- Clock Generator
  - › Allows the USART to operate in synchronous or asynchronous modes

# Physical Connections

- The USART utilizes two external pins on the microcontroller for transmit and receive
  - › TXDC0 is PC2
  - › RXDC0 is PC3
    - These bits of PORTC cannot be utilized for general digital I/O while serial communication is taking place

# AVR USART

- Note the three control and Status registers and external pins



Trace Disabled

```

; 1ED022, Computer Technology
; Lab 4, task 3 and 4
; Date: November 27, 2011
; Anders Haggren
; Function: Receive data on RS232 Spare and echo
; Polled receive on USART.
; Target system: STK600, ATmega2560

; Connect jumpers between RXD1/PD2 and RXD (RS232 SPARE)
; TXD1/PD3 and TXD (RS232 SPARE)

; Connect a cable between PORTB and LED's

.include "m2560def.inc"

.def Temp = r17
.def char = r16
. equ UBRR_val = 12      ; osc.=1MHz, 4800 bps => UBBRR = 12

.org 0x00
    rjmp start

.org 0x30
start:
    ldi Temp, 0xFF      ; PORTB outputs
    out DDRB, Temp
    ldi Temp, 0X55      ; Initial value to outputs
    out PORTB, Temp

    ldi Temp, UBRR_val ; store Prescaler value in UBRR1L
    sts UBRR1L, Temp

    ldi Temp, (1<<TXEN1) | (1<<RXEN1)
    sts UCSR1B, Temp   ; set TX and RX enable flags

GetChar:           ; receive data

    lds Temp, UCSR1A  ; read UCSR1A I/O register to r20
    sbrs Temp, RXC1   ; RXC1=1 => new character
    rjmp GetChar      ; RXC1=0 => no character received
    lds Char, UDR1    ; read character in UDR

Port_output:
    com Char
    out PORTB, Char   ; write character to PORTB
    com Char

PutChar:          ; send data

    lds Temp, UCSR1A  ; read UCSR1A I/O register to r20
    sbrs Temp, UDRE1  ; UDRE1=1 => buffer is empty
    rjmp PutChar      ; UDRE1=0 => buffer is not empty
    sts UDR1, Char    ; write character to UDR1
    rjmp GetChar      ; return to loop

```

STK600

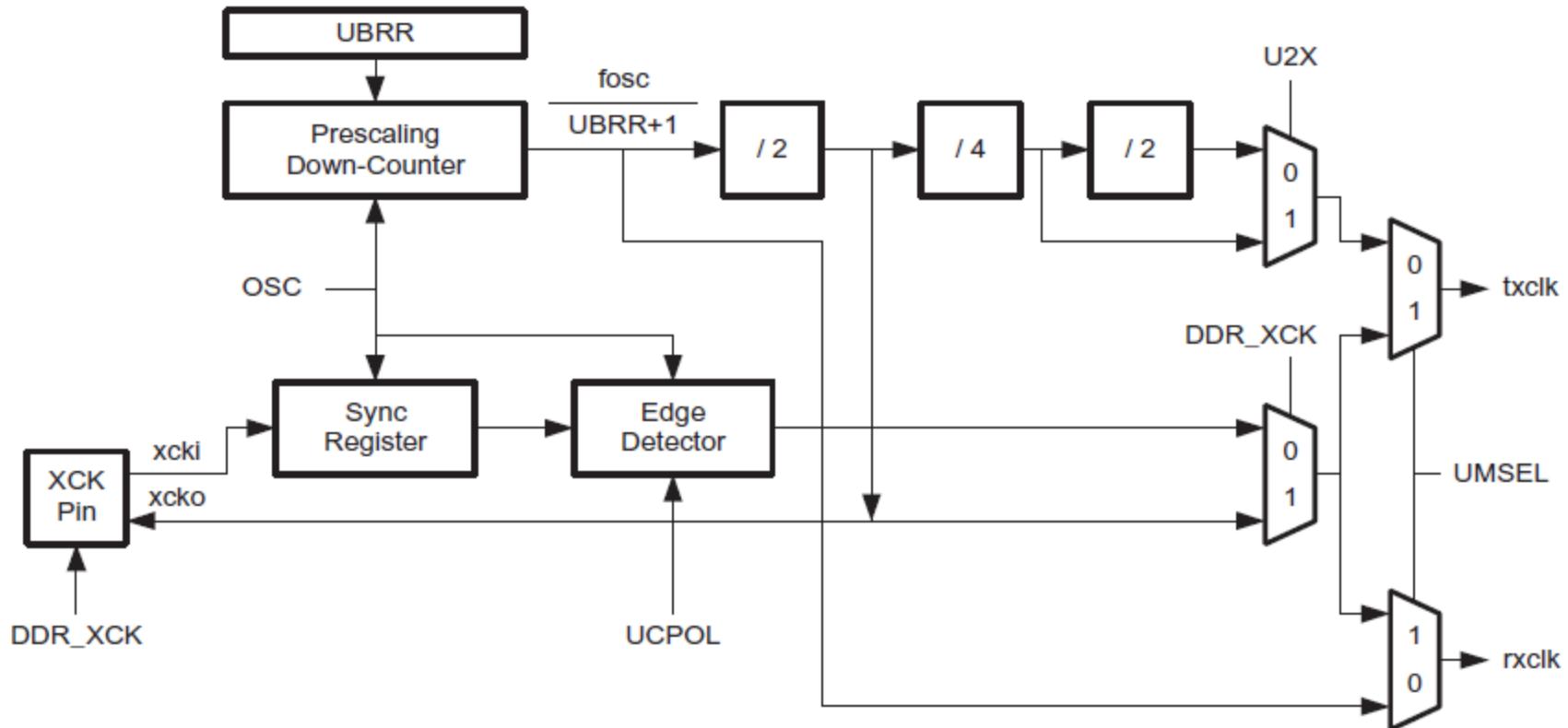
I/O View

Name	Value
TIMER_COUNTER_2	
TIMER_COUNTER_3	
TIMER_COUNTER_4	
TIMER_COUNTER_5	
TWI	
USART0	
USART1	
USART I/O Data ...	0x00
USART Receive ...	<input checked="" type="checkbox"/>
USART Transmitt ...	<input type="checkbox"/>
USART Data Reg...	<input checked="" type="checkbox"/>
Framing Error	<input type="checkbox"/>
Data overRun	<input type="checkbox"/>
Parity Error	<input type="checkbox"/>
Double the USAR...	<input type="checkbox"/>
Multi-processor C...	<input type="checkbox"/>
RX Complete Inter...	<input type="checkbox"/>
TX Complete Interr...	<input type="checkbox"/>
USART Data regi...	<input type="checkbox"/>
Receiver Enable	<input checked="" type="checkbox"/>
Transmitter Enable	<input checked="" type="checkbox"/>
Character Size	<input type="checkbox"/>
Receive Data Bit 8	<input type="checkbox"/>
Transmit Data Bit 8	<input type="checkbox"/>
USART Mode Sel...	Asynchronous USART
Parity Mode Bits	Disabled
Stop Bit Select	1-bit
Character Size	0x03
Clock Polarity	<input type="checkbox"/>
USART Baud Rat...	0x000C
USART2	
USART3	
WATCHDOG	

Name	Address	Value	Bits
UBRR1	na (0xCC)	0x000C	
UCSR1A	na (0xC8)	0xA0	■□■□□□□□□
UCSR1B	na (0xC9)	0x18	□□□■□□□□□□
UCSR1C	na (0xCA)	0x06	□□□□□■■□□
UDR1	na (0xCE)	0x00	□□□□□□□□□□

# USART

Figure 70. Clock Generation Logic, Block Diagram



# USART

Table 60. Equations for Calculating Baud Rate Register Setting

Operating Mode	Equation for Calculating Baud Rate <sup>(1)</sup>	Equation for Calculating UBRR Value
Asynchronous Normal Mode (U2X = 0)	$BAUD = \frac{f_{OSC}}{16(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{16BAUD} - 1$
Asynchronous Double Speed Mode (U2X = 1)	$BAUD = \frac{f_{OSC}}{8(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{8BAUD} - 1$
Synchronous Master Mode	$BAUD = \frac{f_{OSC}}{2(UBRR + 1)}$	$UBRR = \frac{f_{OSC}}{2BAUD} - 1$

Note: 1. The baud rate is defined to be the transfer rate in bit per second (bps).

BAUD Baud rate (in bits per second, bps)

$f_{OSC}$  System Oscillator clock frequency

UBRR Contents of the UBRRH and UBRL Registers, (0 - 4095)

Some examples of UBRR values for some system clock frequencies are found in [Table 68](#) (see page 168).

# USART

Table 68. Examples of UBRR Settings for Commonly Used Oscillator Frequencies

Baud Rate (bps)	$f_{osc} = 1.0000 \text{ MHz}$				$f_{osc} = 1.8432 \text{ MHz}$				$f_{osc} = 2.0000 \text{ MHz}$			
	U2X = 0		U2X = 1		U2X = 0		U2X = 1		U2X = 0		U2X = 1	
	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error	UBRR	Error
2400	25	0.2%	51	0.2%	47	0.0%	95	0.0%	51	0.2%	103	0.2%
4800	12	0.2%	25	0.2%	23	0.0%	47	0.0%	25	0.2%	51	0.2%
9600	6	-7.0%	12	0.2%	11	0.0%	23	0.0%	12	0.2%	25	0.2%
14.4k	3	8.5%	8	-3.5%	7	0.0%	15	0.0%	8	-3.5%	16	2.1%
19.2k	2	8.5%	6	-7.0%	5	0.0%	11	0.0%	6	-7.0%	12	0.2%
28.8k	1	8.5%	3	8.5%	3	0.0%	7	0.0%	3	8.5%	8	-3.5%
38.4k	1	-18.6%	2	8.5%	2	0.0%	5	0.0%	2	8.5%	6	-7.0%
57.6k	0	8.5%	1	8.5%	1	0.0%	3	0.0%	1	8.5%	3	8.5%
76.8k	-	-	1	-18.6%	1	-25.0%	2	0.0%	1	-18.6%	2	8.5%
115.2k	-	-	0	8.5%	0	0.0%	1	0.0%	0	8.5%	1	8.5%
230.4k	-	-	-	-	-	-	0	0.0%	-	-	-	-
250k	-	-	-	-	-	-	-	-	-	-	0	0.0%
Max <sup>(1)</sup>	62.5 Kbps		125 Kbps		115.2 Kbps		230.4 Kbps		125 Kbps		250 Kbps	

1. UBRR = 0, Error = 0.0%



# UBRR

- The prescaler value stored in UBRR is a value that depends on oscillator frequency and selected BAUD rate.
- If the value is lower than 255, it will fit in one register, UBRRLL. (UBRR = UBRRLL in ATmega16)
- Example:  
BAUD rate is 4800 bps,  
oscillator frequency is 1 MHz => UBRR is 12

# UBRR

```
.equ UBRR_val = 12          ; osc. = 1MHz, BAUD rate 4800 bps  
                          ; store Prescaler value in UBBRRL  
ldi Temp, UBRR_val  
out UBRRL, Temp  
  
.def Temp = r17  
                          ; set TX and RX Enable flags  
ldi Temp, (1<<TXEN) | (1<<RXEN)  
out UCR, Temp
```

# USART

## Assembly Code Example<sup>(1)</sup>

```
USART_Init:  
    ; Set baud rate  
    out UBRRH, r17  
    out UBRRL, r16  
    ; Enable receiver and transmitter  
    ldi r16, (1<<RXEN) | (1<<TXEN)  
    out UCSRB, r16  
    ; Set frame format: 8data, 2stop bit  
    ldi r16, (1<<URSEL) | (1<<USBS) | (3<<UCSZ0)  
    out UCSRC, r16  
    ret
```

# USART

USART Control and Status Register B – UCSRB

Bit	7	6	5	4	3	2	1	0	UCSRB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	
Initial Value	0	0	0	0	0	0	0	0	

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

Writing this bit to one enables interrupt on the RXC Flag. A USART Receive Complete Interrupt will be generated only if the RXCIE bit is written to one, the Global Interrupt Flag in SREG is written to one and the RXC bit in UCSRA is set.

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

Writing this bit to one enables interrupt on the TXC Flag. A USART Transmit Complete Interrupt will be generated only if the TXCIE bit is written to one, the Global Interrupt Flag in SREG is written to one and the TXC bit in UCSRA is set.

- **Bit 5 – UDRIE: USART Data Register Empty Interrupt Enable**

Writing this bit to one enables interrupt on the UDRE Flag. A Data Register Empty Interrupt will be generated only if the UDRIE bit is written to one, the Global Interrupt Flag in SREG is written to one and the UDRE bit in UCSRA is set.

- **Bit 4 – RXEN: Receiver Enable**

Writing this bit to one enables the USART Receiver. The Receiver will override normal port operation for the RxD pin when enabled. Disabling the Receiver will flush the receive buffer invalidating the FE, DOR, and PE Flags.

# USART

USART Control and Status Register B – UCSRB

Bit	7	6	5	4	3	2	1	0	UCSRB
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- Bit 3 – TXEN: Transmitter Enable

Writing this bit to one enables the USART Transmitter. The Transmitter will override normal port operation for the TxD pin when enabled. The disabling of the Transmitter (writing TXEN to zero) will not become effective until ongoing and pending transmissions are completed, that is, when the transmit Shift Register and transmit Buffer Register do not contain data to be transmitted. When disabled, the transmitter will no longer override the TxD port.

- Bit 2 – UCSZ2: Character Size

The UCSZ2 bits combined with the UCSZ1:0 bit in UCSRC sets the number of data bits (Character Size) in a frame the receiver and transmitter use.

- Bit 1 – RXB8: Receive Data Bit 8

RXB8 is the ninth data bit of the received character when operating with serial frames with nine data bits. Must be read before reading the low bits from UDR.

# USART

## USART Control and Status Register C – UCSRC

Bit	7	6	5	4	3	2	1	0	UCSRC
Read/Write	R/W								
Initial Value	1	0	0	0	0	1	1	0	

The UCSRC Register shares the same I/O location as the UBRRH Register. See the “[Accessing UBRRH/ UCSRC Registers](#)” on page 162 section which describes how to access this register.

- **Bit 7 – URSEL: Register Select**

This bit selects between accessing the UCSRC or the UBRRH Register. It is read as one when reading UCSRC. The URSEL must be one when writing the UCSRC.

- **Bit 6 – UMSEL: USART Mode Select**

This bit selects between Asynchronous and Synchronous mode of operation.

**Table 63.** UMSEL Bit Settings

UMSEL	Mode
0	Asynchronous Operation
1	Synchronous Operation

# USART

```
.equ UDR      = $0C
.equ UCSRA   = $0B
.equ USR      = $0B      ; For compatibility with S8535
.equ UCSRB   = $0A
.equ UCR      = $0A      ; For compatibility with S8535
.equ UCSRC   = $20      ; Note! UCSRC equals UBRRH
.equ UBRR    = $09
.equ UBRRRL  = $09      ; New name for UBRR
```

Dvs:

UBRR = UBRRRL	= \$ 09
UCR = UCSRB	= \$ 0A
USR = UCSRA	= \$ 0B
UDR	= \$ 0C
UCRC = UBRRH	= \$ 20

# UDR

## USART Register Description

### USART I/O Data Register – UDR

Bit	7	6	5	4	3	2	1	0	
	RXB[7:0]								UDR (Read)
	TXB[7:0]								UDR (Write)
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 USART Transmit Data Buffer Register and USART Receive Data Buffer Registers share the same I/O address referred to as USART Data Register or UDR. The Transmit Data Buffer Register (TXB) will be the destination for data written to the UDR Register location. Reading the UDR Register location will return the contents of the Receive Data Buffer Register (RXB).

For 5-bit, 6-bit, or 7-bit characters the upper unused bits will be ignored by the Transmitter and set to zero by the Receiver.

The transmit buffer can only be written when the UDRE Flag in the UCSRA Register is set. Data written to UDR when the UDRE Flag is not set, will be ignored by the USART Transmitter. When data is written to the transmit buffer, and the Transmitter is enabled, the Transmitter will load the data into the transmit Shift Register when the Shift Register is empty. Then the data will be serially transmitted on the TxD pin.

The receive buffer consists of a two level FIFO. The FIFO will change its state whenever the receive buffer is accessed. Due to this behavior of the receive buffer, do not use read modify write instructions (SBI and CBI) on this location. Be careful when using bit test instructions (SBIC and SBIS), since these also will change the state of the FIFO.

# UCSRA - USR

USART Control and Status Register A – UCSRA

Bit	7	6	5	4	3	2	1	0	
Read/Write	R	R/W	R	R	R	R	R/W	R/W	UCSRA
Initial Value	0	0	1	0	0	0	0	0	

- Bit 7 – RXC: USART Receive Complete

This flag bit is set when there are unread data in the receive buffer and cleared when the receive buffer is empty (that is, does not contain any unread data). If the receiver is disabled, the receive buffer will be flushed and consequently the RXC bit will become zero. The RXC Flag can be used to generate a Receive Complete interrupt (see description of the RXCIE bit).

- Bit 6 – TXC: USART Transmit Complete

This flag bit is set when the entire frame in the transmit Shift Register has been shifted out and there are no new data currently present in the transmit buffer (UDR). The TXC Flag bit is automatically cleared when a transmit complete interrupt is executed, or it can be cleared by writing a one to its bit location. The TXC Flag can generate a Transmit Complete interrupt (see description of the TXCIE bit).

- Bit 5 – UDRE: USART Data Register Empty

The UDRE Flag indicates if the transmit buffer (UDR) is ready to receive new data. If UDRE is one, the buffer is empty, and therefore ready to be written. The UDRE Flag can generate a Data Register empty Interrupt (see description of the UDRIE bit).

UDRE is set after a reset to indicate that the transmitter is ready.



```
; 1ED022, Computer Technology
; Lab 4, task 3 and 4
; Date: November 27, 2011
; Anders Haggren
; Function: Receive data on RS232 Spare and echo
; Polled receive on USART.
; Target system: STK600, ATMega2560

.include "m2560def.inc"

.def Temp = r17
.def char = r16
. equ UBRR_val = 12           ; osc.=1MHz, 4800 bps => UBBRR = 12

.org 0x00
    rjmp start

.org 0x30
start:
    ldi Temp, 0xFF      ; PORTB outputs
    out DDRB, Temp
    ldi Temp, 0X55      ; Initial value to outputs
    out PORTB, Temp

    ldi Temp, UBRR_val ; store Prescaler value in UBRR1L
    sts UBRR1L, Temp

    ldi Temp, (1<<TXEN1) | (1<<RXEN1)
    sts UCSR1B, Temp    ; set TX and RX enable flags

GetChar:                      ; receive data
```



```
.org 0x30
start:
    ldi Temp, 0xFF      ; PORTB outputs
    out DDRB, Temp
    ldi Temp, 0X55      ; Initial value to outputs
    out PORTB, Temp

    ldi Temp, UBRR val ; store Prescaler value in UBRR1L
    sts UBRR1L, Temp

    ldi Temp, (1<<TXEN1) | (1<<RXEN1)
    sts UCSR1B, Temp   ; set TX and RX enable flags

GetChar:                      ; receive data
    lds Temp, UCSR1A   ; read UCSR1A I/O register to r20
    sbrs Temp, RXC1    ; RXC1=1 => new character
    rjmp GetChar       ; RXC1=0 => no character received
    lds Char, UDR1     ; read character in UDR

Port_output:
    com Char
    out PORTB, Char   ; write character to PORTB
    com Char

PutChar:                      ; send data
    lds Temp, UCSR1A   ; read UCSR1A I/O register to r20
    sbrs Temp, UDRE1   ; UDRE1=1 => buffer is empty
    rjmp PutChar       ; UDRE1=0 => buffer is not empty
    sts UDR1, Char     ; write character to UDR1
    rjmp GetChar       ; return to loop
```

# Initialize USART

## Select BAUD rate, register UBBRL

STK500:

```
.equ UBRR_val = 12 ; osc. = 1MHz, BAUD rate 4800 bps  
ldi Temp, UBRR_val ; store Prescaler value in UBBRRL  
out UBRRL, Temp
```

STK600:

```
.equ UBRR_val = 12 ; osc. = 1MHz, BAUD rate 4800 bps  
ldi Temp, UBRR_val ; store Prescaler value in UBBRRL  
sts UBRR1L, Temp
```

# Initialize USART

## Set enable flags in UCR

STK500:

```
.def Temp = r17  
  
ldi Temp, (1<<TXEN) | (1<<RXEN)  
out UCR, Temp           ; set TX and RX Enable flags
```

STK600:

```
.def Temp = r17  
  
ldi Temp, (1<<TXEN1) | (1<<RXEN1)  
sts UCSR1B, Temp       ; set TX and RX Enable flags
```



# Polled input, check data received flag

STK500:

GetChar: ; receive data

```
    sbis USR, RXC      ; wait for character input
    rjmp GetChar        ; loop if no character input
    in r16, UDR          ; read character in UDR to r16
```

STK600:

GetChar: ; receive data

```
    lds r20, UCSR1A    ; mask out bit 7 = RXC1
    andi r20, 0x80       ; RXC1 = bit 7 in UCSR1A
    cpi r20, 0x80        ; RXC1 = 0, no character received
    brne GetChar         ; read character in UDR to r16
    lds r16, UDR1
```



# Polled input / output, send data

STK500:

PutChar:

```
    sbis USR, UDRE
    rjmp PutChar
    out UDR, r16
```

; send data  
; wait if last character not yet sent  
; loop until UDRE flag = 1, in USR  
; write character in UDR

STK600:

PutChar:

```
    lds r20, UCSR1A
    andi r20, 0x20
    cpi r20, 0x20
    brne PutChar
    sts UDR1, r16
```

; send data

; mask out bit 5 = UDRE1  
; mask out bit 7 = RXC1  
; UDRE1 = 1, buffer is empty  
; write character to UDR1

## Alternate Functions of Port D

The Port D pins with alternate functions are shown in Table 13-12.

Table 13-12. Port D Pins Alternate Functions

Port Pin	Alternate Function
PD7	T0 (Timer/Counter0 Clock Input)
PD6	T1 (Timer/Counter1 Clock Input)
PD5	XCK1 (USART1 External Clock Input/Output)
PD4	ICP1 (Timer/Counter1 Input Capture Trigger)
PD3	INT3/TXD1 (External Interrupt3 Input or USART1 Transmit Pin)
PD2	INT2/RXD1 (External Interrupt2 Input or USART1 Receive Pin)
PD1	INT1/SDA (External Interrupt1 Input or TWI Serial DAta)
PD0	INT0/SCL (External Interrupt0 Input or TWI Serial CLock)

The alternate pin configuration is as follows:

- **INT3/TXD1 – Port D, Bit 3**

INT3, External Interrupt source 3: The PD3 pin can serve as an external interrupt source to the MCU.

TXD1, Transmit Data (Data output pin for the USART1). When the USART1 Transmitter is enabled, this pin is configured as an output regardless of the value of DDD3.

- **INT2/RXD1 – Port D, Bit 2**

INT2, External Interrupt source 2. The PD2 pin can serve as an External Interrupt source to the MCU.

RXD1, Receive Data (Data input pin for the USART1). When the USART1 receiver is enabled this pin is configured as an input regardless of the value of DDD2. When the USART forces this pin to be an input, the pull-up can still be controlled by the PORTD2 bit.

TX Complete Interrupt Enable

USART Data register Empty Interrupt En...

Receiver Enable

Transmitter Enable

Character Size

Receive Data Bit 8

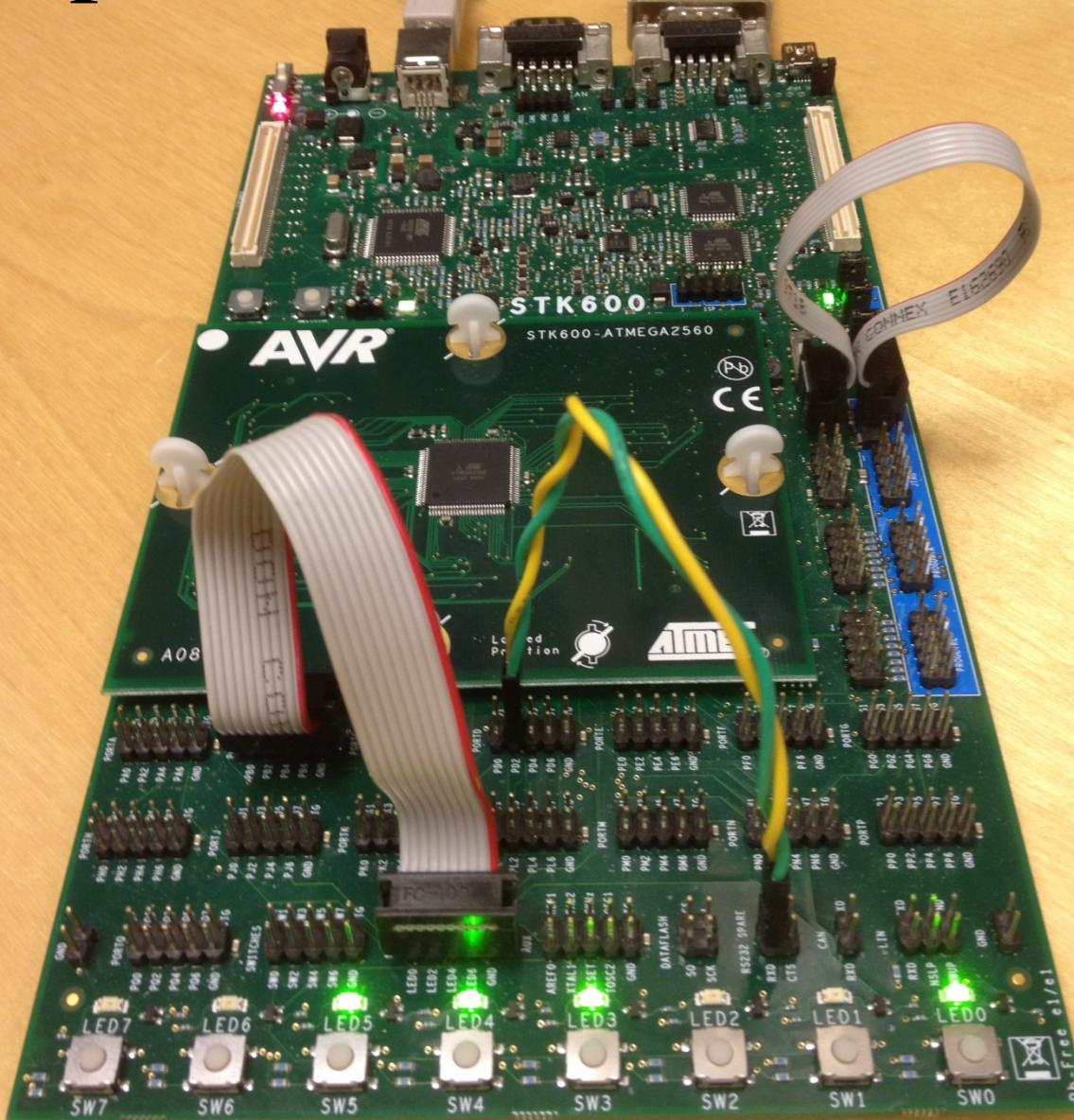
Transmit Data Bit 8

USART Mode Select **Asynchronous USART**

Parity Mode Bits **Disabled**

Name	Address	Value	Bits
UBRR1	na (0xCC)	0x000C	
UBRR1H	na (0xCD)	0x00	.....
UBRR1L	na (0xCC)	0x0C	███████████
UCSR1A	na (0xC8)	0x20	████████████
RXC1		0x00	□.....
TXC1		0x00	□.....
UDRE1		0x01	██.....
FE1		0x00	.....□..
DOR1		0x00	.....□..
UPE1		0x00	.....□..
U2X1		0x00	.....□..
MPCM1		0x00	.....□..
UCSR1B	na (0xC9)	0x98	███████████
RXCIE1		0x01	██.....
TXCIE1		0x00	□.....
UDRIE1		0x00	.....□..
RXEN1		0x01	██.....
TXEN1		0x01	██.....
UCSZ12		0x00	.....□..
RXB81		0x00	.....□..
TXB81		0x00	.....□..
UCSR1C	na (0xCA)	0x06	███████████
UMSEL1		0x00	□□.....
UPM1		0x00	.....□□..
USBS1		0x00	.....□..
UCSZ1		0x03	.....███
UCPOL1		0x00	.....□..
UDR1	na (0xCE)	0x00	███████████

# Jumper on STK600, USART1



9/19/2017

ASCII character 9, 0x39, sent.

67

# 1ED022, Computer Technology

- Disassembler
- Two's complement for  
(for negative values stored binary)



```
C:\Document\Kurser\Datorteknik\HT_2014\Test_Example_Lectures...
INCLUDE "m2560def.inc"
.DEF temp = r16
.DEF Output = r17
.DEF count = r18

.EQU timer_init = 100
.EQU timer_divide = 100

.ORG 0x00
    rjmp restart           ; reset interrupt
.ORG OVFOaddr           ; timer 0 interrupt
    rjmp timer0_int

.org 0x72
restart:
    ldi temp, LOW(RAMEND)      ; initialize SP, Stackpointer
    out SPL, temp
    ldi temp, HIGH(RAMEND)
    out SPH, temp

    ldi r24, LOW(timer_divide)
    ldi r25, HIGH(timer_divide)

    ldi temp, 0xFF            ; initialize DDRB
    out DDRB, temp
    ldi temp, 0xFF            ; initialize DDRE
    out DDRE, temp
    ldi output, 0x0F
    ldi count, 0
    ldi temp, 0b000000101     ; prescaler value to TCCRO
    out TCCROB, temp          ; CS2 = 101, osc.clock / 1024
    ldi temp, (1<<TOIE0)      ; Timer 0 enable flag, TOIE0
    sts TIMSK0, temp          ; to register TIMSK
    ldi temp, timer_init       ; starting value for counter
    out TCNT0, temp            ; counter register
    sei

start: ; main loop
    out PORTB, Output
    out PORTE, Output
    rjmp start

timer0_int:
    push temp                 ; timer interrupt routine
    in temp, SREG              ; save SREG on stack
    push temp
; additional code to create the square output

    sbiw r24, 1
    brne cont
```



```
C:\Document\Kurser\Datorteknik\HT_2014\Test_Example_Lectures... - X

restart:
    ldi temp, LOW(RAMEND)      ; initialize SP, Stackpointer
    out SPL, temp
    ldi temp, HIGH(RAMEND)
    out SPH, temp

    ldi r24, LOW(timer_divide)
    ldi r25, HIGH(timer_divide)

    ldi temp, 0xFF              ; initialize DDRB
    out DDRB, temp
    ldi temp, 0xFF              ; initialize DDRE
    out DDRE, temp
    ldi output, 0x0F
    ldi count, 0
    ldi temp, 0b000000101      ; prescaler value to TCCRO
    out TCCROB, temp           ; CS2 = 101, osc.clock / 1024
    ldi temp, (1<<TOIE0)      ; Timer 0 enable flag, TOIE0
    sts TIMSK0, temp           ; to register TIMSK
    ldi temp, timer_init        ; starting value for counter
    out TCNT0, temp             ; counter register
    sei

start: ; main loop
    out PORTB, Output
    out PORTE, Output
    rjmp start

timer0_int:
    push temp                  ; timer interrupt routine
    in temp, SREG               ; save SREG on stack
    push temp
    ; additional code to create the square output

    sbiw r24, 1
    brne cont

    com Output
    ldi r24, LOW(timer_divide)
    ldi r25, HIGH(timer_divide)

cont:
    ldi temp, timer_init        ; starting value for counter
    out TCNT0, temp
    pop temp                    ; restore SREG
    out SREG, temp
    pop temp                    ; restore register
    com Output                  ; 1-complements (inverts) "Output"
    reti                         ; return from interrupt
```

C:\Document\Kurser\DT2\_E2\Datorteknik\HT\_2014\Test\_Example\_Lectures...

```

INCLUDE "m2560def.inc"
.DEF temp = r16
.DEF Output = r17
.DEF count = r18

.EQU timer_init = 100
.EQU timer_divide = 100

.ORG 0x00
    rjmp restart           ; reset interrupt
.ORG OVFOaddr
    rjmp timer0_int        ; timer 0 interrupt

.org 0x72
restart:
    ldi temp, LOW(RAMEND)   ; initialize SP, Stackpointer
    out SPL, temp
    ldi temp, HIGH(RAMEND)
    out SPH, temp

    ldi r24, LOW(timer_divide)
    ldi r25, HIGH(timer_divide)

    ldi temp, 0xFF           ; initialize DDRB
    out DDRB, temp
    ldi temp, 0xFF           ; initialize DDRB
    out DDRE, temp
    ldi output, 0x0F
    ldi count, 0
    ldi temp, 0b000000101   ; prescaler value to TCCR0
    out TCCROB, temp
    ldi temp, (1<TOIE0)     ; Timer 0 enable flag, TOIE0
    sts TIMSK0, temp
    ldi temp, timer_init     ; starting value for counter
    out TCNT0, temp          ; counter register
    sei

start: ; main loop
    out PORTB, Output
    out PORTE, Output
    rjmp start

timer0_int:
    push temp                ; timer interrupt routine
    in temp, SREG             ; save SREG on stack
    push temp

; additional code to create the square output

    sbiw r24, 1
    brne cont

    com Output
    ldi r24, LOW(timer_divide)

```

I/O View

Name	Value
EXTERNAL_INTERRUPT	
JTAG	
PORTA	
PORTB	Port B Data Register: 0x0F Port B Data Direction Register: 0xFF Port B Input Pins: 0x00
PORTC	
PORTD	
PORTE	
PORTF	
PORTG	
PORTH	
PORTJ	
PORTK	
PORTL	
SPI	
TIMER_COUNTER_0	Timer/Counter0 Output Compare Regis...: 0x00 Timer/Counter0 Output Compare Regis...: 0x00 Timer/Counter0: 0x64
GCCR	0x23 (0x43)
OCR0A	0x27 (0x47)
OCR0B	0x28 (0x48)
TCCR0A	0x24 (0x44)
TCCR0B	0x25 (0x45)
TCNT0	0x26 (0x46)
TIFR0	0x15 (0x35)
TIMSK0	na (0x6E)

9/19/2014



Trace Disabled

C:\Document\Kurser\Kurser\Datorteknik\HT\_2014\Test\_Example\_Lectures\Serial\_communica

```

; 1DT101, Computer Technology 1
; Hardware: STK600, CPU ATmega 2560
; Date: October 02 2014

; Function: Serial communication port0 (RS232) using interrupt
; USART1

.include "m2560def.inc"
.def temp = r17
.def char = r16
. equ speed = 12

.org 0x00
    rjmp start
.org URXCIaddr
    rjmp get_char ; USART interrupt

.org 0x50
start:
    ldi temp, LOW(RAMEND) ; initialize SP, Stackpointer
    out SPL, temp
    ldi temp, HIGH(RAMEND)
    out SPH, temp

    ldi temp, 0xFF
    out DDRB, temp
    ldi temp, 0x55
    out PORTB, temp

    ldi temp, speed
    sts UBRR1L, temp
    ldi temp, 0b10011000
    sts UCSR1B, temp
    sei

nop_loop: ;Main loop
    nop
    rjmp nop_loop

get_char:
    lds r20, UCSR1A
    lds char, UDR1 ;Read I/O register to r20
                    ;Read character in UDR

output: ;Outputs ASCII code in binary to LEDs
    com char ;1-complements char
    out PORTB, char ;Output to PORTB
    com char

put_char: ;Echo back to terminal program.
    lds r20, UCSR1A
    sts UDR1, char ;Read UCSR1A I/O register to r20
                    ;Write character to UDR1.
    reti

Message
Loaded objectfile: C:\Document\Kurser\Kurser\Datorteknik\HT_2014\Test_Example_Lecture
Build Message Find in Files Breakpoints and Tracepoints

```

USART I/O Data Register

USART Receive Complete

USART Transmitt Complete

USART Data Register Empty

Framing Error

Data overRun

Parity Error

Double the USART transmission speed

Multi-processor Communication Mode

RX Complete Interrupt Enable

TX Complete Interrupt Enable

USART Data register Empty Interrupt E...

Receiver Enable

Transmitter Enable

Character Size

Receive Data Bit 8

Transmit Data Bit 8

USART Mode Select

Parity Mode Bits

Stop Bit Select

Character Size

Clock Polarity

Asynchronous

Disabled

1-bit

0x03

Set this flag to simulate character and create an interrupt

Name	Address	Value	Bits
UCSR1A	na (0xC8)	0x80	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RXC1	0x01	<input checked="" type="checkbox"/>	<input type="checkbox"/>
TXCT	0x00	<input type="checkbox"/>	<input type="checkbox"/>
UDRE1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
FE1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
DOR1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
UPE1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
U2X1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
MPCM1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
UCSR1B	na (0xC9)	0x98	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RXCIE1	0x01	<input checked="" type="checkbox"/>	<input type="checkbox"/>
TXCIE1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
UDRIE1	0x00	<input type="checkbox"/>	<input type="checkbox"/>
RXEN1	0x01	<input type="checkbox"/>	<input checked="" type="checkbox"/>
TXEN1	0x01	<input type="checkbox"/>	<input checked="" type="checkbox"/>
UCSZ12	0x00	<input type="checkbox"/>	<input type="checkbox"/>
RXB81	0x00	<input type="checkbox"/>	<input type="checkbox"/>
TXB81	0x00	<input type="checkbox"/>	<input type="checkbox"/>
UCSR1C	na (0xCA)	0x06	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
UDR1	na (0xCE)	0x00	<input type="checkbox"/>

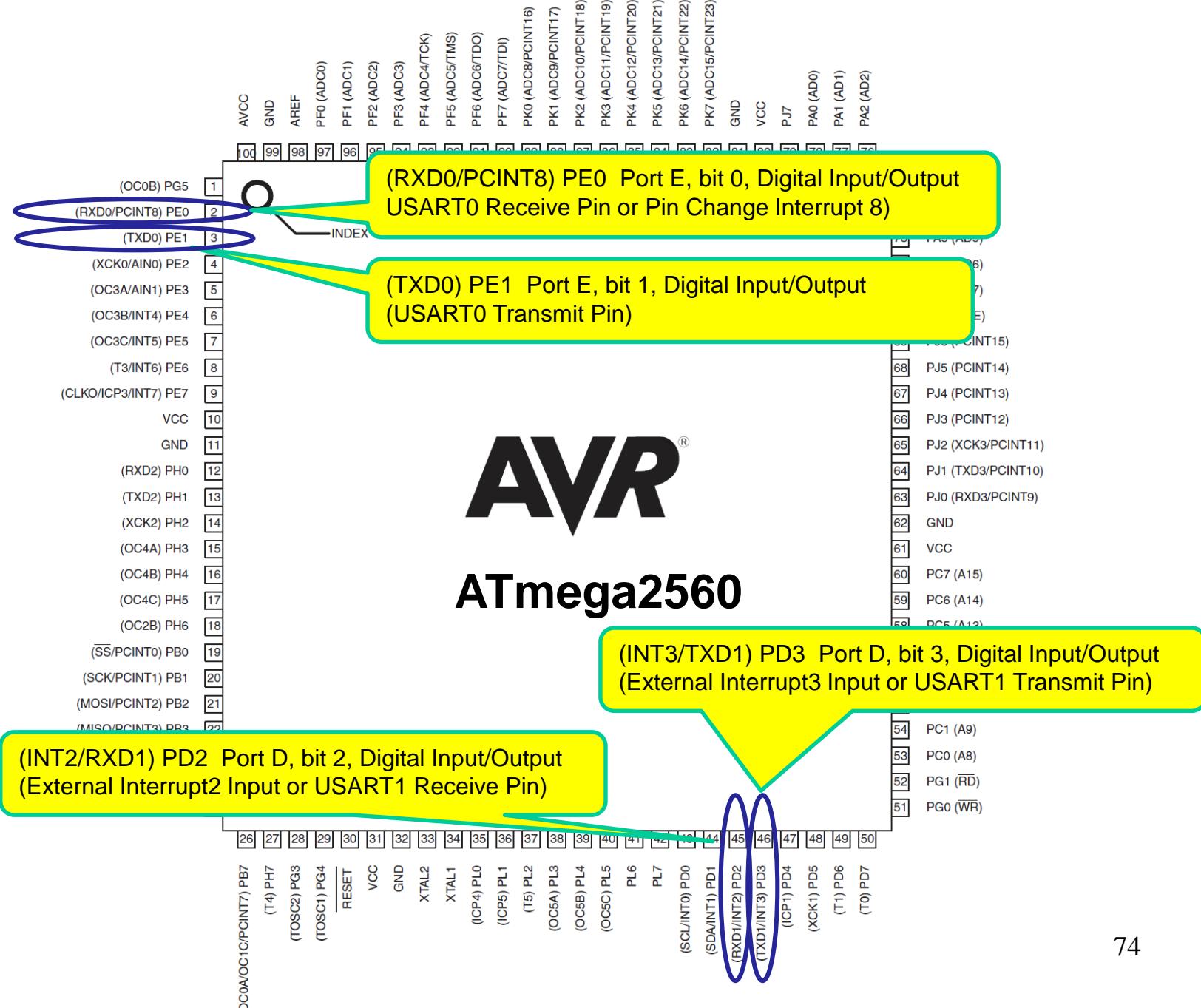
Interrupt\Serial\_communication\_ir

ATmega2560 AVR Simulator Auto Stopped

In 12 Col 1

CAP NULM

**Figure 1-1.** TQFP-pinout ATmega640/1280/2560



### 13.3.4 Alternate Functions of Port D

The Port D pins with alternate functions are shown in [Table 13-12](#).

**Table 13-12.** Port D Pins Alternate Functions

Port Pin	Alternate Function
PD7	T0 (Timer/Counter0 Clock Input)
PD6	T1 (Timer/Counter1 Clock Input)
PD5	XCK1 (USART1 External Clock Input/Output)
PD4	ICP1 (Timer/Counter1 Input Capture Trigger)
PD3	$\overline{\text{INT3/TXD1}}$ (External Interrupt3 Input or USART1 Transmit Pin)
PD2	$\overline{\text{INT2/RXD1}}$ (External Interrupt2 Input or USART1 Receive Pin)
PD1	$\overline{\text{INT1/SDA}}$ (External Interrupt1 Input or TWI Serial DAta)
PD0	$\overline{\text{INT0/SCL}}$ (External Interrupt0 Input or TWI Serial CLock)

The alternate pin configuration is as follows:

- **$\overline{\text{INT3/TXD1}} - \text{Port D, Bit 3}$**

INT3, External Interrupt source 3: The PD3 pin can serve as an external interrupt source to the MCU.

TXD1, Transmit Data (Data output pin for the USART1). When the USART1 Transmitter is enabled, this pin is configured as an output regardless of the value of DDD3.

- **$\overline{\text{INT2/RXD1}} - \text{Port D, Bit 2}$**

INT2, External Interrupt source 2. The PD2 pin can serve as an External Interrupt source to the MCU.

RXD1, Receive Data (Data input pin for the USART1). When the USART1 receiver is enabled this pin is configured as an input regardless of the value of DDD2. When the USART forces this pin to be an input, the pull-up can still be controlled by the PORTD2 bit.



The Port E pins with alternate functions are shown in [Table 13-15](#).

**Table 13-15.** Port E Pins Alternate Functions

Port Pin	Alternate Function
PE7	INT7/ICP3/CLK0 (External Interrupt 7 Input, Timer/Counter3 Input Capture Trigger or Divided System Clock)
PE6	INT6/ T3 (External Interrupt 6 Input or Timer/Counter3 Clock Input)
PE5	INT5/OC3C (External Interrupt 5 Input or Output Compare and PWM Output C for Timer/Counter3)
PE4	INT4/OC3B (External Interrupt4 Input or Output Compare and PWM Output B for Timer/Counter3)
PE3	AIN1/OC3A (Analog Comparator Negative Input or Output Compare and PWM Output A for Timer/Counter3)
PE2	AIN0/XCK0 (Analog Comparator Positive Input or USART0 external clock input/output)
PE1	PDO <sup>(1)</sup> /TXD0 (Programming Data Output or USART0 Transmit Pin)
PE0	PDI <sup>(1)</sup> /RXD0/PCINT8 (Programming Data Input, USART0 Receive Pin or Pin Change Interrupt 8)

Note: 1. Only for ATmega1281/2561. For ATmega640/1280/2560 these functions are placed on MISO/MOSI pins.

- PDO/TXD0 – Port E, Bit 1**

PDO, SPI Serial Programming Data Output. During Serial Program Downloading, this pin is used as data output line for the ATmega1281/2561. For ATmega640/1280/2560 this function is placed on MISO.

TXD0, USART0 Transmit pin.

- PDI/RXD0/PCINT8 – Port E, Bit 0**

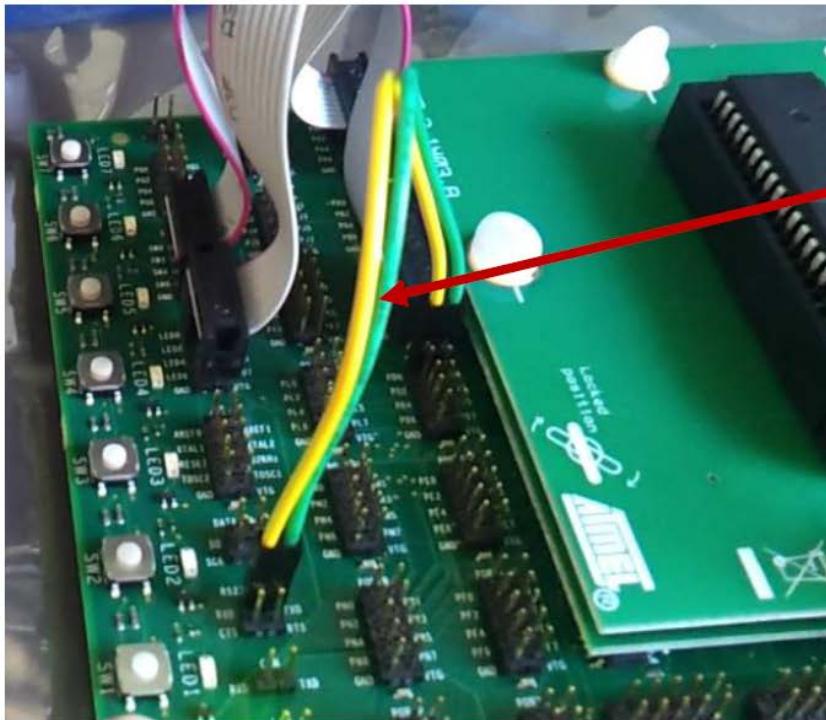
PDI, SPI Serial Programming Data Input. During Serial Program Downloading, this pin is used as data input line for the ATmega1281/2561. For ATmega640/1280/2560 this function is placed on MOSI.

RXD0, USART0 Receive Pin. Receive Data (Data input pin for the USART0). When the USART0 receiver is enabled this pin is configured as an input regardless of the value of DDRE0. When the USART0 forces this pin to be an input, a logical one in PORTE0 will turn on the internal pull-up.

PCINT8, Pin Change Interrupt source 8: The PE0 pin can serve as an external interrupt source.



RS232 serial cable with DB9 connectors.  
Connect to RS232 SPARE on STK600 and to serial port on PC (COM1).



Connect jumper cable between PE0/PE1 and RXD/TXD – RS232 SPARE.

