

16. Interrupts

This section describes the specifics of the interrupt handling of the device. For a general explanation of the AVR interrupt handling, refer to the description of *Reset and Interrupt Handling*.

- Each Interrupt Vector occupies two instruction words .
- Reset Vector is affected by the BOOTRST fuse, and the Interrupt Vector start address is affected by the IVSEL bit in MCUCR

16.1. Interrupt Vectors in ATmega328/P

Table 16-1. Reset and Interrupt Vectors in ATmega328/P

| Vector No | Program Address ⁽²⁾ | Source | Interrupts definition |
|-----------|--------------------------------|--------------|---|
| 1 | 0x0000 ⁽¹⁾ | RESET | External Pin, Power-on Reset, Brown-out Reset and Watchdog System Reset |
| 2 | 0x0002 | INT0 | External Interrupt Request 0 |
| 3 | 0x0004 | INT1 | External Interrupt Request 0 |
| 4 | 0x0006 | PCINT0 | Pin Change Interrupt Request 0 |
| 5 | 0x0008 | PCINT1 | Pin Change Interrupt Request 1 |
| 6 | 0x000A | PCINT2 | Pin Change Interrupt Request 2 |
| 7 | 0x000C | WDT | Watchdog Time-out Interrupt |
| 8 | 0x000E | TIMER2_COMPA | Timer/Counter2 Compare Match A |
| 9 | 0x0010 | TIMER2_COMPB | Timer/Counter2 Compare Match B |
| 10 | 0x0012 | TIMER2_OVF | Timer/Counter2 Overflow |
| 11 | 0x0014 | TIMER1_CAPT | Timer/Counter1 Capture Event |
| 12 | 0x0016 | TIMER1_COMPA | Timer/Counter1 Compare Match A |
| 13 | 0x0018 | TIMER1_COMPB | Timer/Counter1 Compare Match B |
| 14 | 0x001A | TIMER1_OVF | Timer/Counter1 Overflow |
| 15 | 0x001C | TIMER0_COMPA | Timer/Counter0 Compare Match A |
| 16 | 0x001E | TIMER0_COMPB | Timer/Counter0 Compare Match B |
| 17 | 0x0020 | TIMER0_OVF | Timer/Counter0 Overflow |
| 18 | 0x0022 | SPI_STC | SPI Serial Transfer Complete |
| 19 | 0x0024 | USART_RX | USART Rx Complete |
| 20 | 0x0026 | USART_UDRE | USART Data Register Empty |
| 21 | 0x0028 | USART_TX | USART Tx Complete |
| 22 | 0x002A | ADC | ADC Conversion Complete |
| 23 | 0x002C | EE_READY | EEPROM Ready |
| 24 | 0x002E | ANALOG_COMP | Analog Comparator |

| Vector No | Program Address ⁽²⁾ | Source | Interrupts definition |
|-----------|--------------------------------|-----------|--|
| 25 | 0x0030 | TWI | 2-wire Serial Interface (I ² C) |
| 26 | 0x0032 | SPM READY | Store Program Memory Ready |

Note:

1. When the BOOTRST Fuse is programmed, the device will jump to the Boot Loader address at reset, see "Boot Loader Support – Read-While-Write Self- Programming"
2. When the IVSEL bit in MCUCR is set, Interrupt Vectors will be moved to the start of the Boot Flash Section. The address of each Interrupt Vector will then be the address in this table added to the start address of the Boot Flash Section.

The table below shows reset and Interrupt Vectors placement for the various combinations of BOOTRST and IVSEL settings. If the program never enables an interrupt source, the Interrupt Vectors are not used, and regular program code can be placed at these locations. This is also the case if the Reset Vector is in the Application section while the Interrupt Vectors are in the Boot section or vice versa.

Table 16-2. Reset and Interrupt Vectors Placement

| BOOTRST ⁽¹⁾ | IVSEL | Reset Address | Interrupt Vectors Start Address |
|------------------------|-------|--------------------|---------------------------------|
| 1 | 0 | 0x000 | 0x002 |
| 1 | 1 | 0x000 | Boot Reset Address + 0x0002 |
| 0 | 0 | Boot Reset Address | 0x002 |
| 0 | 1 | Boot Reset Address | Boot Reset Address + 0x0002 |

Note: 1. For the BOOTRST Fuse "1" means unprogrammed while "0" means programmed.

The most typical and general program setup for the Reset and Interrupt Vector Addresses is:

| Address | Labels | Code | Comments |
|---------|--------|-----------------------------------|--|
| 0x0000 | | <code>jmp RESET</code> | <code>; Reset</code> |
| 0x0002 | | <code>jmp INT0</code> | <code>; IRQ0</code> |
| 0x0004 | | <code>jmp INT1</code> | <code>; IRQ1</code> |
| 0x0006 | | <code>jmp PCINT0</code> | <code>; PCINT0</code> |
| 0x0008 | | <code>jmp PCINT1</code> | <code>; PCINT1</code> |
| 0x000A | | <code>jmp PCINT2</code> | <code>; PCINT2</code> |
| 0x000C | | <code>jmp WDT</code> | <code>; Watchdog Timeout</code> |
| 0x000E | | <code>jmp TIM2_COMP_A</code> | <code>; Timer2 CompareA</code> |
| 0x0010 | | <code>jmp TIM2_COMP_B</code> | <code>; Timer2 CompareB</code> |
| 0x0012 | | <code>jmp TIM2_OVF</code> | <code>; Timer2 Overflow</code> |
| 0x0014 | | <code>jmp TIM1_CAPT</code> | <code>; Timer1 Capture</code> |
| 0x0016 | | <code>jmp TIM1_COMP_A</code> | <code>; Timer1 CompareA</code> |
| 0x0018 | | <code>jmp TIM1_COMP_B</code> | <code>; Timer1 CompareB</code> |
| 0x001A | | <code>jmp TIM1_OVF</code> | <code>; Timer1 Overflow</code> |
| 0x001C | | <code>jmp TIM0_COMP_A</code> | <code>; Timer0 CompareA</code> |
| 0x001E | | <code>jmp TIM0_COMP_B</code> | <code>; Timer0 CompareB</code> |
| 0x0020 | | <code>jmp TIM0_OVF</code> | <code>; Timer0 Overflow</code> |
| 0x0022 | | <code>jmp SPI_STC</code> | <code>; SPI Transfer Complete</code> |
| 0x0024 | | <code>jmp USART_RXC</code> | <code>; USART RX Complete</code> |
| 0x0026 | | <code>jmp USART_UDRE</code> | <code>; USART UDR Empty</code> |
| 0x0028 | | <code>jmp USART_TXC</code> | <code>; USART TX Complete</code> |
| 0x002A | | <code>jmp ADC</code> | <code>; ADC Conversion Complete</code> |
| 0x002C | | <code>jmp EE_RDY</code> | <code>; EEPROM Ready</code> |
| 0x002E | | <code>jmp ANA_COMP</code> | <code>; Analog Comparator</code> |
| 0x0030 | | <code>jmp TWI</code> | <code>; 2-wire Serial</code> |
| 0x0032 | | <code>jmp SPM_RDY</code> | <code>; SPM Ready</code> |
| | | <code>;</code> | |
| 0x0034 | RESET: | <code>ldi r16,high(RAMEND)</code> | <code>; Main program start</code> |
| 0x0035 | | <code>out SPH,r16</code> | <code>; Set Stack Pointer to top of RAM</code> |
| 0x0036 | | <code>ldi r16,low(RAMEND)</code> | |
| 0x0037 | | <code>out SPL,r16</code> | |
| 0x0038 | | <code>sei</code> | <code>; Enable interrupts</code> |