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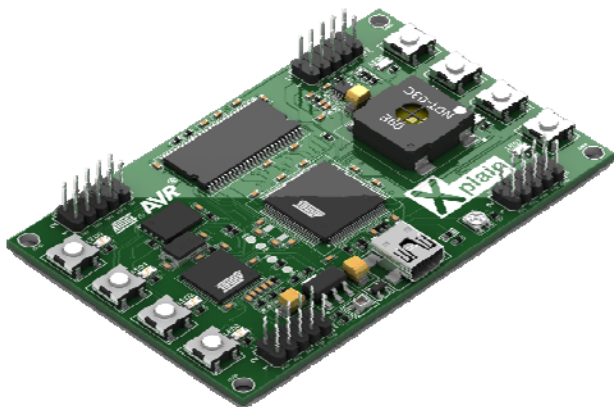
# AVR1500: Xplain training - XMEGA Basics

## Prerequisites

- Required knowledge
  - Basic knowledge of microcontrollers and the C programming language
- Software prerequisites
  - Atmel® AVR® Studio® 4.18 or later
  - WinAVR/GCC 20100110 or later
- Hardware prerequisites
  - Xplain evaluation board
  - JTAGICE mkII
- Estimated completion time:
  - 2 hours

## 1 Introduction

This Application Note covers Atmel AVR XMEGA™ basics, using the IO ports to show various concepts in four tasks. The goal of this training is to get you started with small code fragments, utilizing the XMEGA header files and some of the XMEGA features for more efficient and compact code.



8-bit **AVR**®  
Microcontrollers

Application Note

Rev. 8308A-AVR-06/10





## 2 Writing C-code for XMEGA

The pressure to reduce development time and at the same time ensure high quality of electronic products has made high-level programming languages a requirement. It is easier to maintain and reuse and gives better portability and readability.

The choice of programming language alone does not ensure high readability and reusability; good coding style does. Therefore the Atmel XMEGA peripherals, header files and drivers are designed with this in mind.

The following sub-sections will give a brief overview of some of the programming style that is new to XMEGA. A more detailed description is given in the application note “AVR1000: Getting Started Writing C-code for XMEGA”.

### 2.1 Bit Masks and Bit Group Masks

Register bits can be manipulated using pre-defined masks, or alternatively bit positions (which are not recommended). The pre-defined bit masks are either related to individual bits, called a bit mask, or a bit group. The pre-defined bit group masks are called group mask for short.

A bit mask is used both when setting and clearing individual bits. A bit group mask is mainly used when clearing multiple bits in a bit group.

If you are used to the ATmega or ATtiny AVR microcontrollers you would typically set the Event delay (EVDLY) bit similar to Example 1.

#### Example 1. Bit position usage in standard Atmel AVR microcontroller

```
TCD0.CTRLD |= (1<< EVDLY );
```

This is because the header files for those microcontrollers specify the *bit position*, and with the shift operation (<<) you create a bit mask. With the XMEGA header files this is more readable because both the *bit positions* and the *bit masks* are already defined.

#### Example 2. Bit mask usage in XMEGA

```
TCD0.CTRLD |= TC0_EVDLY_bm; // with bit mask specifier
```

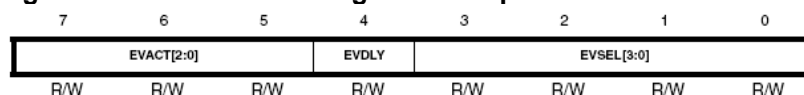
#### Example 3. Bit position usage in XMEGA

```
TCD0.CTRLD |= (1 << TC0_EVDLY_bp); // with bit position specifier
```

Using the format in example 2 is recommended, but both examples achieve setting bit 4 to the value 1, that is, register value will be ORed with the binary value 0001 0000.

Many configurations are controlled by a group of bits. For example; in Timer/Counter CTRLD register (see Figure 1) the EVACT[2:0] and the EVSEL[3:0] bits are grouped bits. The value of the bits in a group selects a specific configuration. The group mask uses the same name as the bits in the bit group and is suffixed “\_gm”, while the position of the bit group is suffixed “\_gp”.

**Figure 1. Timer Control D register as depicted in the Atmel XMEGA A Manual**



The bit group mask is primarily intended for clearing old configuration of a bit group before writing a new value. The bit group position is useful when setting numerical factors, for example, multiplication factors for PLL.

## Example 4. Group mask usage

```
TC0.CTLD &= ~(TC0_EVACT_gm); // Clear group bits with group mask
```

By looking at the mask and bit relation as they are in the XMEGA header files, we see what the above does:

```
#define TC0_EVACT_gm 0xE0 /* Event Action group mask. */
#define TC0_EVACT_gp 5 /* Event Action group position. */

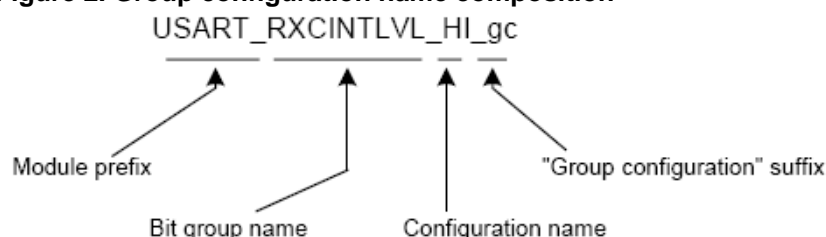
#define TC0_EVACT0_bm (1<<5) /* Event Action bit 0 mask. */
#define TC0_EVACT0_bp 5 /* Event Action bit 0 position. */
#define TC0_EVACT1_bm (1<<6) /* Event Action bit 1 mask. */
#define TC0_EVACT1_bp 6 /* Event Action bit 1 position. */
#define TC0_EVACT2_bm (1<<7) /* Event Action bit 2 mask. */
#define TC0_EVACT2_bp 7 /* Event Action bit 2 position. */
```

As you understand the `TC0_EVACT_gm` will have a binary value of 1110 0000, which is very useful for clearing a group of bits.

## 2.2 Bit Group Configuration Masks

It is often required to consult the datasheet to investigate what bit pattern needs to be used when setting a bit group to a desired configuration. This also applies when reading or debugging a code. To increase the readability and to minimize the likeliness of setting bits in bit groups incorrectly, a number of group configuration masks are made available. The name of a group configuration has the suffix “\_gc”.

**Figure 2. Group configuration name composition**



From Figure 2 one can see that the group configuration is used for the Receive complete interrupt level (RXCINTLVL) bits in a USART module. This specific group configuration selects a high (HI) interrupt level.

To change a bit group to a new configuration, the bit group configuration is typically used in conjunction with the bit group mask, to ensure that the old configuration is erased first.





### Example 5.

```
USARTC0.CTRLA = (USARTC0.CTRLA & ~USART_RXCINTLVL_gm) |  
USART_RXCINTLVL_MED_gc;
```

The example above shows group mask and configuration mask used together. The first part of the example (`USARTC0.CTRLA & ~USART_RXCINTLVL_gm`) clears the `RXCINTLVL` bits in the `USARTC0` register in a similar way to what is shown in example 4. The last part (`| USART_RXCINTLVL_MED_gc`) sets the new value to get a medium interrupt level.

This code is used to reconfigure `USARTC0` Receive Complete Interrupt level to medium, without affecting the other bits in the register. You will see code similar to this in a lot of the drivers that comes with the different application notes.

## 2.3 Module registers and addresses

The IO map in the Atmel XMEGA is organized so that all registers for a given peripheral module are placed in one continuous memory block. This makes it possible to organize all peripheral modules in C structs, where the address of the struct defines the base address of the module. All registers belonging to a module are elements in the module struct.

The following code shows how the different registers for the Programmable Multilevel Interrupt Controller (PMIC) is defined in the XMEGA header files.

### Example. Definition from XMEGA header file (iox128a1.h):

```
typedef struct PMIC_struct  
{  
    register8_t STATUS; /* Status Register */  
    register8_t INTPRI; /* Interrupt Priority */  
    register8_t CTRL; /* Control Register */  
} PMIC_t
```

This code defines the registers available in the PMIC module. The struct is used to define the PMIC at a specific memory address.

### Example. Peripheral module definition:

```
#define PMIC (*(PMIC_t *) 0x00A0)
```

The example above shows how the module instance definition uses a de-referenced pointer to the absolute address in the memory, coinciding with the module instance base address. The module pointers are pre-defined in the XMEGA header files, it is therefore not necessary to add these definitions in the source code.

### If the examples above do not make sense to you, don't worry.

What you need to know is how to use these definitions. With the above definitions, which are part of the XMEGA header files, you can access any registers within a module with the "." (dot) syntax, as shown in the following example:

**Example usage**

```
Unsigned char temp;  
Temp = PMIC.STATUS; // Read status register into temp  
PMIC.CTRL |= PMIC_PMRPE_bm; // Set PMRPE bit in control register
```

The main advantage of using the Module registers and the Module addresses shown above is the ability to create drivers that are independent of the actual peripheral (for example works for both USART 1 and USART 4) and between different parts of the Atmel XMEGA family.

### 3 Overview

*Here is a short overview of the tasks in this training:*

This training covers XMEGA basics, using the IO ports to show various concepts in four tasks. The goal of this training is to get you started with small code fragments, utilizing the XMEGA header files and some of the XMEGA features for more efficient and compact code.

**Task 1. Basic LED Control**

This task shows how to use #defines and module names from the XMEGA header files to create portable code and how to manipulate IO ports.

**Task 2. Generic Drivers**

This task shows how to use pointers to peripheral module to make generic driver code and how to read switches and output to LEDs.

**Task 3. Output and Pull Configuration**

This task shows how to use the XMEGA header files with its group mask and group configuration values to efficiently modify bit fields within registers.

**Task 4. Multi Configuration**

This task shows how to use the multi configuration register to configure more than one pin at a time.

**Good luck!**

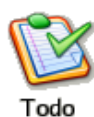


## 4 Task 1: Basic LED Control

Nothing is more fun than having blinking LEDs on your development board! This task does just that, and nothing else. It shows how to utilize the Atmel XMEGA header file format to make code that is easy to customize. It also shows some of the features of the XMEGA IO ports.

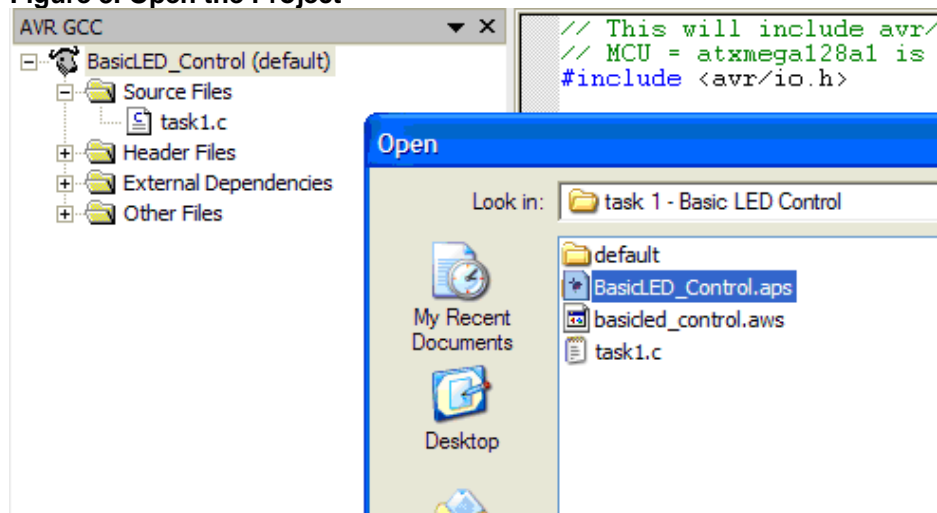
*The goal for this task is that you know how to:*

- Change the port to use for LEDs with only one #define
- Configure IO pin directions and set output values
- Change existing port output values with only one single write access



1. Start Atmel AVR Studio and open the project file BasicLED\_Control.aps. Then take a look at task1.c, see Figure 3
2. Figure 4 shows how easy it is to change LEDPORT definition if you want another LED port

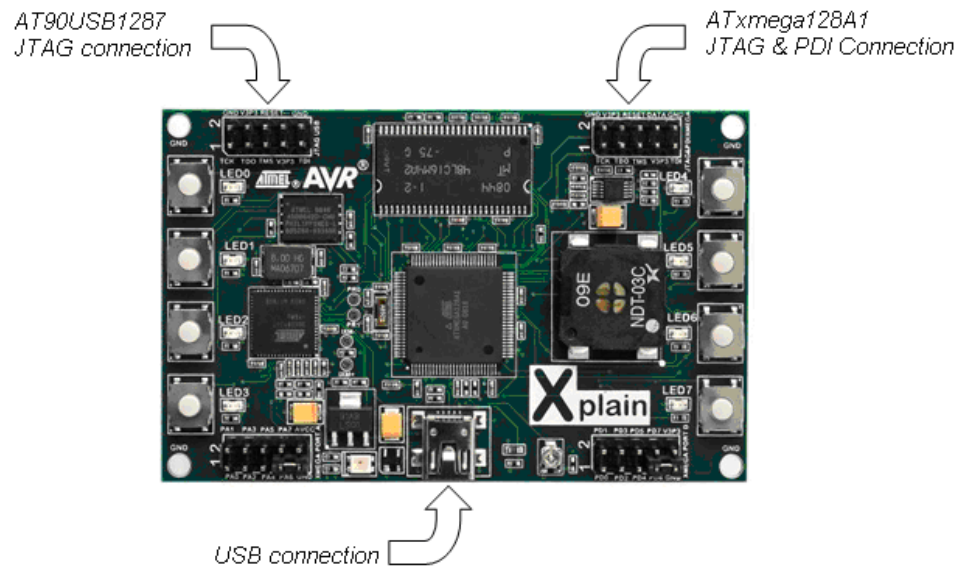
**Figure 3. Open the Project**



**Figure 4. Changing the LED port**

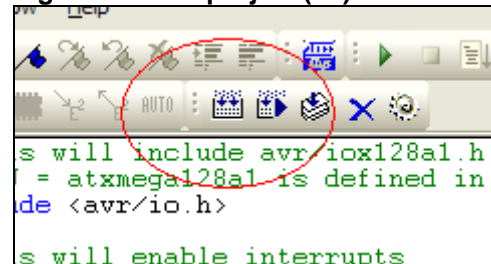
```
// file, it is enough to define t
// #defines for all registers for
// IO port to use for LED output
#define LEDPORT PORTE
volatile unsigned int counter;
```

3. Connect the JTAGICE mkII to the XMEGA JTAG header in the top right corner of the Xplain evaluation board. Connect the JTAGICEmkII to the computer with the USB cable and switch it on. Then connect the Xplain board to the computer with the corresponding USB cable

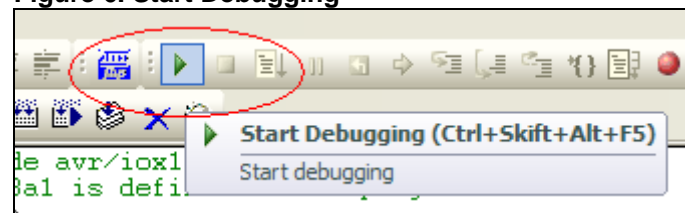


4. Build the project (press F7), see Figure 5
5. Start debugging by pressing the Play button, see Figure 6

**Figure 5. Build project (F7)**



**Figure 6. Start Debugging**



6. Open the I/O view (Alt + 5) for the LED-port, see Figure 7. Note that there are quite many registers that deal with the IO port pins. The registers are making the code more compact and they are offering more options to the developer

**Figure 7. Registers in ledPort**

Name	Address	Value	Bits
DIR	0x660	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
DIRCLR	0x662	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
DIRSET	0x661	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
DIRTGL	0x663	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
IN	0x668	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
INT0MASK	0x66A	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INT1MASK	0x66B	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INTCTRL	0x669	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INTFLAGS	0x66C	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
OUT	0x664	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
OUTCLR	0x666	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
OUTSET	0x665	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
OUTTGL	0x667	0xFF	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
PIN0CTRL	0x670	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN1CTRL	0x671	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN2CTRL	0x672	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN3CTRL	0x673	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN4CTRL	0x674	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN5CTRL	0x675	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN6CTRL	0x676	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PIN7CTRL	0x677	0x00	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

7. Single-step through the code (press F11) and observe the LEDs in the I/O view and on the target board, see Figure 8
8. Try to understand the different port registers, SET, CLR, TGL as you single step (F11) and look in the I/O view
9. Run the code (press F5) to see the final part of the code blink the LEDs

**Figure 8. Start single stepping (F10)**

```

// IO port to use for LED output in this u
#define LEDPORT PORTD

void main( void )
{
    LEDPORT.DIR = 0xff; // Set all pins of
    LEDPORT.OUT = 0xf0; // Set upper four
    LEDPORT.OUTSET = 0x0f; // Set lower fo
    LEDPORT.OUTCLR = 0xf0; // Clr upper fo
    LEDPORT.OUTTGL = 0xff; // Toggle all p

    // Now, just for fun, we toggle all LE
    for ( ; ) {

```

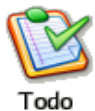


## 5 Task 2: Generic Drivers

Ever wanted one function that can access any IO port (or any ADC, or any DAC, or any Timer/Counter...) without having to use `switch/case` or `if-else` statements to select the correct registers? This task shows how to utilize the layout of the Atmel XMEGA IO map to make code that takes a pointer to an IO port module and uses generic code to access the correct registers. This method can be used to create generic driver code for IO ports, ADCs, DACs, Timer/Counters etc.

*The goal for this task is that you know how to:*

- Create a pointer variable and make it point to any IO port module
- Use module pointers as function parameters
- Access module registers through module pointers



1. In the project folder for Task 2, start the project file `Generic_Drivers.aps` and then take a look at the `task2.c`.
2. Observe that the `ledPort` and `switchPort` pointer assignments easily can be changed if you want to use other ports for LEDs and switches
3. Build the project (F7)
4. Start debugging
5. Single-step into the code (press F11) and observe the LEDs. Try pressing different switches when inside the `GetSwitches` function
6. Run code (press F5) to see the code copy switch states to LEDs real-time

**Figure 9. Single step the functions**

```

{
    // Prepare pointers to the peripheral port
    PORT_t * ledPort = &PORTE;
    PORT_t * switchPort = &PORTF;

    // Enable pullups for switches.
    PORTCFG.MPCMASK = 0xff;
    switchPort->PINCTRL = PORT_OPC_PULLUP_gc;

    // Now copy switch state to LEDs again and
    while(1)
    {
        value = GetSwitches( switchPort );
        SetLEDs( ledPort, value );
    }
}

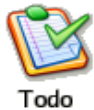
```

## 6 Task 3: Output and Pull Configuration

With Atmel XMEGA, all configuration options for all bit fields of all modules are available as named constants in one header file (for example the `iox128a1.h`). This task shows how to use *group mask* and *group configuration* values from header files, how to find them in datasheets and how to use them in an efficient and compact way in your code. Also, this task gives insight into some of the features of the XMEGA IO ports.

*The goal for this task is that you know how to:*

- Write efficient and compact code to modify bit fields within a register
- Be able to find and use group mask and group configuration values from datasheets and header files
- Know about different output and pull configurations of the XMEGA IO ports



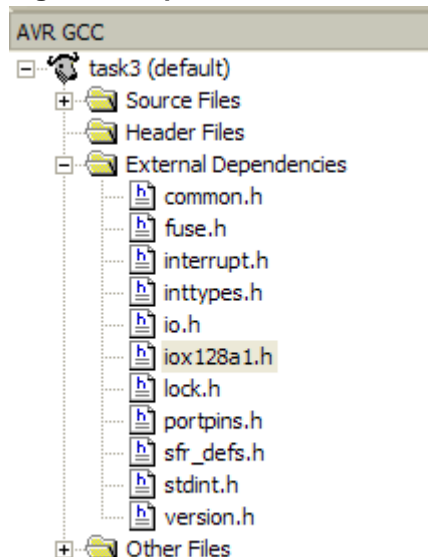
1. In Atmel AVR Studio, open the project file `OutPutAndPull.aps` from the `Basic_LED_Control` folder. Take a look at the file `task3.c`.
2. Build the project, press F7, and start a debug session
3. Open the XMEGA A manual and locate the `PINnCTRL` register configuration. Look at the Output and Pull Configuration (OPC) values in the Register description section
4. In the build-tree, expand the External Dependencies and open `iox128a1.h`, see Figure 10. Can you find the `PORT_OPC_WIREDAND_gc` OPC configuration? (Hint: search for “wired”)
5. In `task3.c`, locate and single step to this line:

```
SWITCHPORT.PIN0CTRL = (SWITCHPORT.PIN0CTRL & ~PORT_OPC_gm) |  
PORT_OPC_WIREDANDPULL_gc;
```

Refer to Chapter 2.2 and try to understand the bit configuration mask above. (The wired-and configuration will be detailed in the next task)

6. Single-step further while looking at the I/O view. Compare with the register description configurations in the manual, and verify the OPC configurations

Figure 10. Open iox128a1.h



## 7 Task 4: Multi Configuration

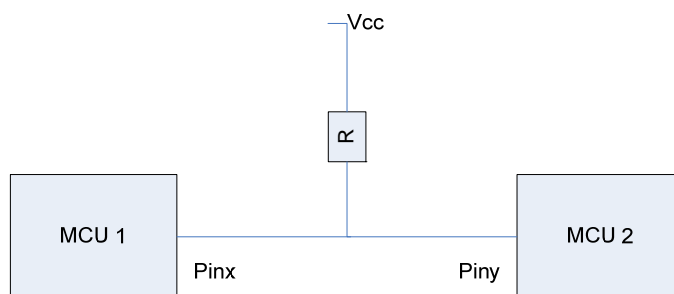
In the previous task you learned that there is one configuration register for each I/O pin. What if you want to configure several pins at once? With Multi Configuration, several pins in a port can be configured at the same time.

Having configuration registers for each pin means that the number of operations necessary for configuring a single port increases. The number of write operations is reduced by the introduction of a global Multi-pin Configuration Mask (MPCMASK) register that is common for all ports. MPCMASK can be used to set a bit mask for the pin configuration registers. When setting bit  $n$  in MPCMASK,  $PINnCTRL$  is added to the pin configuration mask. During the next write to any of the port's pin configuration registers, the same value will be written to all the port's pin configuration registers set by the mask. The MPCMASK register is cleared automatically after the write operation to the pin configuration registers is finished.

This task will also demonstrate one of the Output Pull Configurations (OPC), the Wired And Pull. The figure below illustrates two microcontrollers (MCUs) connected together and an external pull-up. In the table below the figure you see how the I/O pin drivers respond depending on the value of the OUT register.

In this task we have only one microcontroller so we are going to connect two pins together with a jumper, and use the internal pull-ups.

**Figure 11. Typical Wired-And usage**

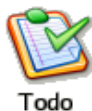


I/O port behavior when Wired-AND is configured:

OUT-register	IO pin output
0	Pulled low (0)
1	Tri-state


*The goal for this task is that you know how to:*

- Use the Multi-pin Configuration Mask register
- Understand more about the output and pull configurations of the Atmel XMEGA IO ports
- Understand the specific Wired-And example



1. Open the project file `MultiConfiguration.aps` and have a look at `task4.c` in AVR Studio
2. **Use a jumper** to connect PD0 and PD1 on PORTD
3. Build the project and start debugging in Atmel AVR Studio
4. Add a break-point before the while-loop as shown in Figure 12 and press F5 to run. To place a break-point, place the cursor at the code-line you want the break-point and press F9

Figure 12. Add a break-point before the while(1)-loop



```

// Setting the mode of any of the port's pin config
// same value will be written to all the port's pin config
PORTCFG.MPCMASK = 0xFF;

// The WIREDANDPULL enables the internal pull-up.
// Also, when the port is configured as output (dir=1),
// setting a pin low will drive low,
// but setting a pin high will set the pin in tri-state
TESTPORT.PINCTRL = (TESTPORT.PINCTRL & ~PORT_OPC_bm) |

// The MPCMASK register is cleared automatically after the
// configuration registers is finished.

// Connect TESTPORT pin 0 and 1 with a jumper on the board

while(1)
{
    // Set pins 0 and 1 high
    TESTPORT.OUTSET = PIN0_bm;
    TESTPORT.OUTSET = PIN1_bm;
    // Now, the pins are in tri-state

```

5. Open the I/O view and look at the TESTPORT (e.g. PORTD) register view. What happens to the PINnCTRL pins when you now single step (F10)?
6. Let's look at what the Wired-AND setting does. The code sets both Pin0 and Pin1 high and check what the result is in the IN register. Afterwards it sets Pin0 low and then checks the result in the IN register for Pin1
7. Single step the while-loop and observe the TESTPORT.IN register in the I/O view. What happens with Pin1 IN value when Pin0 is set low?
8. Please note that if you connect two pins together (that is short-circuit) and configure one pin high and the other low, both pins with the *normal configuration* the pin output drivers will drive in different directions and you will get a strong current flowing between the pins. When using the Wired-AND configuration as the example shows this is avoided



Figure 13. Driving Pin0 low drives Pin1 low

```
// configuration registers is finished.

// Connect TESTPORT pin 0 and 1 with a jumper on the
while(1)
{
    // Set pins 0 and 1 high
    TESTPORT.OUTSET = PIN0_bm;
    TESTPORT.OUTSET = PIN1_bm;
    // Now, the pins are in tri-state
    // The internal pull-up will drive the line high

    // Check state of pin 1
    if(TESTPORT.IN & PIN1_bm)
    {
        // Pin 1 is high
        // No other pins are driving low
        LEDPORT.OUTCLR=0x01;
        nop();
    }

    // Let pin 0 drive the line low
    TESTPORT.OUTCLR = PIN0_bm;

    // Recheck state of pin 1
    if((~TESTPORT.IN) & PIN1_bm)
    {
        // Pin 1 is low
        // Another pin is driving the line low!
        LEDPORT.OUTSET=0x01;
        nop();
    }
}
```

Name	A...	Value	Bits
DIR	0...	0xFF	11111111
DIRCLR	0...	0xFF	11111111
DIRSET	0...	0xFF	11111111
DIRTGL	0...	0xFF	11111111
IN	0...	0x00	00000000
INT0MASK	0...	0x00	00000000
INT1MASK	0...	0x00	00000000
INTCTRL	0...	0x00	00000000
INTFLAGS	0...	0x00	00000000
OUT	0...	0x02	00000010
OUTCLR	0...	0x02	00000010
OUTSET	0...	0x02	00000010
OUTTGL	0...	0x02	00000010
PIN0CTRL	0...	0x38	00111000
PIN1CTRL	0...	0x38	00111000
PIN2CTRL	0...	0x38	00111000
PIN3CTRL	0...	0x38	00111000
PIN4CTRL	0...	0x38	00111000
PIN5CTRL	0...	0x38	00111000
PIN6CTRL	0...	0x38	00111000
PIN7CTRL	0...	0x38	00111000

9. Remove the jumper from PORTD

## 8 Summary

Here are some of the main features/functionalities you have learned during this session:

- Writing C-code for Atmel XMEGA
- Basic Port configuration
- Making generic drivers
- Output And Pull Configuration
- Multi-configuration of pins
- Wired-And

## 9 Resources

- XMEGA Manual and Datasheets
  - <http://www.atmel.com/xmega>
- Atmel AVR Studio with help files
  - <http://www.atmel.com/products/AVR/>
- WINAVR GCC compiler
  - <http://winavr.sourceforge.net/>
- Atmel IAR Embedded Workbench® compiler
  - <http://www.iar.com/>

## 10 Atmel Technical Support Center

Atmel has several support channels available:

- Web portal: <http://support.atmel.no/> All Atmel microcontrollers
- Email: [avr@atmel.com](mailto:avr@atmel.com) All Atmel AVR products
- Email: [avr32@atmel.com](mailto:avr32@atmel.com) All 32-bit AVR products

Please register on the web portal to gain access to the following services:

- Access to a rich FAQ database
- Easy submission of technical support requests
- History of all your past support requests
- Register to receive Atmel microcontrollers' newsletters
- Get information about available trainings and training material





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