

Features

- Utilizes the AVR[®] Enhanced RISC Architecture
- 89 Powerful Instructions - Most Single Clock Cycle Execution
- 1K bytes of In-System Reprogrammable Downloadable Flash
 - SPI Serial Interface for Program Downloading
 - Endurance: 1,000 Write/Erase Cycles
- 64 bytes EEPROM
 - Endurance: 100,000 Write/Erase Cycles
- 32 x 8 General Purpose Working Registers
- 15 Programmable I/O Lines
- V_{CC}: 2.7 - 6.0V
- Fully Static Operation, 0 - 16 MHz
- Instruction Cycle Time: 62.5 ns @ 16 MHz
- One 8-Bit Timer/Counter with Separate Prescaler
- External and Internal Interrupt Sources
- Programmable Watchdog Timer with On-Chip Oscillator
- On-Chip Analog Comparator
- Low Power Idle and Power Down Modes
- Programming Lock for Software Security
- 20-Pin Device
- Selectable On-Chip RC Oscillator for Zero External Components

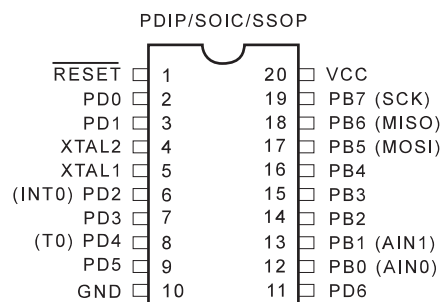
Description

The AT90S1200 is a low-power CMOS 8-bit microcontroller based on the AVR[®] enhanced RISC architecture. By executing powerful instructions in a single clock cycle, the AT90S1200 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

The AVR core combines a rich instruction set with the 32 general purpose working registers. All the 32 registers are directly connected to the Arithmetic Logic Unit (ALU), allowing two independent registers to be accessed in one single instruction executed in one clock cycle. The resulting architecture is more code efficient while achieving throughputs up to ten times faster than conventional CISC microcontrollers.

(continued)

Pin Configuration



8-Bit AVR[®]
Microcontroller
with 1K bytes
Downloadable
Flash

AT90S1200



Block Diagram

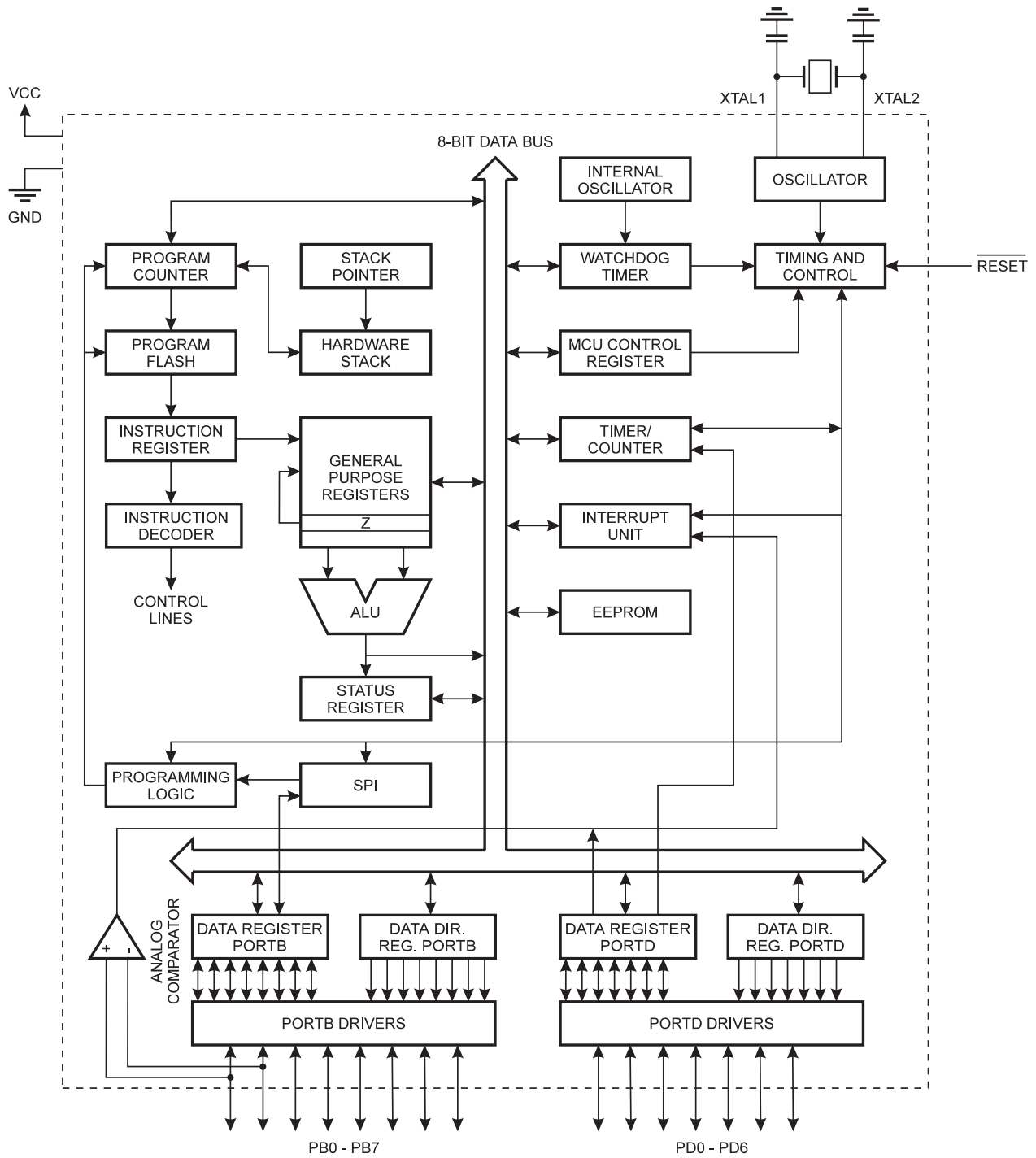


Figure 1. The AT90S1200 Block Diagram

Description (Continued)

The architecture supports extremely dense assembler code programs. The AT90S1200 provides the following features: 1K bytes of downloadable Flash, 64 bytes EEPROM, 15 general purpose I/O lines, 32 general purpose working registers, internal and external interrupts, programmable watchdog timer with internal oscillator, an SPI serial port for program downloading and two software selectable power saving modes. The idle mode stops the CPU while allowing the registers, timer/counter, watchdog and interrupt system to continue functioning. The power down mode saves the register contents but freezes the oscillator, disabling all other chip functions until the next external interrupt or hardware reset.

The device is manufactured using Atmel's high density non-volatile memory technology. The on-chip downloadable Flash allows the program memory to be reprogrammed in-system through an SPI serial interface or by a conventional nonvolatile memory programmer. By combining an enhanced RISC 8-bit CPU with downloadable Flash on a monolithic chip, the Atmel AT90S1200 is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The AT90S1200 AVR is supported with a full suite of program and system development tools including: macro assemblers, program debugger/simulators, in-circuit emulators, and evaluation kits.

On-Chip RC Oscillator

An on-chip RC oscillator running at a fixed frequency of 1 MHz can be selected as the MCU clock source. If enabled, the AT90S1200 can operate with no external components. A control bit - RCEN in the Flash Memory selects the on-chip RC oscillator as the clock source when programmed ('0').

Architectural Overview

The fast-access register file contains 32 x 8-bit general purpose working registers with a single clock cycle access time. This means that during one single clock cycle, one ALU (Arithmetic Logic Unit) operation is executed. Two operands are output from the register file, the operation is executed, and the result is stored back in the register file - in one clock cycle.

The ALU supports arithmetic and logic functions between registers or between a constant and a register. Single register operations are also executed in the ALU. The AVR is a Harvard architecture - with separate memories and buses for program and data memories. The program memory is accessed with single level pipelining. While one instruction is being executed, the next instruction is pre-fetched from the program memory. This concept enables instructions to be executed in every clock cycle. The program memory is in-system downloadable Flash memory.

With the relative jump and relative call instructions, the whole 1K byte address space is directly accessed. All AT90S1200 instructions have a single 16-bit word format, meaning that every program memory address contains a single 16-bit instruction.

During interrupts and subroutine calls, the return address program counter (PC) is stored on the stack. The stack is a 3 level deep hardware stack dedicated for subroutines and interrupts.

The I/O memory space contains 64 addresses for CPU peripheral functions as Control Registers, Timer/Counters, A/D-converters, and other I/O functions. The memory spaces in the AVR architecture are all linear and regular memory maps.

A flexible interrupt module has its control registers in the I/O space with an additional global interrupt enable bit in the status register. Each interrupt has a separate interrupt vector in the interrupt vector table at the beginning of the program memory. Interrupts have priority in accordance with their interrupt vector position. The lower the interrupt address vector the higher priority.



AT90S1200 Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
\$3F	SREG	I	T	H	S	V	N	Z	C	12
\$3E	Reserved									
\$3D	Reserved									
\$3C	Reserved									
\$3B	GIMSK	-	INT0	-	-	-	-	-	-	17
\$3A	Reserved									
\$39	TIMSK	-	-	-	-	-	-	TOIE0	-	18
\$38	TIFR	-	-	-	-	-	-	TOV0	-	18
\$37	Reserved									
\$36	Reserved									
\$35	MCUCR	-	-	SE	SM	-	-	ISC01	ISC00	19
\$34	Reserved									
\$33	TCCR0	-	-	-	-	-	CS02	CS01	CS00	21
\$32	TCNT0	Timer/Counter0 (8 Bit)								22
\$31	Reserved									
\$30	Reserved									
\$2F	Reserved									
\$2E	Reserved									
\$2D	Reserved									
\$2C	Reserved									
\$2B	Reserved									
\$2A	Reserved									
\$29	Reserved									
\$28	Reserved									
\$27	Reserved									
\$26	Reserved									
\$25	Reserved									
\$24	Reserved									
\$23	Reserved									
\$22	Reserved									
\$21	WDTCR	-	-	-	-	WDE	WDP2	WDP1	WDP0	23
\$20	Reserved									
\$1F	Reserved									
\$1E	EEAR	-	EEPROM Address Register							24
\$1D	EEDR	EEPROM Data Register								24
\$1C	EECR	-	-	-	-	-	-	EWE	EERE	24
\$1B	Reserved									
\$1A	Reserved									
\$19	Reserved									
\$18	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	26
\$17	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	27
\$16	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	27
\$15	Reserved									
\$14	Reserved									
\$13	Reserved									
\$12	PORTD	-	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	31
\$11	DDRD	-	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	31
\$10	PIND	-	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	31
\$0F	Reserved									
\$0E	Reserved									
\$0D	Reserved									
\$0C	Reserved									
\$0B	Reserved									
\$0A	Reserved									
\$09	Reserved									
\$08	ACSR	ACD	-	ACO	ACI	ACIE	-	ACIS1	ACIS0	25
...	Reserved									
\$00	Reserved									

AT90S1200 Instruction Set Summary

Mnemonic	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND LOGIC INSTRUCTIONS					
ADD	Rd, Rr	Add two Registers	$Rd \leftarrow Rd + Rr$	Z,C,N,V,H	1
ADC	Rd, Rr	Add with Carry two Registers	$Rd \leftarrow Rd + Rr + C$	Z,C,N,V,H	1
SUB	Rd, Rr	Subtract two Registers	$Rd \leftarrow Rd - Rr$	Z,C,N,V,H	1
SUBI	Rd, K	Subtract Constant from Register	$Rd \leftarrow Rd - K$	Z,C,N,V,H	1
SBC	Rd, Rr	Subtract with Carry two Registers	$Rd \leftarrow Rd - Rr - C$	Z,C,N,V,H	1
SBCI	Rd, K	Subtract with Carry Constant from Reg.	$Rd \leftarrow Rd - K - C$	Z,C,N,V,H	1
AND	Rd, Rr	Logical AND Registers	$Rd \leftarrow Rd \bullet Rr$	Z,N,V	1
ANDI	Rd, K	Logical AND Register and Constant	$Rd \leftarrow Rd \bullet K$	Z,N,V	1
OR	Rd, Rr	Logical OR Registers	$Rd \leftarrow Rd \vee Rr$	Z,N,V	1
ORI	Rd, K	Logical OR Register and Constant	$Rd \leftarrow Rd \vee K$	Z,N,V	1
EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
COM	Rd	One's Complement	$Rd \leftarrow \$FF - Rd$	Z,C,N,V	1
NEG	Rd	Two's Complement	$Rd \leftarrow \$00 - Rd$	Z,C,N,V,H	1
SBR	Rd,K	Set Bit(s) in Register	$Rd \leftarrow Rd \vee K$	Z,N,V	1
CBR	Rd,K	Clear Bit(s) in Register	$Rd \leftarrow Rd \bullet (\text{FFh} - K)$	Z,N,V	1
INC	Rd	Increment	$Rd \leftarrow Rd + 1$	Z,N,V	1
DEC	Rd	Decrement	$Rd \leftarrow Rd - 1$	Z,N,V	1
TST	Rd	Test for Zero or Minus	$Rd \leftarrow Rd \bullet Rd$	Z,N,V	1
CLR	Rd	Clear Register	$Rd \leftarrow Rd \oplus Rd$	Z,N,V	1
SER	Rd	Set Register	$Rd \leftarrow \$FF$	None	1
BRANCH INSTRUCTIONS					
RJMP	k	Relative Jump	$PC \leftarrow PC + k + 1$	None	2
RCALL	k	Relative Subroutine Call	$PC \leftarrow PC + k + 1$	None	3
RET		Subroutine Return	$PC \leftarrow \text{STACK}$	None	4
RETI		Interrupt Return	$PC \leftarrow \text{STACK}$	I	4
CPSE	Rd,Rr	Compare, Skip if Equal	if (Rd = Rr) $PC \leftarrow PC + 2$ or 3	None	1 / 2
CP	Rd,Rr	Compare	$Rd - Rr$	Z, N,V,C,H	1
CPC	Rd,Rr	Compare with Carry	$Rd - Rr - C$	Z, N,V,C,H	1
CPI	Rd,K	Compare Register with Immediate	$Rd - K$	Z, N,V,C,H	1
SBRC	Rr, b	Skip if Bit in Register Cleared	if (Rr(b)=0) $PC \leftarrow PC + 2$ or 3	None	1 / 2
SBRS	Rr, b	Skip if Bit in Register is Set	if (Rr(b)=1) $PC \leftarrow PC + 2$ or 3	None	1 / 2
SBIC	P, b	Skip if Bit in I/O Register Cleared	if (P(b)=0) $PC \leftarrow PC + 2$ or 3	None	1 / 2
SBIS	P, b	Skip if Bit in I/O Register is Set	if (P(b)=1) $PC \leftarrow PC + 2$ or 3	None	1 / 2
BRBS	s, k	Branch if Status Flag Set	if (SREG(s) = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRBC	s, k	Branch if Status Flag Cleared	if (SREG(s) = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BREQ	k	Branch if Equal	if (Z = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRNE	k	Branch if Not Equal	if (Z = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRCS	k	Branch if Carry Set	if (C = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRCC	k	Branch if Carry Cleared	if (C = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRSH	k	Branch if Same or Higher	if (C = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRLO	k	Branch if Lower	if (C = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRMI	k	Branch if Minus	if (N = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRPL	k	Branch if Plus	if (N = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRGE	k	Branch if Greater or Equal, Signed	if (N \oplus V = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRLT	k	Branch if Less Than Zero, Signed	if (N \oplus V = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRHS	k	Branch if Half Carry Flag Set	if (H = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRHC	k	Branch if Half Carry Flag Cleared	if (H = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRTS	k	Branch if T Flag Set	if (T = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRTC	k	Branch if T Flag Cleared	if (T = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRVS	k	Branch if Overflow Flag is Set	if (V = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRVC	k	Branch if Overflow Flag is Cleared	if (V = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRIE	k	Branch if Interrupt Enabled	if (I = 1) then $PC \leftarrow PC + k + 1$	None	1 / 2
BRID	k	Branch if Interrupt Disabled	if (I = 0) then $PC \leftarrow PC + k + 1$	None	1 / 2

(continued)



AT90S1200 Instruction Set Summary (Continued)

Mnemonic	Operands	Description	Operation	Flags	#Clocks
DATA TRANSFER INSTRUCTIONS					
LD	Rd,Z	Load Register Indirect	$Rd \leftarrow (Z)$	None	2
ST	Z,Rr	Store Register Indirect	$(Z) \leftarrow Rr$	None	2
MOV	Rd, Rr	Move Between Registers	$Rd \leftarrow Rr$	None	1
LDI	Rd, K	Load Immediate	$Rd \leftarrow K$	None	1
IN	Rd, P	In Port	$Rd \leftarrow P$	None	1
OUT	P, Rr	Out Port	$P \leftarrow Rr$	None	1
BIT AND BIT-TEST INSTRUCTIONS					
SBI	P,b	Set Bit in I/O Register	$I/O(P,b) \leftarrow 1$	None	2
CBI	P,b	Clear Bit in I/O Register	$I/O(P,b) \leftarrow 0$	None	2
LSL	Rd	Logical Shift Left	$Rd(n+1) \leftarrow Rd(n), Rd(0) \leftarrow 0$	Z,C,N,V	1
LSR	Rd	Logical Shift Right	$Rd(n) \leftarrow Rd(n+1), Rd(7) \leftarrow 0$	Z,C,N,V	1
ROL	Rd	Rotate Left Through Carry	$Rd(0) \leftarrow C, Rd(n+1) \leftarrow Rd(n), C \leftarrow Rd(7)$	Z,C,N,V	1
ROR	Rd	Rotate Right Through Carry	$Rd(7) \leftarrow C, Rd(n) \leftarrow Rd(n+1), C \leftarrow Rd(0)$	Z,C,N,V	1
ASR	Rd	Arithmetic Shift Right	$Rd(n) \leftarrow Rd(n+1), n=0..6$	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	$Rd(3..0) \leftarrow Rd(7..4), Rd(7..4) \leftarrow Rd(3..0)$	None	1
BSET	s	Flag Set	$SREG(s) \leftarrow 1$	SREG(s)	1
BCLR	s	Flag Clear	$SREG(s) \leftarrow 0$	SREG(s)	1
BST	Rr, b	Bit Store from Register to T	$T \leftarrow Rr(b)$	T	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	$C \leftarrow 1$	C	1
CLC		Clear Carry	$C \leftarrow 0$	C	1
SEN		Set Negative Flag	$N \leftarrow 1$	N	1
CLN		Clear Negative Flag	$N \leftarrow 0$	N	1
SEZ		Set Zero Flag	$Z \leftarrow 1$	Z	1
CLZ		Clear Zero Flag	$Z \leftarrow 0$	Z	1
SEI		Global Interrupt Enable	$I \leftarrow 1$	I	1
CLI		Global Interrupt Disable	$I \leftarrow 0$	I	1
SES		Set Signed Test Flag	$S \leftarrow 1$	S	1
CLS		Clear Signed Test Flag	$S \leftarrow 0$	S	1
SEV		Set Twos Complement Overflow	$V \leftarrow 1$	V	1
CLV		Clear Twos Complement Overflow	$V \leftarrow 0$	V	1
SET		Set T in SREG	$T \leftarrow 1$	T	1
CLT		Clear T in SREG	$T \leftarrow 0$	T	1
SEH		Set Half Carry Flag in SREG	$H \leftarrow 1$	H	1
CLH		Clear Half Carry Flag in SREG	$H \leftarrow 0$	H	1
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep function)	None	3
WDR		Watch Dog Reset	(see specific descr. for WDR/timer)	None	1