

# I/O Module - Overview

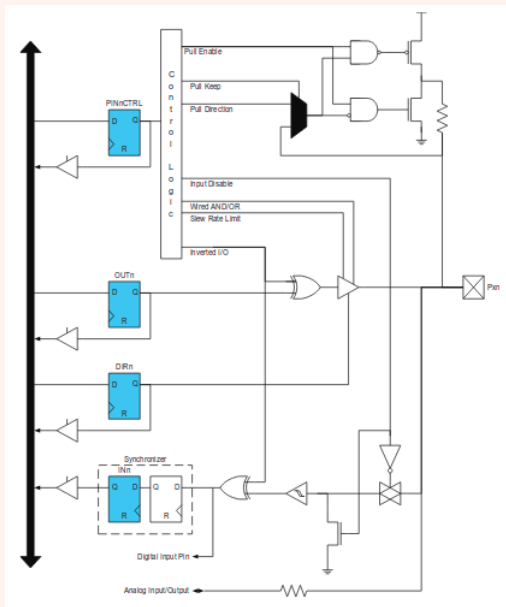


Figure: I/O Module Block Diagram

## I/O Module - Changes from ATmega

- ▶ More numerous, powerful and complex(!) peripherals than Mega
- ▶ New programming model greatly improved.
- ▶ New pin design increases output electrical choices.
- ▶ I/O ports are groups of 8 pins (A-F)
- ▶ Each I/O pin is controlled by 22 different registers!
- ▶ Pins can take on one of eight different electrical configurations.
- ▶ Basic functionality still set by OUT, DIR, and IN registers.
- ▶ OUT and DIR are augmented by direct *set*, *clear*, and *toggle* registers.

## I/O Module - DIR, OUT and IN Registers

- ▶ DIR<sub>n</sub>, OUT<sub>n</sub>, and IN<sub>n</sub> relationships assuming totem-pole pin:
  - ▶ "Z" indicates high-impedance driver
  - ▶ "X" indicates unknown value, driven by external logic

DIR <sub>n</sub>	OUT <sub>n</sub>	P <sub>n</sub>	IN <sub>n</sub>
0	0	Z	X
0	1	Z	X
1	0	0	0
1	1	1	1

Table: DIR, OUT, and IN Relationships

# I/O Module - SET, CLR and TGL Registers

- ▶ DIR and OUT can be directly manipulated using *strobe* registers
  - ▶ DIR manipulated with DIRSET, DIRCLR, DIRTGL.
  - ▶ OUT manipulated with OUTSET, OUTCLR, OUTTGL.
  - ▶ Reading the strobe registers returns value of OUT, **not** the strobe register!!

# I/O Module - SET, CLR, TGL; Examples

```
PORTA.DIRSET = (PIN6_bm | PIN0_bm);
```

DIR register (before) 0b1011\_0011

Bit mask 0b0100\_0001

DIR register (after) 0b1111\_0011

```
PORTA.DIRCLR = (PIN7_bm | PIN3_bm | PIN2_bm);
```

DIR register (before) 0b1101\_1011

Bit mask 0b1000\_1100

DIR register (after) 0b0101\_0011

```
PORTA.DIRTGL = (PIN7_bm | PIN6_bm | PIN4_bm | PIN3_bm);
```

DIR register (before) 0b0111\_0111

Bit mask 0b1101\_1000

DIR register (after) 0b1010\_1111

# I/O Module - SET, CLR and TGL Registers

- ▶ Advantages of SET, CLR and TGL registers
  - ▶ prevents non-atomic read-modify-write sequences
  - ▶ saves memory space
  - ▶ minimizes execution time

```
//Set bit 3 in DIR register. Don't affect other bits.
//
PORTA.DIR |= PIN3_bm; //set bit three using bit mask
// non-atomic read/modify/write results
// 224: 80 91 00 06      lds      r24, 0x0600
// 228: 88 60           ori      r24, 0x08          ; 8
// 22a: 80 93 00 06      sts      0x0600, r24
//
PORTA.DIRSET = PIN3_bm; //use OUTSET to set bit 3
// smaller, faster, atomic transaction
// 22e: 88 e0           ldi      r24, 0x08          ; 8
// 230: 80 93 01 06      sts      0x0601, r24
//
//5 locations in program memory versus 3
//5 clock cycles versus 3
```

# I/O Module - IN Register

- ▶ All digital pin inputs are synchronized to the I/O clock

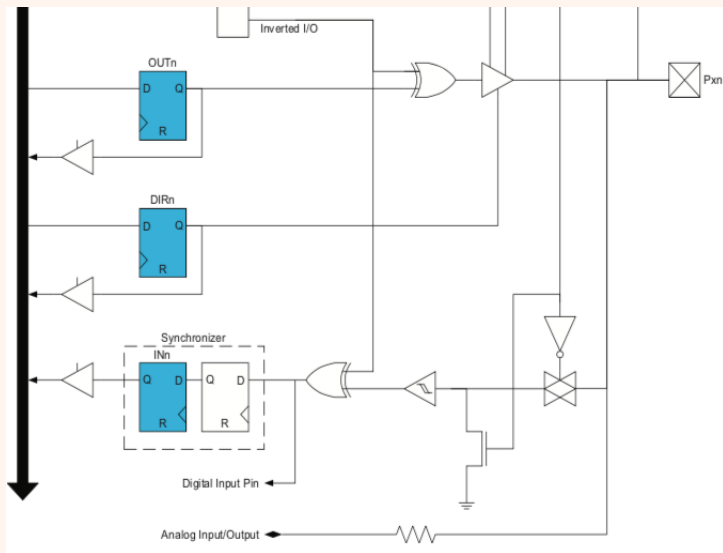


Figure: I/O Pin Synchronization

# I/O Module - IN Register

- ▶ Synchronization creates up to a two clock-cycle delay

Figure 13-8. Synchronization when reading a pin value.

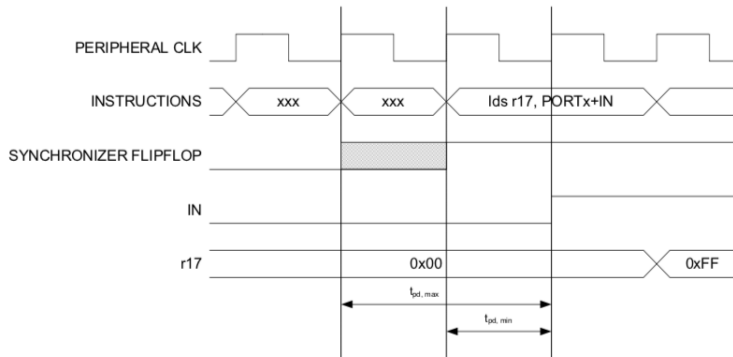


Figure: I/O Pin Timing



# I/O Module - Other Registers

- ▶ PINnCTRL - slew rate, inverted I/O, output type, input sense
- ▶ We will discuss the following registers later:
- ▶ Interrupt system registers:
  - ▶ INTCTRL - Interrupt Control Register
  - ▶ INT0MASK - Selects pin for interrupt
  - ▶ INT1MASK - Selects pin for interrupt
  - ▶ INTFLAGS - Signals interrupt on pin
- ▶ REMAP - Moves SPI, USART0, TCNT0 pins within a port
- ▶ There are five more registers, we won't use them.(!)