Features

- AVR[®] Microcontroller-based Function Controller
- Fully Programmable USB Low/Full-speed Function with Five Endpoints
- High Performance and Low Power 1.5/12/24 MIPs AVR RISC Microcontroller
- 120 Powerful Instructions Most with 83 ns Execution Cycle Times
- 24 KB Masked ROM Program Memory
- 1 KB Internal SRAM
- 32 x 8 General-purpose Working Registers
- 19 Programmable I/O Port Pins
- 12 Channels 10-bit A-to-D Converter
- Programmable SPI Serial Interface
- One 8-bit Timer Counter with Separate Pre-scaler
- One 16-bit Timer Counter with Separate Pre-scaler and Two PWMs
- External and Internal Interrupt Sources
- Programmable Watchdog Timer
- Low Power Idle and Power-down Modes
- 6 MHz Crystal Oscillator with PLL
- 5V Operation with On-chip 3.3V Regulators
- 48-lead LQFP Package
- Binary-compatible with the AT43USB355

Description

The Atmel AT43USB351M is a USB AVR-based microcontroller that is configurable as a low-speed or full-speed USB device. Its program memory is a 24-Kbyte mask programmable ROM and its data memory is 1-Kbyte SRAM. The on-chip peripherals consists of 19 general-purpose I/O ports, two timer-counters, SPI serial interface, a PWM and a 10-bit AD converter with 12 input channels.www.bataSheet4U.com

The MCU of the AT43USB351M is a high performance 8-bit AVR RISC that operates at a clock frequency of 1.5 MHz, 12 MHz or 24 MHz. The A-to-D converter has a minimum conversion time of 12 µs that together with the 12 input channel should cover even the most demanding game controllers such as gamepads, joysticks and racing wheels. The two PWM outputs can be programmed for 8-, 9- or 10-bit resolution for applications requiring force feedback. The 19 general-purpose programmable I/O pins provide generous inputs for the various buttons and switches and LED indicators that are being used in increasing numbers in today's game controllers.

The USB function has one control endpoint and four additional programmable endpoints, each with their own FIFOs. Two of the endpoints have a 64-byte FIFO each, while the other two have 8-byte FIFOs. The USB hardware supports the physical and link layers of the USB protocol while the transaction layer function must be implemented in the MCU's firmware. The AVR architecture was developed to be programmed in C efficiently and without loss in performance.

The AT43USB351M is binary-compatible with the AT43USB355. Program development and debugging for the AT43USB351M uses the AT43DK355 and all its tools and libraries.



Full-speed/ Low-speed USB Microcontroller with ADC and PWM

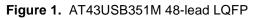
AT43USB351M

Summary





Pin Configuration



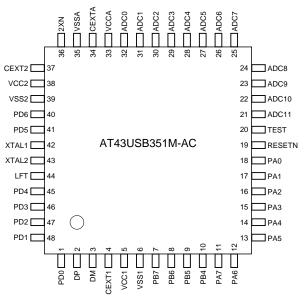
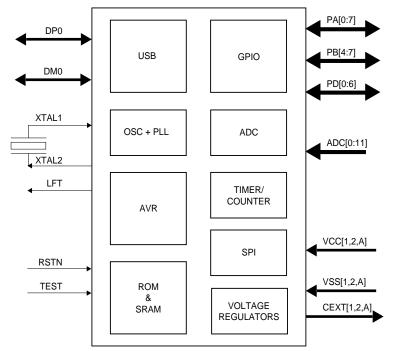


Figure 2. Low-/Full-speed USB Microcontroller with ADC and PWM



Pin Assignment

Pin#	Signal	Туре	
1	PD0	Bi-directional	
2	DP	Bi-directional	
3	DM	Bi-directional	
4	CEXT1	Power Supply/Ground	
5	VCC1	Power Supply/Ground	
6	VSS1	Power Supply/Ground	
7	PB7	Bi-directional	
8	PB6	Bi-directional	
9	PB5	Bi-directional	
10	PB4	Bi-directional	
11	PA7	Bi-directional	
12	PA6	Bi-directional	
13	PA5	Bi-directional	
14	PA4	Bi-directional	
15	PA3	Bi-directional	
16	PA2	Bi-directional	
17	PA1	Bi-directional	
18	PA0	Bi-directional	
19	RESETN	Input	
20	TEST	Input	
21	ADC11	Input	
22	ADC10	Input	
23	ADC9	Input	
24	ADC8	Input	

Pin#	Signal	Туре	
25	ADC7	Input	
26	ADC6	Input	
27	ADC5	Input	
28	ADC4	Input	
29	ADC3	Input	
30	ADC2	Input	
31	ADC1	Input	
32	ADC0	Input	
33	VCCA	Power Supply/Ground	
34	CEXTA	Power Supply/Ground	
35	VSSA	Power Supply/Ground	
36	2XN	Input	
37	CEXT2	Power Supply/Ground	
38	VCC2	Power Supply/Ground	
39	VSS2	Power Supply/Ground	
40	PD6	Bi-directional	
41	PD5	Bi-directional	
42	XTAL1	Input	
43	XTAL2	Output	
44	LFT	Output	
45	PD4	Bi-directional	
46	PD3	Bi-directional	
47	PD2	Bi-directional	
48	PD1	Bi-directional	

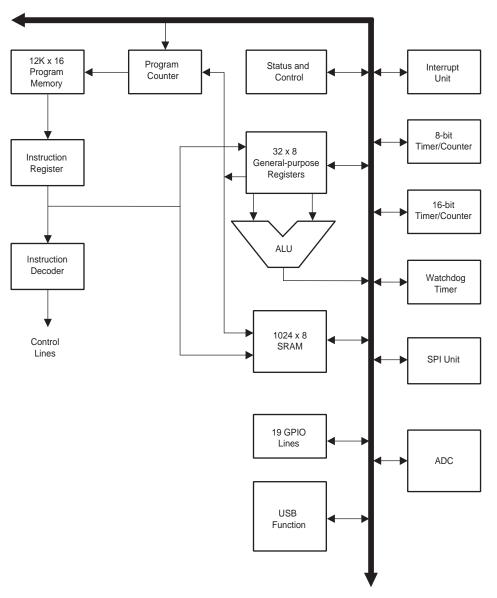




Signal Description

Name	Туре	Function	
V _{CC1} , ₂	Power Supply/Ground	5V Digital Power Supply	
V _{CCA}	Power Supply/Ground	5V Power Supply for the ADC	
V _{SS1} , ₂	Power Supply/Ground	Digital Ground	
V _{SSA}	Power Supply/Ground	Ground for the ADC	
CEXT1,2	Power Supply/Ground	External Capacitors for Power Supplies – High quality 2.2μ F capacitors must be connected to V331 and V332 for proper operation of the chip.	
CEXT	Power Supply/Ground	External Capacitor for Analog Power Supply – A high quality 0.33 μ F capacitor must be connected to V33A for proper operation of the chip.	
XTAL1	Input	Oscillator Input – Input to the inverting oscillator amplifier.	
XTAL2	Output	Oscillator Output – Output of the inverting oscillator amplifier.	
LFT	Input	PLL Filter – For proper operation of the PLL, this pin should be connected through a 0.01 μ F capacitor in parallel with a 100 Ω resistor in series with a 0.1 μ F capacitor to ground (VSS). Both capacitors must be high quality ceramic.	
DPO	Bi-directional	Upstream Plus USB I/O – This pin should be connected to CEXT1 through an external 1.5 k Ω .	
DMO	Bi-directional	Upstream Minus USB I/O	
PA[0:7]	Bi-directional	Port A[0:7] – Bi-directional 8-bit I/O port with 2 mA drive strength and a programmable pull-up resistor.	
PB[4:7]	Bi-directional	Port B[4:7] – Bi-directional 8-bit I/O port with 2 mA drive strength and a programmable pull-up resistor. PB[4:7] have dual functions as shown below:	
		Port Pin Alternate Function	
		PB4 SSN, SPI Slave Port Select or SCL, I2C Serial Bus Clock	
		PB5 MOSI, SPI Slave Port Select Input	
		PB6 MISO, SPI Master Data In, Slave Data Out	
		PB7 SCK, SPI Master Clock Out, Slave Clock In	
PD[0:6]	Bi-directional	Port D[0:6] – Bi-directional I/O ports with 2 mA drive strength and a programmable pull-up resistor. PortD[2:6] have dual functions as shown below:	
		Port Pin Alternate Function	
		PD2 INT0, External Interrupt 0	
		PD4 ICP, Timer/Counter, Input Capture	
		PD3 INT1, External Interrupt 1	
		PD5 OC1A Timer/Counter1 Output Compare A	
		PD6 OC1B Timer/Counter1 Output Compare B	
ADC[0:11]	Input	ADC Input[0:11] – 12-bit input pins for the ADC.	
TEST	Input	Test Pin – This pin should be tied to ground.	
RESETN	Input	Reset – Active Low.	
2XN	Input	Clock Frequency Selector (see Table 1 on page 6)	

Figure 3. The AT43USB351M Enhanced RISC Architecture







Architectural Overview

The AT43USB351M is binary-compatible with the AT43USB355 compound device. Firmware developed for the AT43USB355 will run on the AT43USB351M.

The peripherals and features of the AT43USB351M microcontroller are similar to those of the AT90S8515, with the exception of the following modifications:

- No EEPROM
- No External Data Memory Accesses
- No UART
- Idle Mode not Supported
- USB Function
- On-chip ADC

The embedded USB hardware of the AT43USB351M is a USB function with an 8-byte control endpoint and four additional programmable endpoints with separate FIFOs. Two of the FIFOs are 64 bytes deep and the other two are 8 bytes deep.

Depending on the USB speed and the state of 2XN input signal, device pin 36, the MCU runs at 1.5 MHz, 12 MHz or 24 MHz. The clock that operates the MCU is generated by the USB hardware. While at 12 MHz, the nominal and average period of the clock is 83.3 ns, it may have single cycles that deviate by ± 20.8 ns during a phase adjustment by the SIE's clock/data separator of the USB hardware. Similarly at 1.5 MHz, the MCU clock runs 8 times slower and at 24 MHz, two times faster than the 12 MHz mode. The clock frequencies of the various modules of the AT43USB351M is summarized in the following table:

USB Mode	2XN Pin	MCU Clock	Timer/Counter Clock	ADC Clock	SPI Clock	WDT Clock
Full Speed	0	24 MHz	12 MHz	1 MHz	24 MHz	1 MHz
Full Speed	1	12 MHz	12 MHz	1 MHz	12 MHz	1 MHz
Low Speed	0	24 MHz	12 MHz	1 MHz	24 MHz	1 MHz
Low Speed	1	1.5 MHz	1.5 MHz	1 MHz	1.5 MHz	1 MHz

Table 1. Clock Frequencies

The microcontroller shares most of the control and status registers of the megaAVR Microcontroller Family. The registers for managing the USB operations are mapped into its SRAM space. Please refer to the Atmel AVR manual for more information.

The fast-access register file concept 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 Arithmetic Logic Unit (ALU) 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.

Six of the 32 registers can be used as three 16-bit indirect address register pointers for Data Space addressing - enabling efficient address calculations. One of the three address pointers is also used as the address pointer for look-up tables in program memory. These added function registers are the 16-bit X-, Y- and Z-registers.

The ALU supports arithmetic and logic operations between registers or between a constant and a register. Single register operations are also executed in the ALU. Figure 3 on page 5 shows the AT43USB351M AVR Enhanced RISC microcontroller architecture.

In addition to the register operation, the conventional memory addressing modes can be used on the register file as well. This is enabled by the fact that the register file is assigned the 32 lowest Data Space addresses (\$00 - \$1 F), allowing them to be accessed as though they were ordinary memory locations.

The I/O memory space contains 64 addresses for CPU peripheral functions as Control Registers, Timer/Counters, and other I/O functions. The I/O Memory can be accessed directly, or as the Data Space locations following those of the register file, \$20 - \$5F.

The AVR uses a Harvard architecture concept – with separate memories and buses for program and data. The program memory is executed with a 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 a downloadable SRAM or a mask programmed ROM.

With the relative jump and call instructions, the whole 24K address space is directly accessed. Most AVR instructions have a single 16-bit word format. Every program memory address contains a 16- or 32-bit instruction.

During interrupts and subroutine calls, the return address Program Counter (PC) is stored on the stack. The stack is effectively allocated in the general data SRAM, and consequently, the stack size is only limited by the total SRAM size and the usage of the SRAM. All user programs must initialize the Stack Pointer (SP) in the reset routine (before subroutines or interrupts are executed). The 10-bit SP is read/write accessible in the I/O space.

The 1-Kbyte data SRAM can be easily accessed through the five different addressing modes supported in the AVR architecture.

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. All interrupts have a separate interrupt vector in the interrupt vector table at the beginning of the program memory. The interrupts have priority in accordance with their interrupt vector position. The lower the interrupt vector address, the higher the priority.

Development Support

The AT43USB351M uses the same program and development tools as the AT43USB355 and other Atmel AVR microcontrollers, including: C compilers, macro assemblers, program debug-gers/simulators and in-circuit emulators. The AT43DK355 development kit is also available, including firmware source code for the most common USB applications.





Ordering Information

Program Memory	Ordering Code	Package	Operation Range
Mask ROM	AT43USB351M-AC	48 LQFP	Commercial
			(0°C to 70°C)

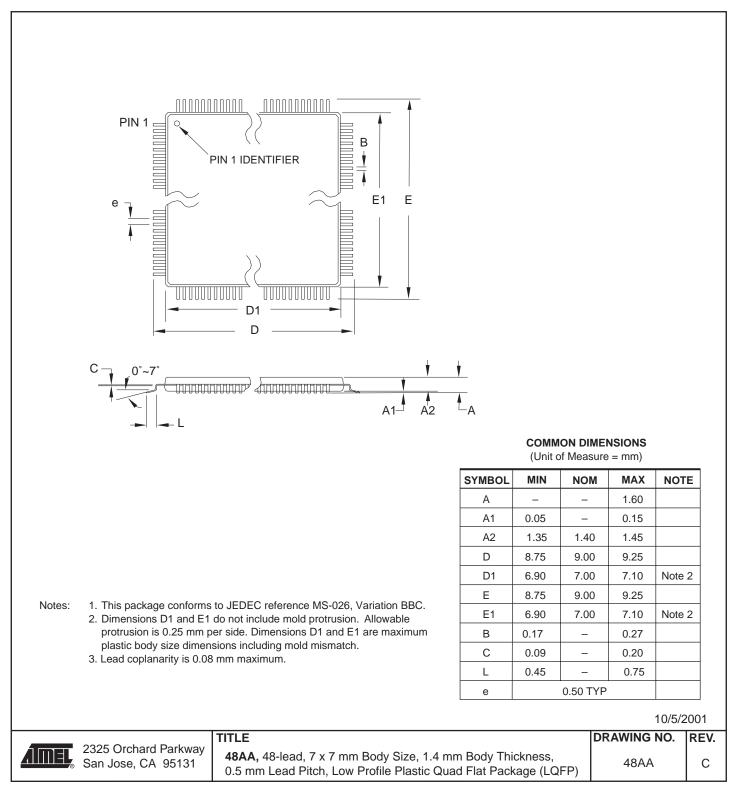
Package Type		
48AA	48-lead, 7 x 7 mm Body Size, Low Profile Plastic Quad Flat Package (LQFP)	

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AT43USB351M

Package Information

48AA – LQFP







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Scottish Enterprise Technology Park Maxwell Building East Kilbride G75 0QR, Scotland Tel: (44) 1355-803-000 Fax: (44) 1355-242-743

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Theresienstrasse 2 Postfach 3535 74025 Heilbronn, Germany Tel: (49) 71-31-67-0 Fax: (49) 71-31-67-2340

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