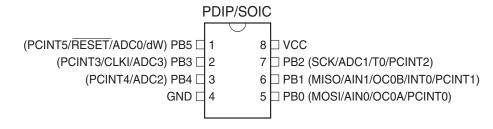
# Features

- High Performance, Low Power AVR<sup>®</sup> 8-Bit Microcontroller
- Advanced RISC Architecture
  - 120 Powerful Instructions Most Single Clock Cycle Execution
  - 32 x 8 General Purpose Working Registers
  - Fully Static Operation
- Non-volatile Program and Data Memories
  - 1K Byte of In-System Programmable Program Memory Flash Endurance: 10,000 Write/Erase Cycles
  - 64 Bytes In-System Programmable EEPROM Endurance: 100,000 Write/Erase Cycles
  - 64 Bytes Internal SRAM
  - Programming Lock for Self-Programming Flash Program and EEPROM Data Security
- Peripheral Features
  - One 8-bit Timer/Counter with Prescaler and Two PWM Channels
  - 4-channel, 10-bit ADC with Internal Voltage Reference
  - Programmable Watchdog Timer with Separate On-chip Oscillator
  - On-chip Analog Comparator
- Special Microcontroller Features
  - debugWIRE On-chip Debug System
  - In-System Programmable via SPI Port
  - External and Internal Interrupt Sources
  - Low Power Idle, ADC Noise Reduction, and Power-down Modes
  - Enhanced Power-on Reset Circuit
  - Programmable Brown-out Detection Circuit
  - Internal Calibrated Oscillator
- I/O and Packages
  - 8-pin PDIP/SOIC: Six Programmable I/O Lines
- Operating Voltage:
  - 1.8 5.5V for ATtiny13V
  - 2.7 5.5V for ATtiny13
- Speed Grade
  - ATtiny13V: 0 6 MHz @ 1.8 5.5V, 0 12 MHz @ 2.7 5.5V
  - ATtiny13: 0 12 MHz @ 2.7 5.5V, 0 24 MHz @ 4.5 5.5V
- Industrial Temperature Range
- Low Power Consumption
  - Active Mode:
    - 1 MHz, 1.8V: 240µA
  - Power-down Mode:
    - < 0.1µA at 1.8V

# **Pin Configurations**

## Figure 1. Pinout ATtiny13





8-bit **AVR**<sup>®</sup> Microcontroller with 1K Bytes In-System Programmable Flash

# ATtiny13

# Preliminary Summary

Rev. 2535CS-AVR-02/04



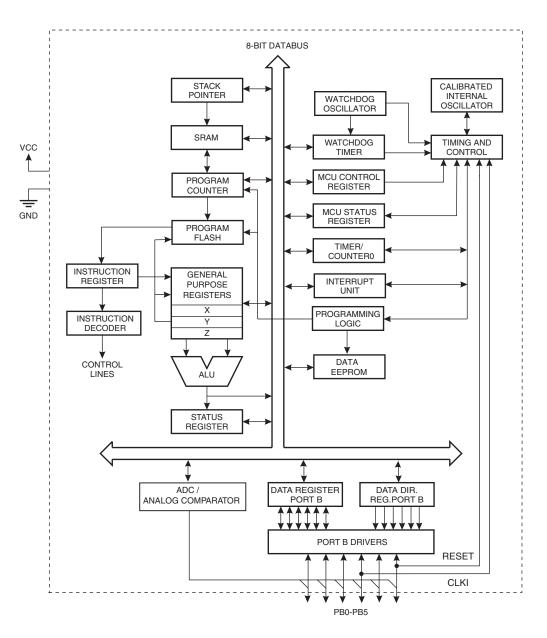


## Overview

The ATtiny13 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 ATtiny13 achieves throughputs approaching 1 MIPS per MHz allowing the system designer to optimize power consumption versus processing speed.

**Block Diagram** 

Figure 2. Block Diagram



	The AVR core combines a rich instruction set with 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.
	The ATtiny13 provides the following features: 1K byte of In-System Programmable Flash, 64 bytes EEPROM, 64 bytes SRAM, 6 general purpose I/O lines, 32 general purpose working registers, one 8-bit Timer/Counter with compare modes, Internal and External Interrupts, a 4-channel, 10-bit ADC, a programmable Watchdog Timer with internal Oscillator, and three software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, Timer/Counter, ADC, Analog Comparator, and Interrupt system to continue functioning. The Power-down mode saves the register contents, disabling all chip functions until the next Interrupt or Hardware Reset. The ADC Noise Reduction mode stops the CPU and all I/O modules except ADC, to minimize switching noise during ADC conversions.
	The device is manufactured using Atmel's high density non-volatile memory technology. The On-chip ISP Flash allows the Program memory to be re-programmed In-System through an SPI serial interface, by a conventional non-volatile memory programmer or by an On-chip boot code running on the AVR core.
	The ATtiny13 AVR is supported with a full suite of program and system development tools including: C Compilers, Macro Assemblers, Program Debugger/Simulators, In-Cir-cuit Emulators, and Evaluation kits.
Pin Descriptions	
VCC	Digital supply voltage.
GND	Ground.
Port B (PB5PB0)	Port B is a 6-bit bi-directional I/O port with internal pull-up resistors (selected for each bit). The Port B output buffers have symmetrical drive characteristics with both high sink and source capability. As inputs, Port B pins that are externally pulled low will source current if the pull-up resistors are activated. The Port B pins are tri-stated when a reset condition becomes active, even if the clock is not running.
	Port B also serves the functions of various special features of the ATtiny13 as listed on page 49.
RESET	Reset input. A low level on this pin for longer than the minimum pulse length will gener- ate a reset, even if the clock is not running. The minimum pulse length is given in Table 12 on page 30. Shorter pulses are not guaranteed to generate a reset.





# **Register Summary**

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
0x3F	SREG	I	Т	Н	S	V	N	Z	С	page 6
0x3E	Reserved	-	-	-	-	-	-	-	-	
0x3D	SPL	SP[7:0]				page 8				
0x3C	Reserved				•	-				
0x3B	GIMSK	-	INT0	PCIE	-	-	-	-	-	page 53
0x3A	GIFR	-	INTF0	PCIF	-	-	-	-	-	page 53
0x39	TIMSK0	-	-	-	-	OCIE0B	OCIE0A	TOIE0	-	page 70
0x38	TIFR0	-	-	-	-	OCF0B	OCF0A	TOV0	-	page 71
0x37	SPMCSR	-	-	-	CTPB	RFLB	PGWRT	PGERS	SELFPRGEN	page 97
0x36	OCR0A		1			ut Compare Reg	ister A	1	1	page 70
0x35	MCUCR	-	PUD	SE	SM1	SM0	-	ISC01	ISC00	page 49
0x34	MCUSR	-	-	-	-	WDRF	BORF	EXTRF	PORF	page 33
0x33	TCCR0B	FOC0A	FOC0B	-	-	WGM02	CS02	CS01	CS00	page 66
0x32	TCNT0					unter (8-bit)				page 70
0x31	OSCCAL				Oscillator Calil	bration Register				page 22
0x30	Reserved		•		•	-				
0x2F	TCCR0A	COM0A1	COM0A0	COM0B1	COM0B0	-	-	WGM01	WGM00	page 69
0x2E	DWDR				DWD	PR[7:0]				page 94
0x2D	Reserved					_				
0x2C	Reserved					_				
0x2B	Reserved					-				
0x2A	Reserved					-				
0x29	OCR0B			Timer	/Counter – Outp	ut Compare Rec	ister B			page 70
0x28	GTCCR	TSM	-	-	-	-	-	-	PSR10	page 73
0x27	Reserved					-				
0x26	CLKPR	CLKPCE	-	-	-	CLKPS3	CLKPS2	CLKPS1	CLKPS0	page 24
0x25	Reserved					-				
0x24	Reserved					-				
0x23	Reserved					-				
0x22	Reserved					-				
0x21	WDTCR	WDTIF	WDTIE	WDP3	WDCE	WDE	WDP2	WDP1	WDP0	page 37
0x20	Reserved					_				
0x1F	Reserved					-				
0x1E	EEARL	-	-			EEPROM Ad	dress Register			page 14
0x1D	EEDR				EEPROM D	Data Register				page 14
0x1C	EECR	-	-	EEPM1	EEPM0	EERIE	EEMWE	EEWE	EERE	page 15
0x1B	Reserved					_				
0x1A	Reserved					-				
0x19	Reserved					_				
0x18	PORTB	-	-	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	page 51
0x17	DDRB	-	-	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	page 51
0x16	PINB	-	-	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	page 51
0x15	PCMSK	-	-	PCINT5	PCINT4	PCINT3	PCINT2	PCINT1	PCINT0	page 54
0x14	DIDR0	-	-	ADC0D	ADC2D	ADC3D	ADC1D	EIN1D	AIN0D	page 76, page 91
0x13	Reserved					-		•		
0x12	Reserved					-				
0x11	Reserved					_				
0x10	Reserved					_				
0x0F	Reserved					_				
0x0E	Reserved					_				
0x0D	Reserved					_				
0x0C	Reserved									
0x0B	Reserved									
0x0B 0x0A	Reserved					_				
0x09	Reserved					_				
0x09 0x08	ACSR	ACD	ACRO	ACO		ACIE	_		ACIED	pago 74
0x08 0x07	ACSR	ACD	ACBG REFS0	ACO	ACI	ACIE		ACIS1 MUX1	ACIS0 MUX0	page 74
0x07 0x06	ADMUX	– ADEN	ADSC	ADLAR	- ADIF	- ADIE	– ADPS2	ADPS1	ADPS0	page 88
		ADEN	ADSC	ADATE			ADP52	ADE21	ADPOU	page 89
0x05	ADCH	<u> </u>				gister High Byte				page 90
0x04	ADCL					gister Low Byte	ADTOO	ADTO		page 90
0x03	ADCSRB	-	ACME	-	-	-	ADTS2	ADTS1	ADTS0	page 91
	Reserved					_				
0x02 0x01	Reserved					-				

- Note: 1. For compatibility with future devices, reserved bits should be written to zero if accessed. Reserved I/O memory addresses should never be written.
  - 2. I/O Registers within the address range 0x00 0x1F are directly bit-accessible using the SBI and CBI instructions. In these registers, the value of single bits can be checked by using the SBIS and SBIC instructions.
  - Some of the Status Flags are cleared by writing a logical one to them. Note that, unlike most other AVRs, the CBI and SBI instructions will only operation the specified bit, and can therefore be used on registers containing such Status Flags. The CBI and SBI instructions work with registers 0x00 to 0x1F only.





# **Instruction Set Summary**

Mnemonics	Operands	Description	Operation	Flags	#Clocks
ARITHMETIC AND L	OGIC INSTRUCTIONS	8			
ADD	Rd, Rr	Add two Registers	Rd ← 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
ADIW	Rdl,K	Add Immediate to Word	$Rdh:RdI \leftarrow Rdh:RdI + K$	Z,C,N,V,S	2
SUB	Rd, Rr	Subtract two Registers	Rd ← Rd - Rr	Z,C,N,V,H	1
SUBI	Rd, K	Subtract Constant from Register	Rd ← 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
SBIW	Rdl,K	Subtract Immediate from Word	Rdh:Rdl ← Rdh:Rdl - K	Z,C,N,V,S	2
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 ← Rd v Rr	Z,N,V	1
ORI	Rd, K	Logical OR Register and Constant	$Rd \leftarrow Rd v K$	Z,N,V	1
EOR	Rd, Rr	Exclusive OR Registers	$Rd \leftarrow Rd \oplus Rr$	Z,N,V	1
COM	Rd	One's Complement	$Rd \leftarrow 0xFF - Rd$	Z,C,N,V	1
NEG	Rd	Two's Complement	Rd ← 0x00 – 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	$Rd \leftarrow Rd \bullet (0xFF - K)$	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	$Rd \leftarrow 0xFF$	None	1
BRANCH INSTRUCT	TIONS				
RJMP	k	Relative Jump	$PC \leftarrow PC + k + 1$	None	2
IJMP		Indirect Jump to (Z)	$PC \leftarrow Z$	None	2
RCALL	k	Relative Subroutine Call	$PC \leftarrow PC + k + 1$	None	3
ICALL		Indirect Call to (Z)	$PC \leftarrow Z$	None	3
RET		Subroutine Return	$PC \leftarrow STACK$	None	4
RETI		Interrupt Return	$PC \leftarrow STACK$	1	4
CPSE	Rd,Rr	Compare, Skip if Equal	if (Rd = Rr) PC $\leftarrow$ PC + 2 or 3	None	1/2/3
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 ← PC + 2 or 3	None	1/2/3
SBRS	Rr, b	Skip if Bit in Register is Set	if (Rr(b)=1) PC $\leftarrow$ PC + 2 or 3	None	1/2/3
SBIC	P, b	Skip if Bit in I/O Register Cleared	if $(P(b)=0) PC \leftarrow PC + 2 \text{ or } 3$	None	1/2/3
SBIS	P, b	Skip if Bit in I/O Register is Set	if $(P(b)=1) PC \leftarrow PC + 2 \text{ or } 3$	None	1/2/3
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 BRMI	k k	Branch if Lower Branch if Minus	if (C = 1) then PC $\leftarrow$ PC + k + 1 if (N = 1) then PC $\leftarrow$ PC + k + 1	None None	1/2
BRMI	k k	Branch if Plus	If $(N = 1)$ then PC $\leftarrow$ PC + k + 1 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 if $(N \oplus V = 1)$ 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 if $(H=1)$ 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
BIT AND BIT-TEST			T		Т
SBI	P,b	Set Bit in I/O Register	I/O(P,b) ← 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

# ATtiny13

Mnemonics	Operands	Description	Operation	Flags	#Clocks
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	$Rd(n) \leftarrow Rd(n+1), n=06$	Z,C,N,V	1
SWAP	Rd	Swap Nibbles	Rd(30)←Rd(74),Rd(74)←Rd(30)	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	$T \leftarrow Rr(b)$	Т	1
BLD	Rd, b	Bit load from T to Register	$Rd(b) \leftarrow T$	None	1
SEC		Set Carry	C ← 1	С	1
CLC		Clear Carry	C ← 0	С	1
SEN		Set Negative Flag	N ← 1	N	1
CLN		Clear Negative Flag	N ← 0	N	1
SEZ		Set Zero Flag	Z ← 1	Z	1
CLZ		Clear Zero Flag	Z ~ 0	Z	1
SEI		Global Interrupt Enable			1
CLI		Global Interrupt Disable		Î	1
SES		Set Signed Test Flag	<u>S</u> ←1	S	1
CLS		Clear Signed Test Flag	<u>S</u> ←0	S V	1
SEV		Set Twos Complement Overflow.	V ← 1 V ← 0	V	1
CLV		Clear Twos Complement Overflow		т	1
SET		Set T in SREG	<u>T ← 1</u>	т	1
CLT SEH	+	Clear T in SREG Set Half Carry Flag in SREG	T ← 0 H ← 1	H	1
CLH		Clear Half Carry Flag in SREG	$H \leftarrow 0$	H	1
DATA TRANSFER I	NETRUCTIONS	Clear Hair Carly Hag in SNEG		11	
MOV	Rd, Rr	Move Between Registers	$Rd \leftarrow Rr$	None	1
MOVW	Rd, Rr		$Rd+1:Rd \leftarrow Rr+1:Rr$	None	1
LDI	Rd, K	Copy Register Word Load Immediate	$Rd \leftarrow K$	None	1
LD	Rd, X	Load Indirect	$Rd \leftarrow (X)$	None	2
LD	Rd, X+	Load Indirect and Post-Inc.	$Rd \leftarrow (X), X \leftarrow X + 1$	None	2
LD	Rd, - X	Load Indirect and Pre-Dec.	$X \leftarrow X - 1, Rd \leftarrow (X)$	None	2
LD	Rd, Y	Load Indirect	$Rd \leftarrow (Y)$	None	2
LD	Rd, Y+	Load Indirect and Post-Inc.	$Rd \leftarrow (Y), Y \leftarrow Y + 1$	None	2
LD	Rd, - Y	Load Indirect and Pre-Dec.	$Y \leftarrow Y - 1, Rd \leftarrow (Y)$	None	2
LDD	Rd,Y+q	Load Indirect with Displacement	$Rd \leftarrow (Y + q)$	None	2
LD	Rd, Z	Load Indirect	$Rd \leftarrow (Z)$	None	2
LD	Rd, Z+	Load Indirect and Post-Inc.	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	2
LD	Rd, -Z	Load Indirect and Pre-Dec.	$Z \leftarrow Z - 1$ , Rd $\leftarrow (Z)$	None	2
LDD	Rd, Z+q	Load Indirect with Displacement	$Rd \leftarrow (Z + q)$	None	2
LDS	Rd, k	Load Direct from SRAM	$Rd \leftarrow (k)$	None	2
ST	X, Rr	Store Indirect	$(X) \leftarrow Rr$	None	2
ST	X+, Rr	Store Indirect and Post-Inc.	$(X) \leftarrow Rr, X \leftarrow X + 1$	None	2
ST	- X, Rr	Store Indirect and Pre-Dec.	$X \leftarrow X - 1, (X) \leftarrow Rr$	None	2
ST	Y, Rr	Store Indirect	(Y) ← Rr	None	2
ST	Y+, Rr	Store Indirect and Post-Inc.	$(Y) \leftarrow Rr, Y \leftarrow Y + 1$	None	2
ST	- Y, Rr	Store Indirect and Pre-Dec.	$Y \leftarrow Y - 1$ , (Y) $\leftarrow Rr$	None	2
STD	Y+q,Rr	Store Indirect with Displacement	$(Y + q) \leftarrow Rr$	None	2
ST	Z, Rr	Store Indirect	(Z) ← Rr	None	2
ST	Z+, Rr	Store Indirect and Post-Inc.	$(Z) \leftarrow Rr, Z \leftarrow Z + 1$	None	2
ST	-Z, Rr	Store Indirect and Pre-Dec.	$Z \leftarrow Z - 1$ , (Z) $\leftarrow Rr$	None	2
STD	Z+q,Rr	Store Indirect with Displacement	(Z + q) ← Rr	None	2
STS	k, Rr	Store Direct to SRAM	(k) ← Rr	None	2
LPM		Load Program Memory	R0 ← (Z)	None	3
LPM	Rd, Z	Load Program Memory	$Rd \leftarrow (Z)$	None	3
LPM	Rd, Z+	Load Program Memory and Post-Inc	$Rd \leftarrow (Z), Z \leftarrow Z+1$	None	3
SPM		Store Program Memory	(z) ← R1:R0	None	
IN	Rd, P	In Port	Rd ← P	None	1
OUT	P, Rr	Out Port	P ← Rr	None	1
PUSH	Rr	Push Register on Stack	STACK ← Rr	None	2
POP	Rd	Pop Register from Stack	Rd ← STACK	None	2
MCU CONTROL INS					
NOP		No Operation		None	1
SLEEP		Sleep	(see specific descr. for Sleep function)	None	1
WDR		Watchdog Reset	(see specific descr. for WDR/Timer)	None	1
BREAK		Break	For On-chip Debug Only	None	N/A





## **Ordering Information**

Power Supply	Speed (MHz)	Ordering Code	Package <sup>(1)</sup>	Operation Range
		ATtiny13V-12PI	8P3	
		ATtiny13V-12PJ <sup>(2)</sup>	8P3	
12 <sup>(3)</sup>	1.8 - 5.5	ATtiny13V-12SI	8S2	Industrial
12(0)		ATtiny13V-12SJ <sup>(2)</sup>	8S2	(-40°C to 85°C)
		ATtiny13V-12SSI	S8S1	
		ATtiny13V-12SSJ <sup>(2)</sup>	S8S1	
	2.7 - 5.5	ATtiny13-24PI	8P3	
		ATtiny13-24PJ <sup>(2)</sup>	8P3	
24 <sup>(3)</sup>		ATtiny13-24SI	8S2	Industrial
		ATtiny13-24SJ <sup>(2)</sup>	8S2	(-40°C to 85°C)
		ATtiny13-24SSI	S8S1	
		ATtiny13-24SSJ <sup>(2)</sup>	S8S1	

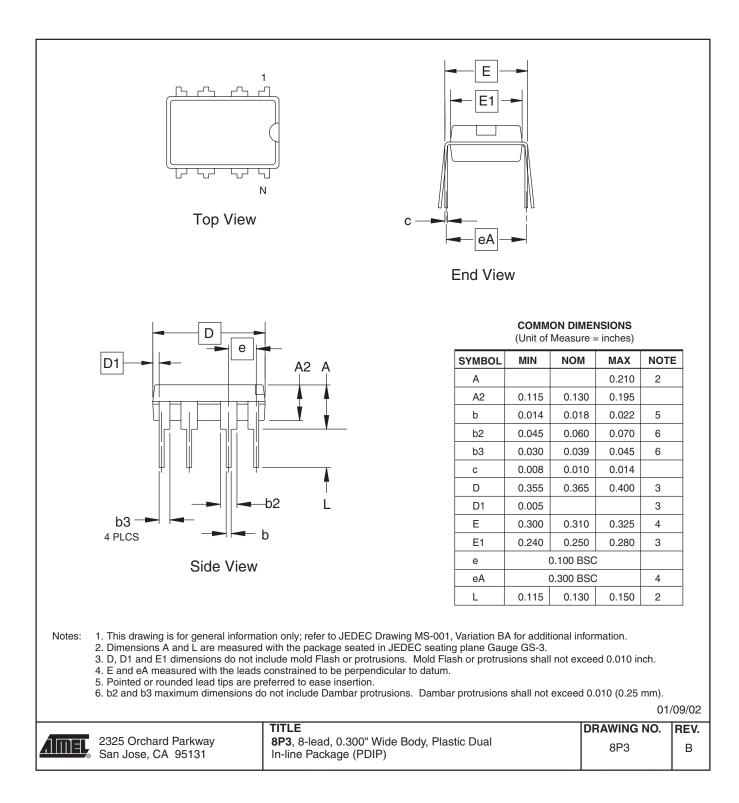
Notes: 1. This device can also be supplied in wafer form. Please contact your local Atmel sales office for detailed ordering information and minimum quantities.

2. Pb-free packaging alternative. 3. For Speed vs.  $V_{CC}$ , see "Maximum Speed vs. VCC" on page 116.

Package Type			
8P3	8-lead, 0.300" Wide, Plastic Dual Inline Package (PDIP)		
8S2	8-lead, 0.209" Wide, Plastic Gull-Wing Small Outline (EIAJ SOIC)		
S8S1	8-lead, 0.150" Wide, Plastic Gull-Wing Small Outline (JEDEC SOIC)		

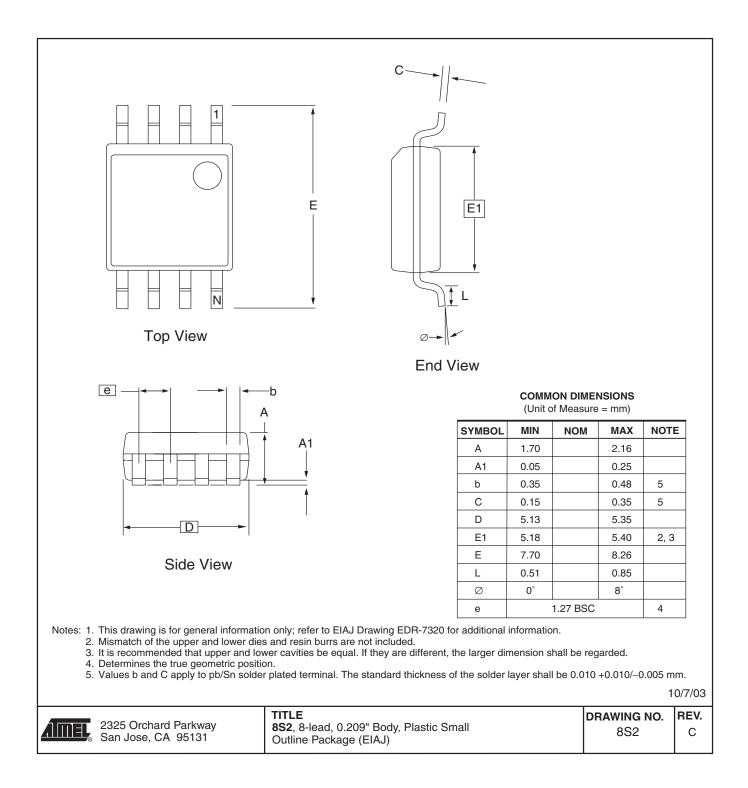
# **Packaging Information**

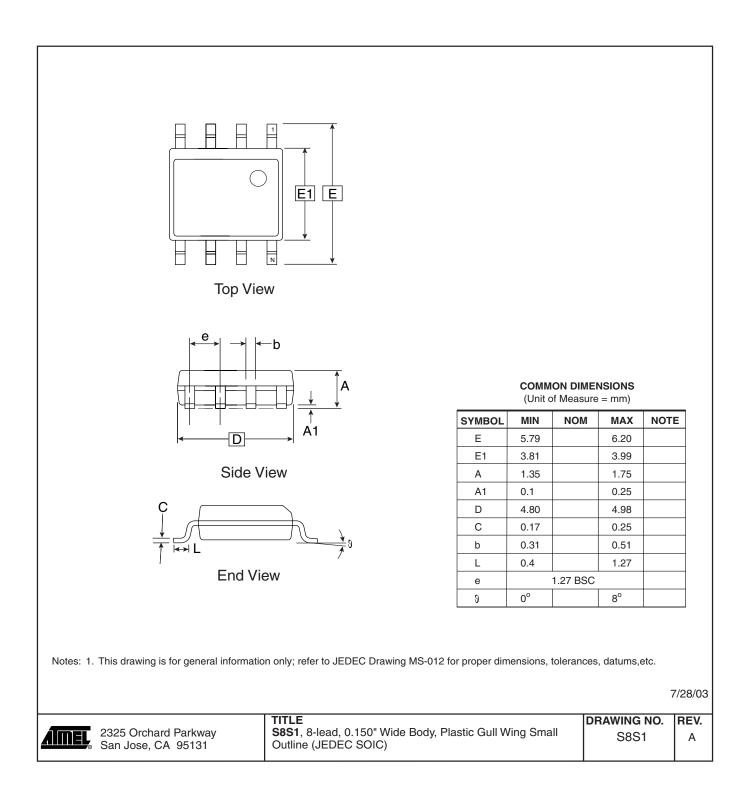
8P3















# Errata

The revision letter in this section refers to the revision of the ATtiny13 device.

ATtiny13 Rev. B

#### Wrong values read after Erase Only operation

- High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail
- Device may lock for further programming
- debugWIRE communication not blocked by lock-bits
- Watchdog Timer Interrupt disabled

## 1. Wrong values read after Erase Only operation

At supply voltages below 2.7 V, an EEPROM location that is erased by the Erase Only operation may read as programmed (0x00).

## Problem Fix/Workaround

If it is necessary to read an EEPROM location after Erase Only, use an Atomic Write operation with 0xFF as data in order to erase a location. In any case, the Write Only operation can be used as intended. Thus no special considerations are needed as long as the erased location is not read before it is programmed.

# 2. High Voltage Serial Programming Flash, EEPROM, Fuse and Lock Bits may fail

Writing to any of these locations and bits may in some occasions fail.

#### **Problem Fix/Workaround**

After a writing has been initiated, always observe the RDY/BSY signal. If the writing should fail, rewrite until the RDY/BSY verifies a correct writing. This will be fixed in revision D.

#### 3. Device may lock for further programming

Special combinations of fuse bits will lock the device for further programming effectively turning it into an OTP device. The following combinations of settings/fuse bits will cause this effect:

- 128 kHz internal oscillator (CKSEL[1..0] = 11), shortest start-up time (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.
- 9.6 MHz internal oscillator (CKSEL[1..0] = 10), shortest start-up time (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.
- 4.8 MHz internal oscillator (CKSEL[1..0] = 01), shortest start-up time (SUT[1..0] = 00), Debugwire enabled (DWEN = 0) or Reset disabled RSTDISBL = 0.

## Problem fix/ Workaround

Avoid the above fuse combinations. Selecting longer start-up time will eliminate the problem.

## 4. debugWIRE communication not blocked by lock-bits

When debugWIRE on-chip debug is enabled (DWEN = 0), the contents of program memory and EEPROM data memory can be read even if the lock-bits are set to block further reading of the device.

## Problem fix/ Workaround

Do not ship products with on-chip debug of the tiny13 enabled.

#### 5. Watchdog Timer Interrupt disabled

If the watchdog timer interrupt flag is not cleared before a new timeout occurs, the watchdog will be disabled, and the interrupt flag will automatically be cleared. This is only applicable in interrupt only mode. If the Watchdog is configured to reset the device in the watchdog time-out following an interrupt, the device works correctly.

#### Problem fix / Workaround

Make sure there is enough time to always service the first timeout event before a new watchdog timeout occurs. This is done by selecting a long enough time-out period.

ATtiny13 Rev. A Revision A has not been sampled.





## Datasheet Change Log for ATtiny13

Changes from Rev. 2535B-01/04 to Rev. 2535C-02/04 Please note that the referring page numbers in this section are referring to this document. The referring revision in this section are referring to the document revision.

- 1. C-code examples updated to use legal IAR syntax.
- 2. Replaced occurences of WDIF with WDTIF and WDIE with WDTIE.
- 3. Updated "Stack Pointer" on page 8.
- 4. Updated "Calibrated Internal RC Oscillator" on page 22.
- 5. Updated "Oscillator Calibration Register OSCCAL" on page 22.
- 6. Updated typo in introduction on "Watchdog Timer" on page 35.
- 7. Updated "ADC Conversion Time" on page 82.
- 8. Updated "Serial Downloading" on page 103.
- 9. Updated "Electrical Characteristics" on page 115.
- 10. Updated "Ordering Information" on page 8.
- 11. Removed rev. C from "Errata" on page 12.

Changes from Rev.

2535A-06/03 to Rev. 2535B-01/04

- 1. Updated Figure 2 on page 2.
- 2. Updated Table 12 on page 30, Table 17 on page 39, Table 37 on page 89 and Table 57 on page 116.
- 3. Updated "Calibrated Internal RC Oscillator" on page 22.
- 4. Updated the whole "Watchdog Timer" on page 35.
- 5. Updated Figure 53 on page 103 and Figure 56 on page 108.
- 6. Updated registers "MCU Control Register MCUCR" on page 49, "Timer/Counter Control Register B – TCCR0B" on page 69 and "Digital Input Disable Register 0 – DIDR0" on page 76.
- 7. Updated Absolute Maximum Ratings and DC Characteristics in "Electrical Characteristics" on page 115.
- 8. Added "Maximum Speed vs. VCC" on page 116
- 9. Updated "ADC Characteristics Preliminary Data" on page 118.
- 10. Updated "ATtiny13 Typical Characteristics" on page 119.
- 11. Updated "Ordering Information" on page 8.
- 12. Updated "Packaging Information" on page 9.
- 13. Updated "Errata" on page 12.
- 14. Changed instances of EEAR to EEARL.



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