

USART

ATmega128





Universal Synchronous and Asynchronous serial Receiver and Transmitter

- 2 independent units (USART0, USART1)
- full duplex
- synchronous or asynchronous
- synchronous master/slave
- 5,6,7,8,9 data bits + 1,2 stop bits
- even/odd parity, parity check in HW
- Interrupts: TX complete, TX DRE, RX complete

“115200 8N1” ?

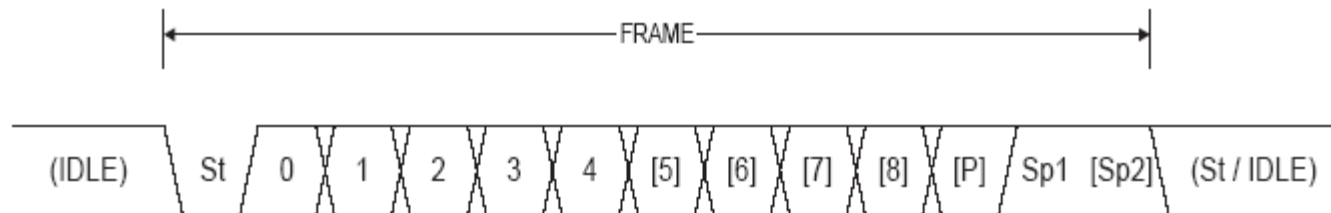
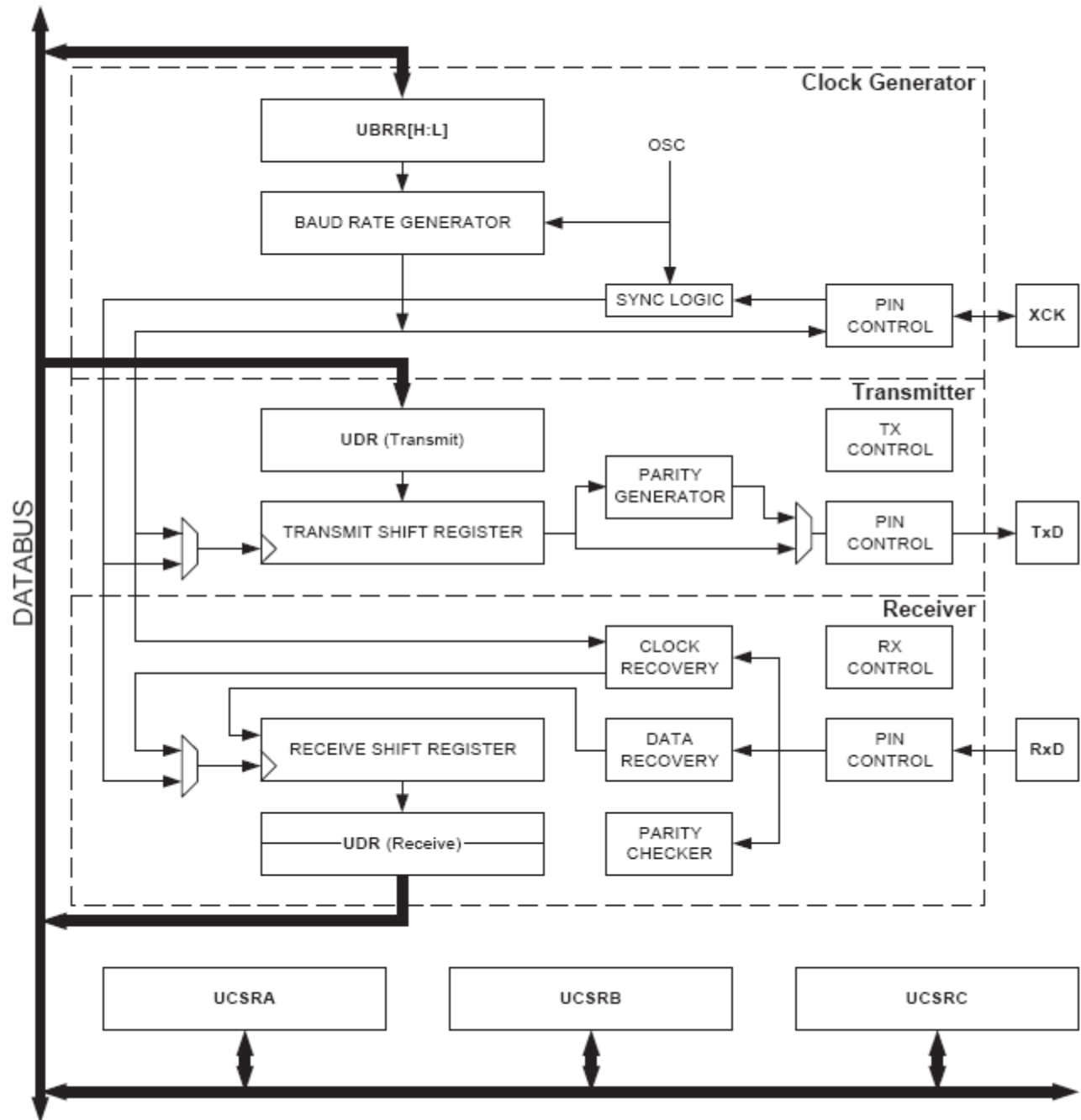


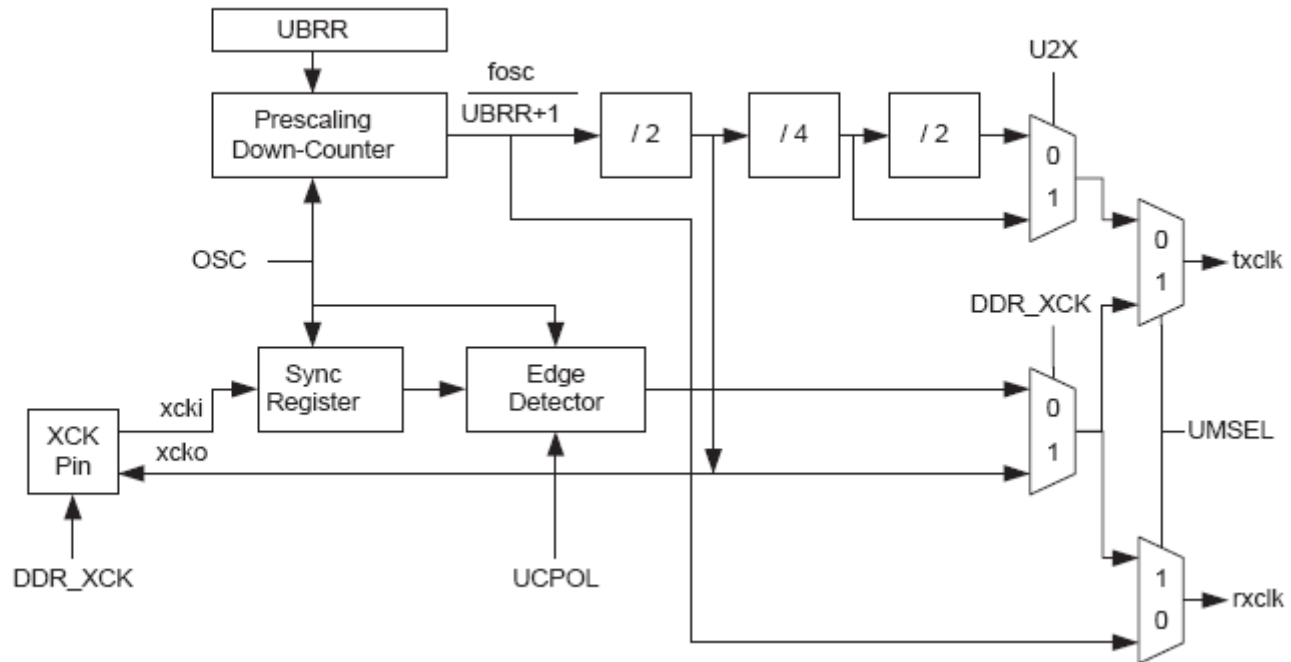
Figure 79. USART Block Diagram



Clock generation



Figure 80. Clock Generation Logic, Block Diagram





Clock Mode

- normal asynchronous
- double asynchronous
- master synchronous
- slave synchronous

- Control registers:
 - US_CRC:UMSEL ... synchronous / asynchronous
 - UCSRA:U2X ... normal / double
 - DDR_XCK ... synchronous master / slave
 - USART0: DDRE:2, USART1: DDRD:5



Baud Rate control

- USART Baud Rate Register (UBRR)

Table 52. Equations for Calculating Baud Rate Register Setting

Operating Mode	Equation for Calculating Baud Rate ⁽¹⁾	Equation for Calculating UBRR Value
Asynchronous Normal mode (U2X = 0)	$BAUD = \frac{f_{osc}}{16(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{16BAUD} - 1$
Asynchronous Double Speed Mode (U2X = 1)	$BAUD = \frac{f_{osc}}{8(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{8BAUD} - 1$
Synchronous Master Mode	$BAUD = \frac{f_{osc}}{2(UBRR + 1)}$	$UBRR = \frac{f_{osc}}{2BAUD} - 1$

(Slave – clock is external from master)



Baud Rate register value example

$f_{osc} = 16 \text{ MHz}$	U2X = 0		U2X = 1	
Baud Rate (bps)	UBRR	Error	UBRR	Error
2 400	416	-0.1%	832	0.0%
4 800	207	0.2%	416	-0.1%
9 600	103	0.2%	207	0.2%
14 400	68	0.6%	138	-0.1%
19 200	51	0.2%	103	0.2%
28 800	34	-0.8%	68	0.6%
38 400	25	0.2%	51	0.2%
57 600	16	2.1%	34	-0.8%
76 800	12	0.2%	25	0.2%
115 200	8	-3.5%	16	2.1%
230 400	3	8.5%	8	-3.5%
250 000	3	0.0%	7	0.0%
500 000	1	0.0%	3	0.0%
1 000 000	0	0.0%	1	0.0%



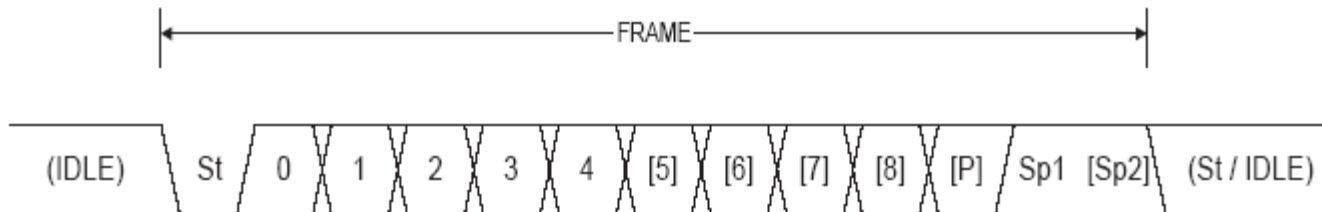
Baud Rate register value example

$f_{osc} = 1 \text{ MHz}$	U2X = 0		U2X = 1	
Baud Rate (bps)	UBRR	Error	UBRR	Error
2 400	25	0.2%	51	0.2%
4 800	12	0.2%	25	0.2%
9 600	6	-7.0%	12	0.2%
14 400	3	8.5%	8	-3.5%
19 200	2	8.5%	6	-7.0%
28 800	1	8.5%	3	8.5%
38 400	1	-18.6%	2	8.5%
57 600	0	8.5%	1	8.5%
76 800	-	-	1	-18.6%
115 200	-	-	0	8.5%
230 400	-	-	-	-
250 000	-	-	-	-
500 000	-	-	-	-
1 000 000	-	-	-	-



Frames

- 1 start bit
- 5-9 data bits (UCSRC:UCSZ2:0)
- no/odd/even parity (UCSRC:UPM1:0)
- 1-2 stop bits (UCSRB:USBS)



USARTn

Control and Status Register A



UCSRnA ₇	6	5	4	3	2	1	0
RXCn	TXCn	UDREN	FEn	DORn	PEn	U2Xn	MPCMn
R	R/W	R	R	R	R	R/W	R/W
0	0	1	0	0	0	0	0

RXCn USART Receive Complete

TXCn USART Transmit Complete

UDREN USART Data Register Empty

FEn Frame Error

DORn Data OverRun

PEn Parity Error

U2Xn USART Double Transmission Speed

MPCMn Multi-Processor Communication Mode

USARTn

Control and Status Register B



UCSRnB ₇	6	5	4	3	2	1	0
RXCIE _n	TXCIE _n	UDRIE _n	RXEN _n	TXEN _n	UCSZ _{n2}	RXB8 _n	TXB8 _n
R/W	R/W	R/W	R/W	R/W	R/W	R	R/W
0	0	0	0	0	0	0	0

RXCIE_n RX Complete Interrupt Enable

TXCIE_n TX Complete Interrupt Enable

UDRIE_n Data Register Empty Interrupt Enable

RXEN_n Receiver Enable

TXEN_n Transmitter Enable

UCSZ_{n2} Character Size

RXB8_n Receive Data Bit 8

TXB8_n Transmit Data Bit 8

USARTn

Control and Status Register C



UCSRnC ₇	6	5	4	3	2	1	0
-	UMSELn	UPMn1	UPMn0	USBSn	UCSZn1	UCSZn0	UCPOLn
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
0	0	0	0	0	1	1	0

UMSELn USART Mode Select

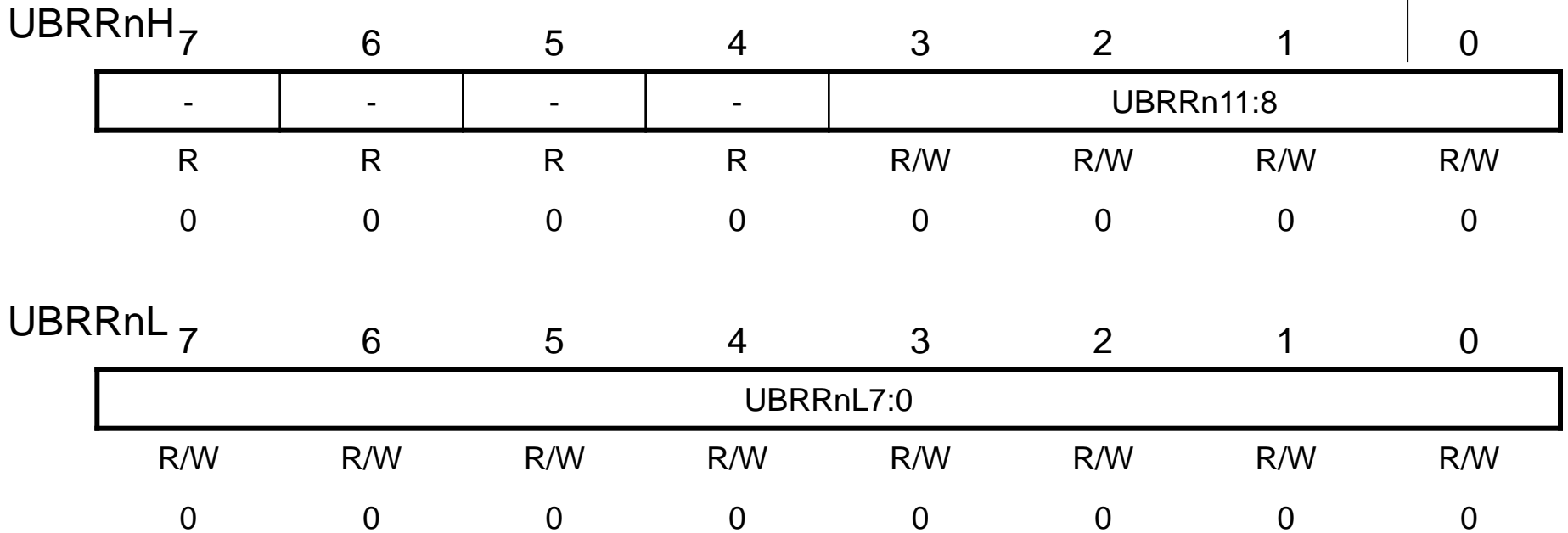
UPMn1:0 Parity Mode

USBSn Stop Bit Select

UCSZn1:0 Character Size

UCPOLn Clock Parity

UBRRnH, UBRRnL



UBRR11:0 USART Baud Rate Register

USARTn

I/O Data Register





Initialization

- mode
- baud rate
- frame format
- interrupt?
- enable

Initialization example



USART_Init:

```
; Set baud rate
out UBRRH, r17
out UBRRL, r16
; Enable receiver and transmitter
ldi r16, (1<<RXEN)|(1<<TXEN)
out UCSRB,r16
; Set frame format: 8data, 2stop bit
ldi r16, (1<<USBS)|(3<<UCSZ0)
out UCSRC,r16
ret
```

Personal note:

This and the following examples were copied from official ATmega128 datasheet. I would prefer first setting everything and only as the last thing enabling the receiver and/or transmitter. Changing the communication parameters on the fly is not a good idea – even the risk of garbled communication is low, it could happen and your application could fail as a result. It would be your fault then ... (But, at the same time, did you read the Legal Notice datasheet section? No? Do it.)

Secondly, and particularly for these two examples, I would prefer passing arguments the same way in assembly as it is done in C (and what Atmel recommends to do for assembler ↔ C coexistence). (Find out, how...)

Initialization example



```
#define FOSC 1843200           // Clock Speed
#define BAUD 9600
#define MYUBRR FOSC/16/BAUD-1
void main( void )
{
    ...
    USART_Init ( MYUBRR );
    ...
}
void USART_Init( unsigned int ubrr )
{
    /* Set baud rate */
    UBRRH = (unsigned char)(ubrr>>8);
    UBRRL = (unsigned char)ubrr;
    /* Enable receiver and transmitter */
    UCSRB = (1<<RXEN)|(1<<TXEN);
    /* Set frame format: 8data, 2stop bit */
    UCSRC = (1<<USBS)|(3<<UCSZ0);
}
```