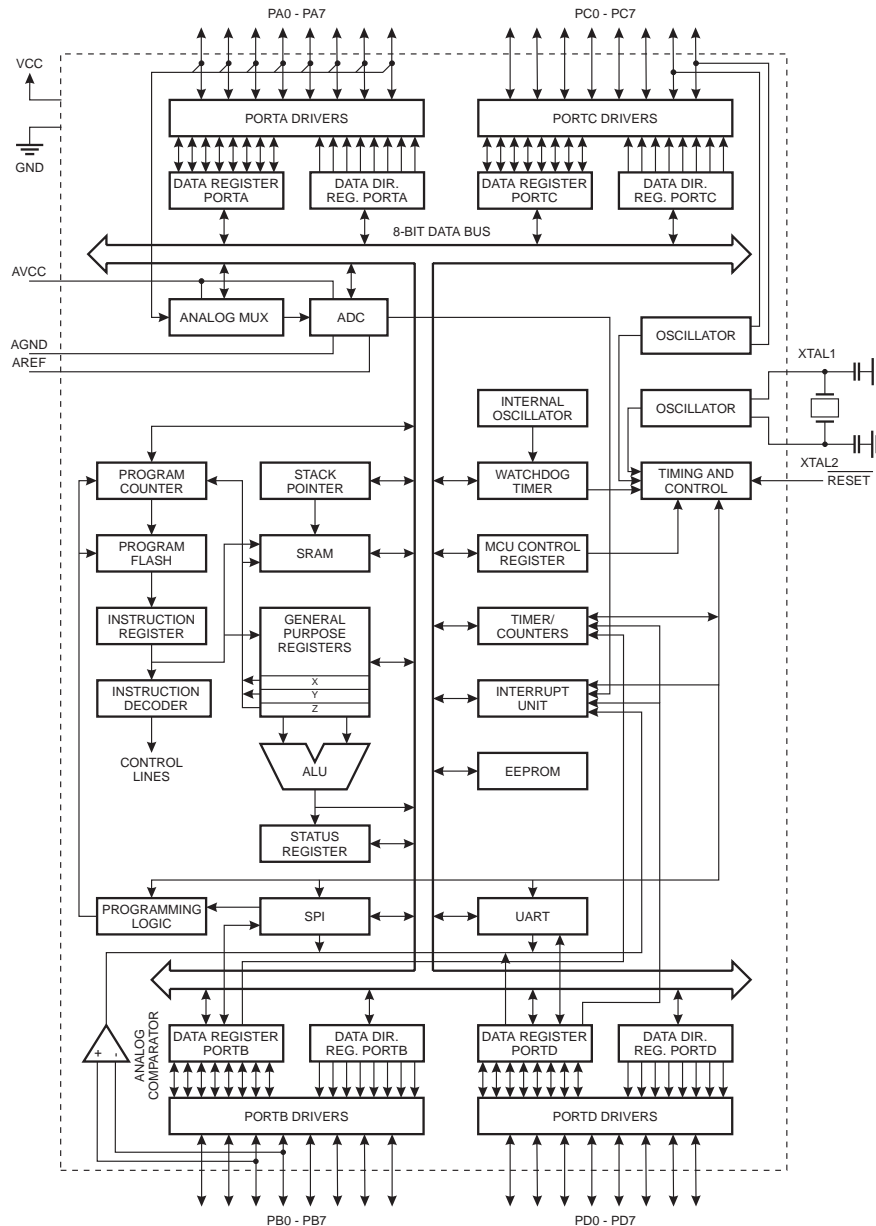




## Block Diagram



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 micro-controllers.

The AT90S4434/8535 provides the following features: 4K/8K bytes of In-System Programmable Flash, 256/512 bytes EEPROM, 256/512 bytes SRAM, 32 general purpose I/O lines, 32 general purpose working registers, RTC, three flexible timer/counters with compare modes, internal and

external interrupts, a programmable serial UART, 8-channel, 10-bit ADC, programmable Watchdog Timer with internal oscillator, an SPI serial port and three software selectable power saving modes. The Idle mode stops the CPU while allowing the SRAM, timer/counters, SPI port 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 interrupt or hardware reset. In Power Save mode, the timer oscillator continues to run, allowing the user to maintain a timer base while the rest of the device is sleeping.

The device is manufactured using Atmel's high density non-volatile memory technology. The on-chip ISP 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 8-bit RISC CPU with In-System Programmable Flash on a monolithic chip, the Atmel AT90S4434/8535 is a powerful microcontroller that provides a highly flexible and cost effective solution to many embedded control applications.

The AT90S4434/8535 AVR is supported with a full suite of program and system development tools including: C compilers, macro assemblers, program debugger/simulators, in-circuit emulators, and evaluation kits.

### Comparison between AT90S4434 and AT90S8535

The AT90S4434 has 4K bytes of In-System Programmable Flash, 256 bytes of EEPROM, and 256 bytes of internal SRAM.

The AT90S8535 has 8K bytes of In-System Programmable Flash, 512 bytes of EEPROM, and 512 bytes of internal SRAM.

Table 1 summarizes the different memory sizes for the two devices.

**Table 1.** Memory Size Summary

Part	Flash	EEPROM	SRAM
AT90S4434	4K bytes	256 bytes	256 bytes
AT90S8535	8K bytes	512 bytes	512 bytes

## Pin Descriptions

### VCC

Digital supply voltage

### GND

Digital ground

### Port A (PA7..PA0)

Port A is an 8-bit bi-directional I/O port. Port pins can provide internal pull-up resistors (selected for each bit). The Port A output buffers can sink 20mA and can drive LED displays directly. When pins PA0 to PA7 are used as inputs and are externally pulled low, they will source current if the internal pull-up resistors are activated.

Port A also serves as the analog inputs to the A/D Converter.

### Port B (PB7..PB0)

Port B is an 8-bit bi-directional I/O pins with internal pull-up resistors. The Port B output buffers can sink 20 mA. As inputs, Port B pins that are externally pulled low will source current if the pull-up resistors are activated.

Port B also serves the functions of various special features of the AT90S4434/8535 as listed on page 52.

### Port C (PC7..PC0)

Port C is an 8-bit bi-directional I/O port with internal pullup resistors. The Port C output buffers can sink 20 mA. As inputs, Port C pins that are externally pulled low will source current if the pull-up resistors are activated. Two Port C pins can alternatively be used as oscillator for Timer/Counter2.

### Port D (PD7..PD0)

Port D is an 8-bit bidirectional I/O port with internal pull-up resistors. The Port D output buffers can sink 20 mA. As inputs, Port D pins that are externally pulled low will source current if the pull-up resistors are activated.

Port D also serves the functions of various special features of the AT90S4434/8535 as listed on page 59.

### RESET

Reset input. A low on this pin for two machine cycles while the oscillator is running resets the device.

### XTAL1

Input to the inverting oscillator amplifier and input to the internal clock operating circuit.

### XTAL2

Output from the inverting oscillator amplifier

### AVCC

This is the supply voltage pin for the A/D Converter. It should be externally connected to VCC via a low-pass filter. See page 47 for details on operation of the ADC.

### AREF

This is the analog reference input for the A/D Converter. For ADC operations, a voltage in the range AGND to AV<sub>CC</sub> must be applied to this pin.

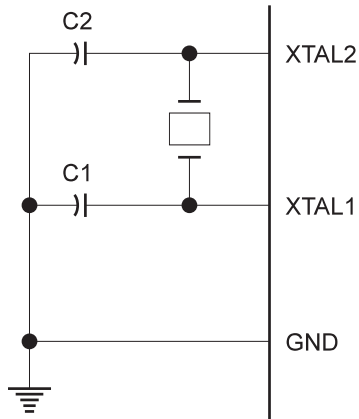
### AGND

Analog ground. If the board has a separate analog ground plane, this pin should be connected to this ground plane. Otherwise, connect to GND.

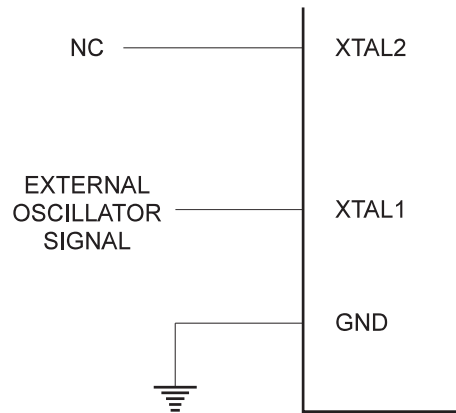
## Crystal Oscillators

XTAL1 and XTAL2 are input and output, respectively, of an inverting amplifier which can be configured for use as an on-chip oscillator, as shown in Figure 1. Either a quartz crystal or a ceramic resonator may be used. To drive the device from an external clock source, XTAL2 should be left unconnected while XTAL1 is driven as shown in Figure 2. For the Timer Oscillator pins, PC6(OSC1) and PC7(OSC2), the crystal is connected directly between the pins. No external capacitors are needed. The oscillator is optimized for use with a 32,768 Hz watch crystal. An external clock signal applied to this pin goes through the same amplifier having a bandwidth of 256 kHz. The external clock signal should therefore be in the interval 0 Hz - 256 kHz.

**Figure 1. Oscillator Connections**



**Figure 2. External Clock Drive Configuration**

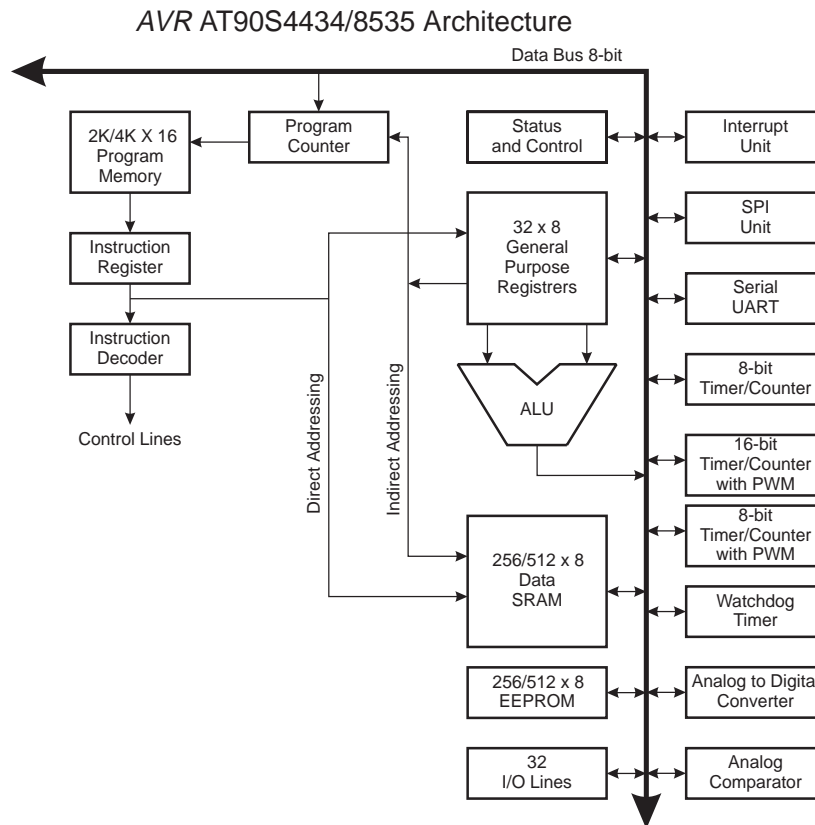


**Architectural Overview**

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-bits 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 the constant table look up function. These added function registers are the 16-bits X-register, Y-register and Z-register.

**Figure 3. The AT90S4434/8535 AVR Enhanced RISC Architecture**



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. Figure 3 shows the AT90S4434/8535 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 lowermost Data Space addresses (\$00 - \$1F), 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, A/D-converters, 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 in-system downloadable Flash memory.

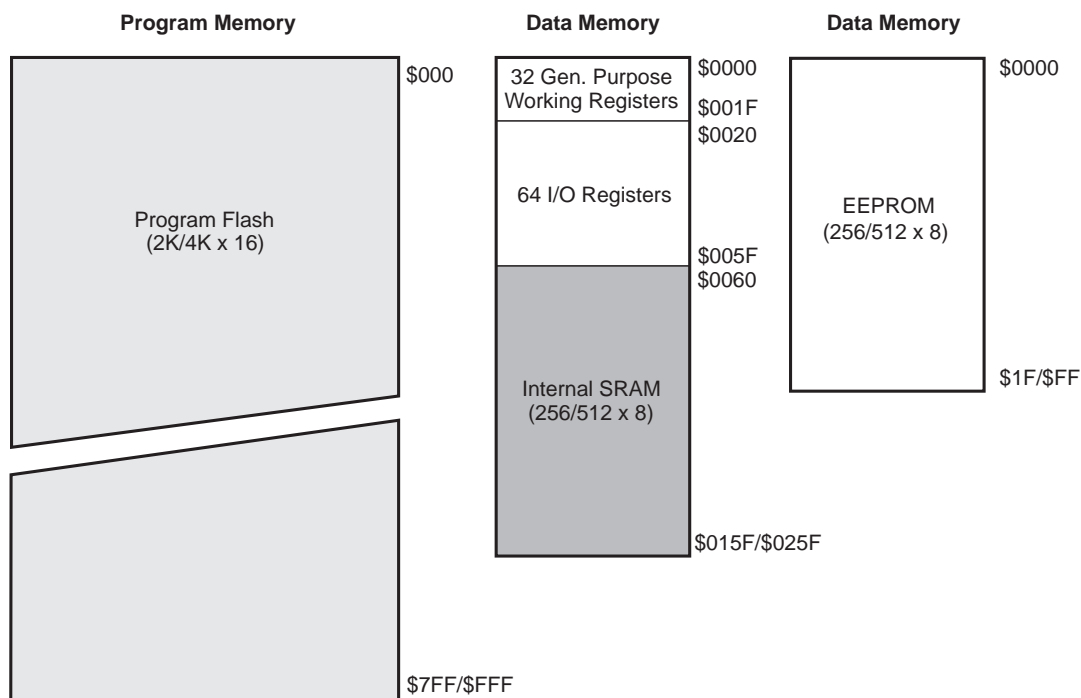
With the relative jump and call instructions, the whole 2K/4K address space is directly accessed. Most AVR instructions have a single 16-bit word format. Every program memory address contains a 16- or 32-bit instruction.

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 SP in the reset routine (before subroutines or interrupts are executed). The 9-bit stack pointer SP is read/write accessible in the I/O space.

The 256/512 bytes 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.

**Figure 4. Memory Maps**





## AT90S4434/8535 Register Summary

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Page
\$3F (\$5F)	SREG	I	T	H	S	V	N	Z	C	21
\$3E (\$5E)	SPH	-	-	-	-	-	-	SP9	SP8	22
\$3D (\$5D)	SPL	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0	22
\$3C (\$5C)	Reserved									
\$3B (\$5B)	GIMSK	INT1	INT0	-	-	-	-	-	-	28
\$3A (\$5A)	GIFR	INTF1	INTF0							28
\$39 (\$59)	TIMSK	OCIE2	TOIE2	TICIE1	OCIE1A	OCIE1B	TOIE1	-	TOIE0	29
\$38 (\$58)	TIFR	OCF2	TOV2	ICF1	OCF1A	OCF1B	TOV1	-	TOV0	30
\$37 (\$57)	Reserved									
\$36 (\$56)	Reserved									
\$35 (\$55)	MCUCR	-	SE	SM1	SM0	ISC11	ISC10	ISC01	ISC00	31
\$34 (\$54)	MCUSR	-	-	-	-	-	-	EXTRF	PORF	27
\$33 (\$53)	TCCR0	-	-	-	-	-	CS02	CS01	CS00	35
\$32 (\$52)	TCNT0	Timer/Counter0 (8 Bits)								36
\$31 (\$51)	Reserved									
\$30 (\$50)	Reserved									
\$2F (\$4F)	TCCR1A	COM1A1	COM1A0	COM1B1	COM1B0	-	-	PWM11	PWM10	38
\$2E (\$4E)	TCCR1B	ICNC1	ICES1	-	-	CTC1	CS12	CS11	CS10	39
\$2D (\$4D)	TCNT1H	Timer/Counter1 - Counter Register High Byte								40
\$2C (\$4C)	TCNT1L	Timer/Counter1 - Counter Register Low Byte								40
\$2B (\$4B)	OCR1AH	Timer/Counter1 - Output Compare Register A High Byte								41
\$2A (\$4A)	OCR1AL	Timer/Counter1 - Output Compare Register A Low Byte								41
\$29 (\$49)	OCR1BH	Timer/Counter1 - Output Compare Register B High Byte								41
\$28 (\$48)	OCR1BL	Timer/Counter1 - Output Compare Register B Low Byte								41
\$27 (\$47)	ICR1H	Timer/Counter1 - Input Capture Register High Byte								41
\$26 (\$46)	ICR1L	Timer/Counter1 - Input Capture Register Low Byte								41
\$25 (\$45)	TCCR2	-	PWM2	COM21	COM20	CTC2	CS22	CS21	CS20	45
\$24 (\$44)	TCNT2	Timer/Counter2 (8 Bits)								46
\$23 (\$43)	OCR2	Timer/Counter2 Output Compare Register								46
\$22 (\$42)	ASSR	-	-	-	-	AS2	TCN2UB	OCR2UB	TCR2UB	48
\$21 (\$41)	WDTCR	-	-	-	WDTOE	WDE	WDP2	WDP1	WDP0	50
\$20 (\$40)	Reserved									
\$1F (\$3F)	EEARH								EEAR9	
\$1E (\$3E)	EEARL	EEAR7	EEAR6	EEAR5	EEAR4	EEAR3	EEAR2	EEAR1	EEAR0	51
\$1D (\$3D)	EEDR	EEPROM Data Register								51
\$1C (\$3C)	EECR	-	-	-	-	EERIE	EEMWE	EEWE	EERE	52
\$1B (\$3B)	PORTA	PORTA7	PORTA6	PORTA5	PORTA4	PORTA3	PORTA2	PORTA1	PORTA0	70
\$1A (\$3A)	DDRA	DDA7	DDA6	DDA5	DDA4	DDA3	DDA2	DDA1	DDA0	70
\$19 (\$39)	PINA	PINA7	PINA6	PINA5	PINA4	PINA3	PINA2	PINA1	PINA0	70
\$18 (\$38)	PORTB	PORTB7	PORTB6	PORTB5	PORTB4	PORTB3	PORTB2	PORTB1	PORTB0	72
\$17 (\$37)	DDRB	DDB7	DDB6	DDB5	DDB4	DDB3	DDB2	DDB1	DDB0	72
\$16 (\$36)	PINB	PINB7	PINB6	PINB5	PINB4	PINB3	PINB2	PINB1	PINB0	72
\$15 (\$35)	PORTC	PORTC7	PORTC6	PORTC5	PORTC4	PORTC3	PORTC2	PORTC1	PORTC0	78
\$14 (\$34)	DDRC	DDC7	DDC6	DDC5	DDC4	DDC3	DDC2	DDC1	DDC0	78
\$13 (\$33)	PINC	PINC7	PINC6	PINC5	PINC4	PINC3	PINC2	PINC1	PINC0	78
\$12 (\$32)	PORTD	PORTD7	PORTD6	PORTD5	PORTD4	PORTD3	PORTD2	PORTD1	PORTD0	81
\$11 (\$31)	DDRD	DDD7	DDD6	DDD5	DDD4	DDD3	DDD2	DDD1	DDD0	81
\$10 (\$30)	PIND	PIND7	PIND6	PIND5	PIND4	PIND3	PIND2	PIND1	PIND0	81
\$0F (\$2F)	SPDR	SPI Data Register								57
\$0E (\$2E)	SPSR	SPIF	WCOL	-	-	-	-	-	-	56
\$0D (\$2D)	SPCR	SPIE	SPE	DORD	MSTR	CPOL	CPHA	SPR1	SPR0	56
\$0C (\$2C)	UDR	UART I/O Data Register								60
\$0B (\$2B)	USR	RXC	TXC	UDRE	FE	OR	-	-	-	60
\$0A (\$2A)	UCR	RXCIE	TXCIE	UDRIE	RXEN	TXEN	CHR9	RXB8	TXB8	61
\$09 (\$29)	UBRR	UART Baud Rate Register								
\$08 (\$28)	ACSR	ACD	-	ACO	ACI	ACIE	ACIC	ACIS1	ACIS0	67
\$07 (\$27)	ADMUX	-	-	-	-	-	MUX2	MUX1	MUX0	67
\$06 (\$26)	ADCSR	ADEN	ADSC	ADFR	ADIF	ADIE	ADPS2	ADPS1	ADPS0	67
\$05 (\$25)	ADCH	-	-	-	-	-	-	ADC9	ADC8	68
\$04 (\$24)	ADCL	ADC7	ADC6	ADC5	ADC4	ADC3	ADC2	ADC1	ADC0	68
\$03 (\$20)	Reserved									
\$02 (\$22)	Reserved									
\$01 (\$21)	Reserved									
\$00 (\$20)	Reserved									

## AT90S4434/8535 Instruction Set Summary

Mnemonics	Operands	Description	Operation	Flags	#Clocks
<b>ARITHMETIC AND LOGIC INSTRUCTIONS</b>					
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
ADIW	Rdl,K	Add Immediate to Word	$Rdh:Rdl \leftarrow Rdh:Rdl + K$	Z,C,N,V,S	2
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
SBIW	Rdl,K	Subtract Immediate from Word	$Rdh:Rdl \leftarrow Rdh:Rdl - K$	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	$Rd \leftarrow Rd \vee Rr$	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	$Rd \leftarrow Rd \bullet (\$FF - K)$	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
<b>BRANCH INSTRUCTIONS</b>					
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	$PC \leftarrow STACK$	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



Mnemonics	Operands	Description	Operation	Flags	#Clocks
<b>DATA TRANSFER INSTRUCTIONS</b>					
MOV	Rd, Rr	Move Between Registers	$Rd \leftarrow Rr$	None	1
LDI	Rd, K	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	$(Y) \leftarrow Rr$	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	$(Z) \leftarrow Rr$	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	$(Z + q) \leftarrow Rr$	None	2
STS	k, Rr	Store Direct to SRAM	$(k) \leftarrow Rr$	None	2
LPM		Load Program Memory	$R0 \leftarrow (Z)$	None	3
IN	Rd, P	In Port	$Rd \leftarrow P$	None	1
OUT	P, Rr	Out Port	$P \leftarrow Rr$	None	1
PUSH	Rr	Push Register on Stack	$STACK \leftarrow Rr$	None	2
POP	Rd	Pop Register from Stack	$Rd \leftarrow STACK$	None	2
<b>BIT AND BIT-TEST INSTRUCTIONS</b>					
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		Watchdog Reset	(see specific descr. for WDR/timer)	None	1

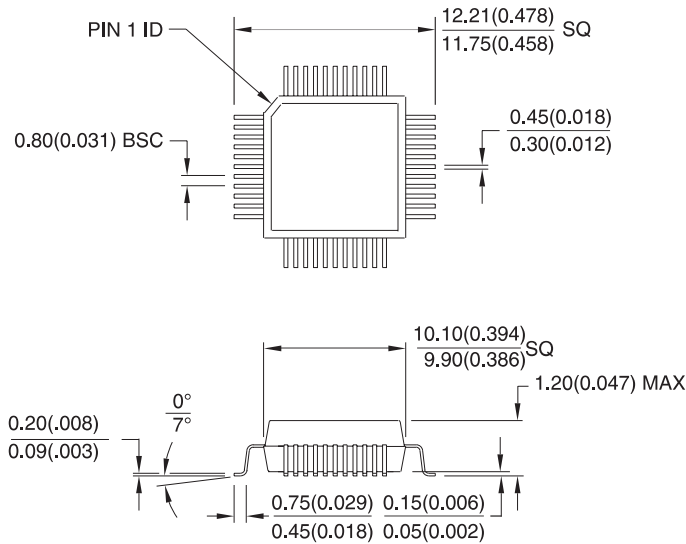
## Ordering Information

Power Supply	Speed (MHz)	Ordering Code	Package	Operation Range
2.7 - 6.0V	4	AT90LS4434-4AC	44A	Commercial (0°C to 70°C)
		AT90LS4434-4JC	44J	
		AT90LS4434-4PC	40P6	
		AT90LS4434-4AI	44A	Industrial (-40°C to 85°C)
		AT90LS4434-4JI	44J	
		AT90LS4434-4PI	40P6	
4.0 - 6.0V	8	AT90S4434-8AC	44A	Commercial (0°C to 70°C)
		AT90S4434-8JC	44J	
		AT90S4434-8JC	40P6	
		AT90S4434-8AI	44A	Industrial (-40°C to 85°C)
		AT90S4434-8JI	44J	
		AT90S4434-8PI	40P6	
2.7 - 6.0V	4	AT90LS8535-4AC	44A	Commercial (0°C to 70°C)
		AT90LS8535-4JC	44J	
		AT90LS8535-4PC	40P6	
		AT90LS8535-4AI	44A	Industrial (-40°C to 85°C)
		AT90LS8535-4JI	44J	
		AT90LS8535-4PI	40P6	
4.0 - 6.0V	8	AT90S8535-8AC	44A	Commercial (0°C to 70°C)
		AT90S8535-8JC	44J	
		AT90S8535-8JC	40P6	
		AT90S8535-8AI	44A	Industrial (-40°C to 85°C)
		AT90S8535-8JI	44J	
		AT90S8535-8PI	40P6	

Package Type	
<b>44A</b>	44 Lead, Thin (1.0mm) Plastic Gull Wing Quad Flat Package (TQFP)
<b>44J</b>	44 Lead, Plastic J-Leaded Chip Carrier (PLCC)
<b>40P6</b>	40 Lead, 0.600" Wide, Plastic Dual in Line Package (PDIP)

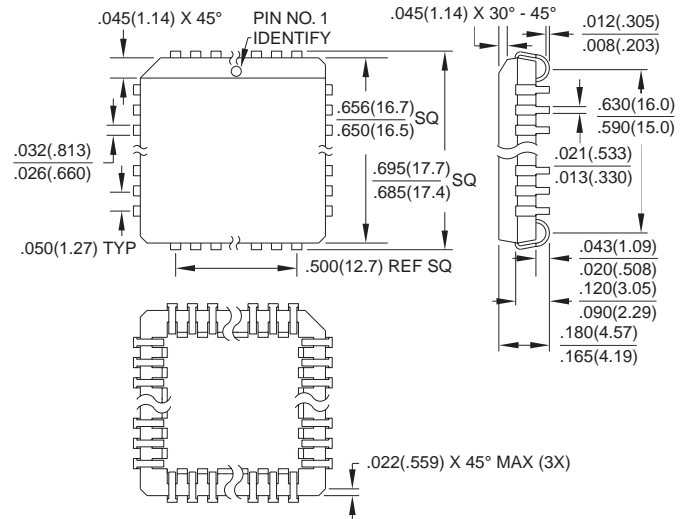
## Packaging Information

**44A**, 44-Lead, Thin (1.0 mm) Plastic Gull Wing Quad Flat Package (TQFP)  
Dimensions in Millimeters and (Inches)

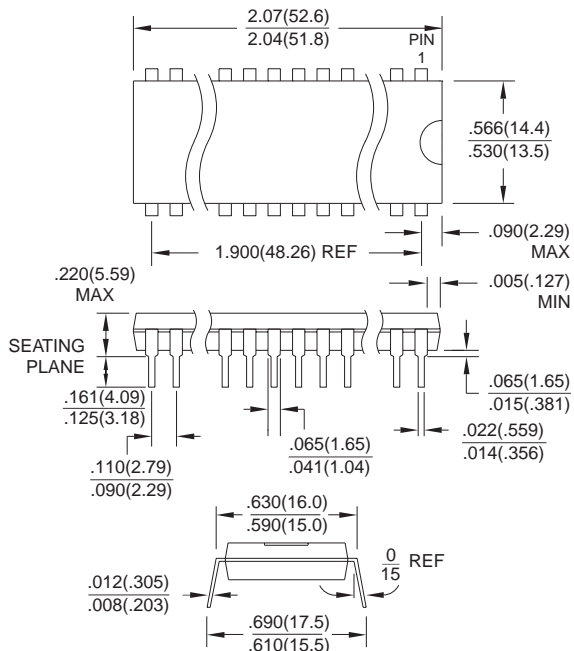


\*Controlling dimension: millimeters

**44J**, 44-Lead, Plastic J-Leaded Chip Carrier (PLCC)  
Dimensions in Inches and (Millimeters)



**40P6**, 40-Lead, 0.600" Wide,  
Plastic Dual Inline Package (PDIP)  
Dimensions in Inches and (Millimeters)  
JEDEC STANDARD MS-011 AC



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