

calibration value is measured and stored in a register or EEPROM for each chip, as a part of the production test. The software calibration can be done utilizing the formula:

$$T = \{ [(ADCH \ll 8) | ADCL] - T_{OS} \} / k$$

where ADCn are the ADC data registers, k is a fixed coefficient and T_{OS} is the temperature sensor offset value determined and stored into EEPROM as a part of the production test.

24.9 Register Description

24.9.1 ADMUX – ADC Multiplexer Selection Register

Bit (0x7C)	7	6	5	4	3	2	1	0	
	REFS1	REFS0	ADLAR	–	MUX3	MUX2	MUX1	MUX0	ADMUX
Read/Write	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7:6 – REFS[1:0]: Reference Selection Bits**

These bits select the voltage reference for the ADC, as shown in [Table 24-3](#). If these bits are changed during a conversion, the change will not go in effect until this conversion is complete (ADIF in ADCSRA is set). The internal voltage reference options may not be used if an external reference voltage is being applied to the AREF pin.

Table 24-3. Voltage Reference Selections for ADC

REFS1	REFS0	Voltage Reference Selection
0	0	AREF, Internal V _{ref} turned off
0	1	AV _{CC} with external capacitor at AREF pin
1	0	Reserved
1	1	Internal 1.1V Voltage Reference with external capacitor at AREF pin

- **Bit 5 – ADLAR: ADC Left Adjust Result**

The ADLAR bit affects the presentation of the ADC conversion result in the ADC Data Register. Write one to ADLAR to left adjust the result. Otherwise, the result is right adjusted. Changing the ADLAR bit will affect the ADC Data Register immediately, regardless of any ongoing conversions. For a complete description of this bit, see ["ADCL and ADCH – The ADC Data Register"](#) on page 250.

- **Bit 4 – Reserved**

This bit is an unused bit in the ATmega48A/PA/88A/PA/168A/PA/328/P, and will always read as zero.

- **Bits 3:0 – MUX[3:0]: Analog Channel Selection Bits**

The value of these bits selects which analog inputs are connected to the ADC. See [Table 24-4](#) for details. If these bits are changed during a conversion, the change will not go in effect until this conversion is complete (ADIF in ADCSRA is set).

Table 24-4. Input Channel Selections

MUX3...0	Single Ended Input
0000	ADC0
0001	ADC1
0010	ADC2
0011	ADC3
0100	ADC4
0101	ADC5
0110	ADC6
0111	ADC7
1000	ADC8 ⁽¹⁾
1001	(reserved)
1010	(reserved)
1011	(reserved)
1100	(reserved)
1101	(reserved)
1110	1.1V (V _{BG})
1111	0V (GND)

Note: 1. For Temperature Sensor.

24.9.2 ADCSRA – ADC Control and Status Register A

Bit	7	6	5	4	3	2	1	0	
(0x7A)	ADEN ADSC ADATE ADIF ADIE ADPS2 ADPS1 ADPS0								ADCSRA
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7 – ADEN: ADC Enable**

Writing this bit to one enables the ADC. By writing it to zero, the ADC is turned off. Turning the ADC off while a conversion is in progress, will terminate this conversion.

- **Bit 6 – ADSC: ADC Start Conversion**

In Single Conversion mode, write this bit to one to start each conversion. In Free Running mode, write this bit to one to start the first conversion. The first conversion after ADSC has been written after the ADC has been enabled, or if ADSC is written at the same time as the ADC is enabled, will take 25 ADC clock cycles instead of the normal 13. This first conversion performs initialization of the ADC.

ADSC will read as one as long as a conversion is in progress. When the conversion is complete, it returns to zero. Writing zero to this bit has no effect.

- **Bit 5 – ADATE: ADC Auto Trigger Enable**

When this bit is written to one, Auto Triggering of the ADC is enabled. The ADC will start a conversion on a positive edge of the selected trigger signal. The trigger source is selected by setting the ADC Trigger Select bits, ADTS in ADCSRB.

- **Bit 4 – ADIF: ADC Interrupt Flag**

This bit is set when an ADC conversion completes and the Data Registers are updated. The ADC Conversion Complete Interrupt is executed if the ADIE bit and the I-bit in SREG are set. ADIF is cleared by hardware when executing the corresponding interrupt handling vector. Alternatively, ADIF is cleared by writing a logical one to the flag. Beware that if doing a Read-Modify-Write on ADCSRA, a pending interrupt can be disabled. This also applies if the SBI and CBI instructions are used.

- **Bit 3 – ADIE: ADC Interrupt Enable**

When this bit is written to one and the I-bit in SREG is set, the ADC Conversion Complete Interrupt is activated.

- **Bits 2:0 – ADPS[2:0]: ADC Prescaler Select Bits**

These bits determine the division factor between the system clock frequency and the input clock to the ADC.

Table 24-5. ADC Prescaler Selections

ADPS2	ADPS1	ADPS0	Division Factor
0	0	0	2
0	0	1	2
0	1	0	4
0	1	1	8
1	0	0	16
1	0	1	32
1	1	0	64
1	1	1	128

24.9.3 ADCL and ADCH – The ADC Data Register

24.9.3.1 ADLAR = 0

Bit	15	14	13	12	11	10	9	8	
(0x79)	–	–	–	–	–	–	ADC9	ADC8	ADCH
(0x78)	ADC7	ADC6	ADC5	ADC4	ADC3	ADC2	ADC1	ADC0	ADCL
Read/Write	R	R	R	R	R	R	R	R	
Initial Value	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

24.9.3.2 ADLAR = 1

Bit	15	14	13	12	11	10	9	8	
(0x79)	ADC9	ADC8	ADC7	ADC6	ADC5	ADC4	ADC3	ADC2	ADCH
(0x78)	ADC1	ADC0	–	–	–	–	–	–	ADCL
Read/Write	R	R	R	R	R	R	R	R	
Initial Value	0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0	

When an ADC conversion is complete, the result is found in these two registers.

When ADCL is read, the ADC Data Register is not updated until ADCH is read. Consequently, if the result is left adjusted and no more than 8-bit precision is required, it is sufficient to read ADCH. Otherwise, ADCL must be read first, then ADCH.

The ADLAR bit in ADMUX, and the MUXn bits in ADMUX affect the way the result is read from the registers. If ADLAR is set, the result is left adjusted. If ADLAR is cleared (default), the result is right adjusted.

- **ADC9:0: ADC Conversion Result**

These bits represent the result from the conversion, as detailed in "ADC Conversion Result" on page 247.

24.9.4 ADCSRB – ADC Control and Status Register B

Bit (0x7B)	7	6	5	4	3	2	1	0	
	–	ACME	–	–	–	ADTS2	ADTS1	ADTS0	ADCSRB
Read/Write	R	R/W	R	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bit 7, 5:3 – Reserved**

These bits are reserved for future use. To ensure compatibility with future devices, these bits must be written to zero when ADCSRB is written.

- **Bit 2:0 – ADTS[2:0]: ADC Auto Trigger Source**

If ADATE in ADCSRA is written to one, the value of these bits selects which source will trigger an ADC conversion. If ADATE is cleared, the ADTS[2:0] settings will have no effect. A conversion will be triggered by the rising edge of the selected Interrupt Flag. Note that switching from a trigger source that is cleared to a trigger source that is set, will generate a positive edge on the trigger signal. If ADEN in ADCSRA is set, this will start a conversion. Switching to Free Running mode (ADTS[2:0]=0) will not cause a trigger event, even if the ADC Interrupt Flag is set.

Table 24-6. ADC Auto Trigger Source Selections

ADTS2	ADTS1	ADTS0	Trigger Source
0	0	0	Free Running mode
0	0	1	Analog Comparator
0	1	0	External Interrupt Request 0
0	1	1	Timer/Counter0 Compare Match A
1	0	0	Timer/Counter0 Overflow
1	0	1	Timer/Counter1 Compare Match B
1	1	0	Timer/Counter1 Overflow
1	1	1	Timer/Counter1 Capture Event

24.9.5 DIDR0 – Digital Input Disable Register 0

Bit (0x7E)	7	6	5	4	3	2	1	0	
	–	–	ADC5D	ADC4D	ADC3D	ADC2D	ADC1D	ADC0D	DIDR0
Read/Write	R	R	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- **Bits 7:6 – Reserved**

These bits are reserved for future use. To ensure compatibility with future devices, these bits must be written to zero when DIDR0 is written.

- **Bit 5:0 – ADC5D...ADC0D: ADC5...0 Digital Input Disable**

When this bit is written logic one, the digital input buffer on the corresponding ADC pin is disabled. The corresponding PIN Register bit will always read as zero when this bit is set. When an analog signal is applied to the ADC5...0 pin and the digital input from this pin is not needed, this bit should be written logic one to reduce power consumption in the digital input buffer.

Note that ADC pins ADC7 and ADC6 do not have digital input buffers, and therefore do not require Digital Input Disable bits.