



- Most uCont have timer functions.
 Timers are based on a free running timer count (0-255 for 8 bit or 0 65535 for 16 bit) that
 automatically undates the Timer Counter Register.
- automatically updates the Timer Counter Register (Usually called TCNTx) at a know interval.
 When a counter reaches its max value it
- OVERFLOWS and resets back to zero (this just shows the last few counts and the roll over):

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Timer 1 • In addition to the fact that Timer 1 is a 16 bit timer, it also has the ability to measure On Time, Off Time and Total time of an INPUT square wave using the Input Capture feature.

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Timer Overflow

- A "free running" timer counts from 0-255 (for 8 bit) or 0-65535 (for 16 bit).
- Once it reaches its highest number, the next count will reset the timer count back to zero and trigger the OVERFLOW FLAG (and interrupt if set)
- The graphic shows an 8 bit overflow



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Calculations	
$f_{scaled} = \frac{F_{osc}}{Prescaler}$	
$t_{percount} = \frac{1}{f_{scaled}}$	
$t_{ovf} = 2^n * t_{percount}$	

Example	
Calculate the time for one overflow given an 8 bit timer and osc clock of 16MHz (Arduino uno clock) and a prescaler of clk/1024	
$f_{scaled} = \frac{F_{osc}}{Prescaler}$ $= \frac{16MHz}{1024} = 15625 Hz$	
$t_{percount} = \frac{1}{f_{scaled}}$	
$= \frac{1}{15625Hz} = 64uSec$ $t_{ant} = 2^n * t_{nercount}$	
$= 2^8 * 64uSec = 16.384mSec$	





