

AVR Studio Software Tutorial

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Introduction

This tutorial will teach you how to write, compile, and trace a simple program in AVR Studio. For more information, you can see AVR Studio's help.

Downloading and Installing AVR Studio

1. First download *AVR Studio*. You can download the last version of the AVR Studio IDE from the following web address:

http://www.atmel.com/dyn/Products/tools_card.asp?tool_id=2725

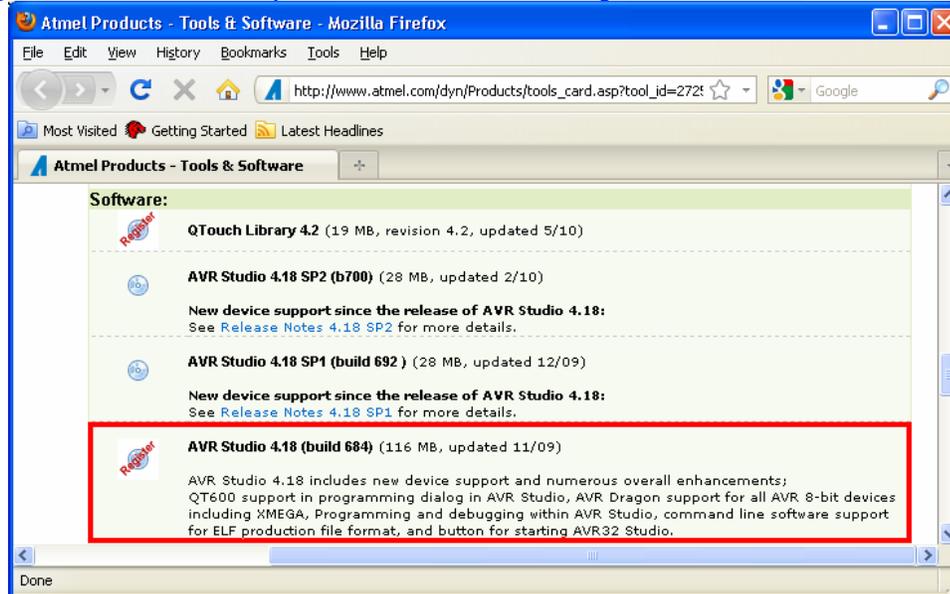


Figure 1: Downloading the Last Version of AVR Studio

2. Execute the downloaded setup file. The installation of the software is straight forward, and it can be done by pressing the Next and Install buttons a few times. Now, the AVR Studio IDE is ready to be used.

Opening AVR Studio

3. Open the AVR Studio from the start menu.

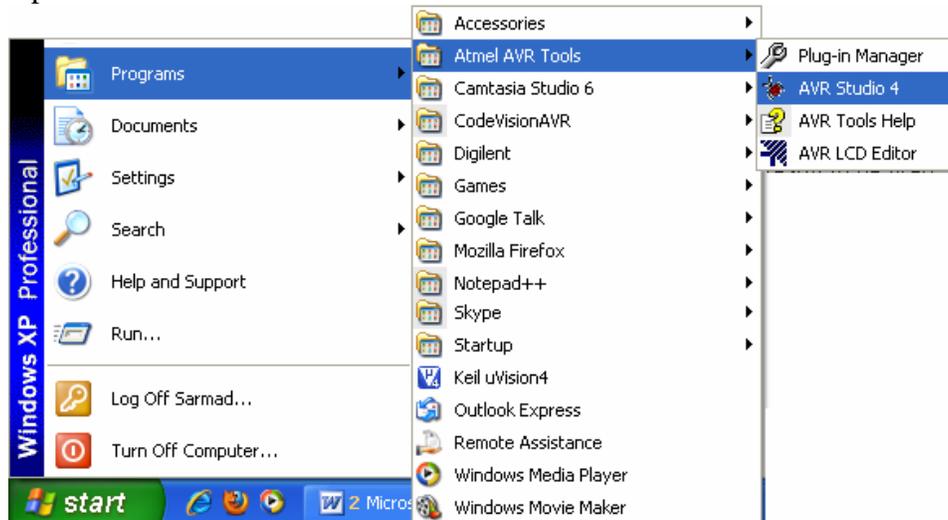


Figure 2: Running AVR Studio

Creating a new Project

4. Click on the *New Project* button.

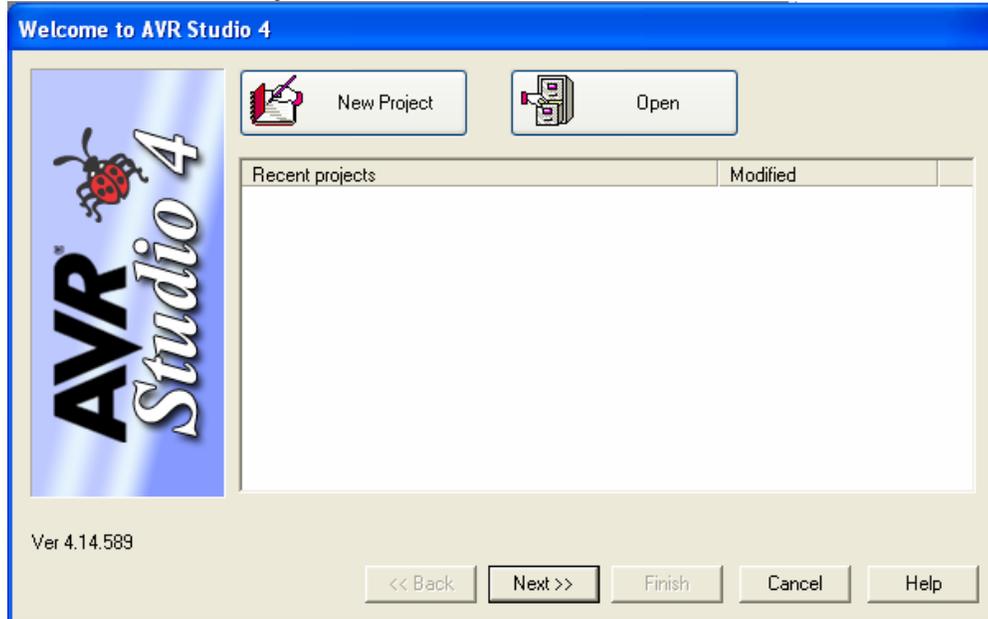


Figure 3: Welcome window

5. In the left list, when you want to write your code in Assembly you should select *Atmel AVR assembler*, and when you want to write you code in C, you should choose *AVR GCC*. As we want to write the first program in assembly, choose *Atmel AVR assembler*. Then choose a name for your project (e.g. firstProgram) by typing the name in the text field below the *Project name*. You can change the location where the files of the project will be saved by clicking on the ... button, if you want. Press the *Next* button.

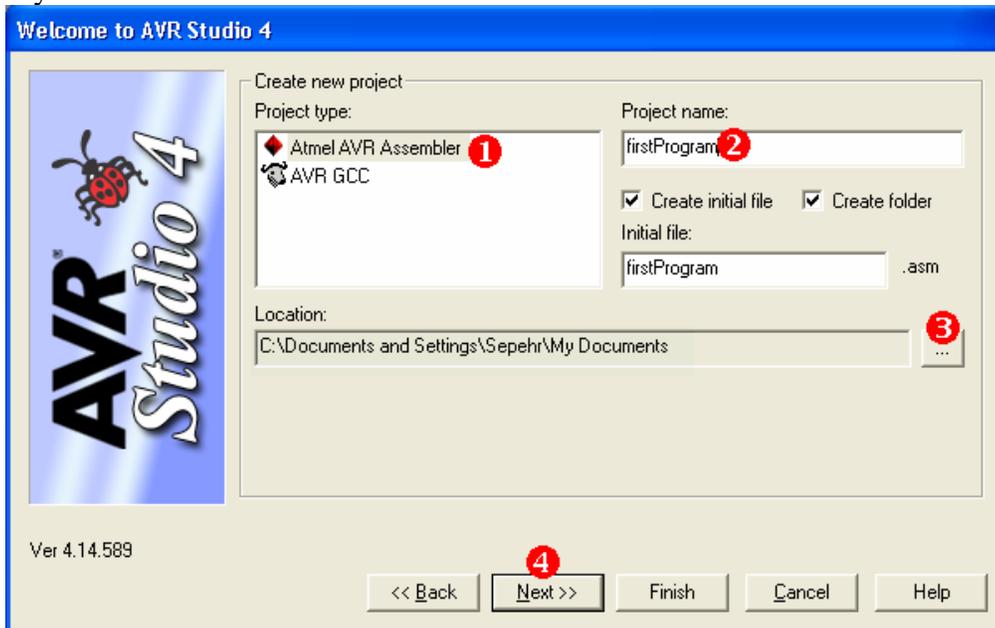


Figure 4: Making a new project

6. Choose *AVR Simulator* from the left list and *ATmega32* from the right list and press *Finish*.

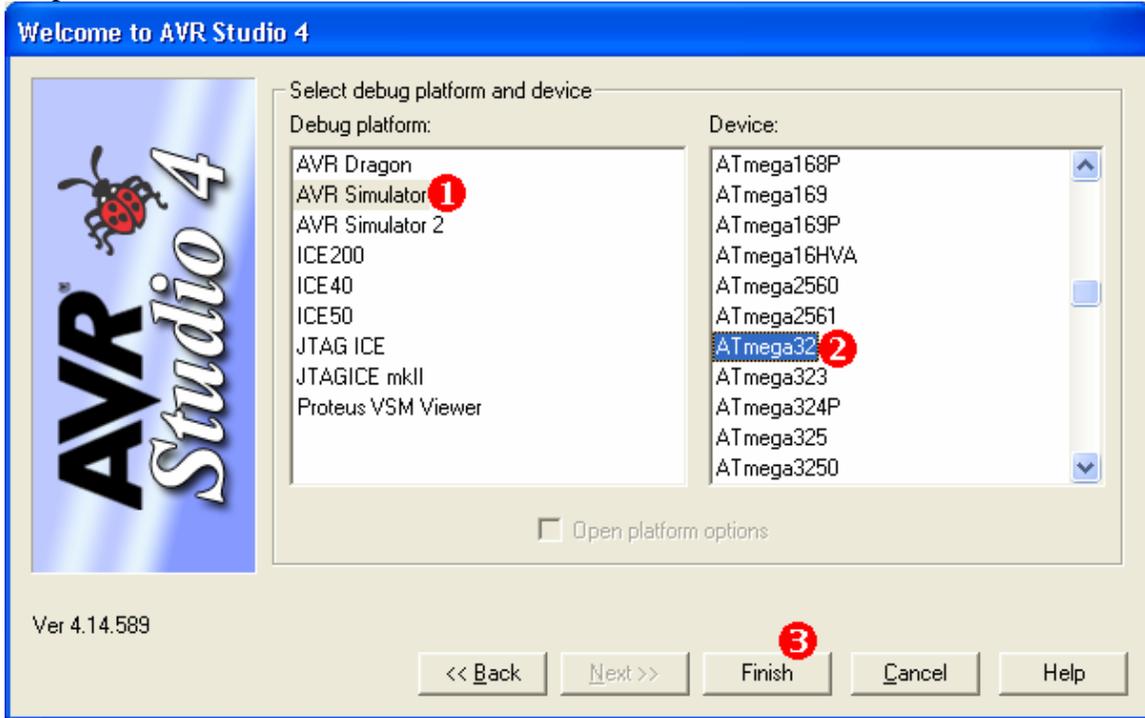


Figure 5: Choosing the Chip and Debugger

Writing the source code

7. Now, type the following program:

```
C:\Documents and Settings\Sepehr\My Documents\vfirs...
.INCLUDE "M32DEF.INC"
LDI R20, 0
LDI R21, 55
LDI R22, 10
ADD R20,R21
ADD R20,R22
HERE: RJMP HERE
```

Figure 6: The first program

Saving

8. Save the program by pressing **Ctrl + S** or choosing **Save** from the **File** menu

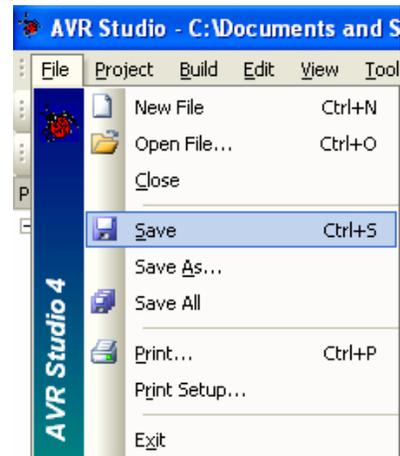


Figure 7: The File menu

Assembling

9. To convert your program to machine language press **F7** or select **Build** from the **Build** menu or click the build icon in the toolbar.

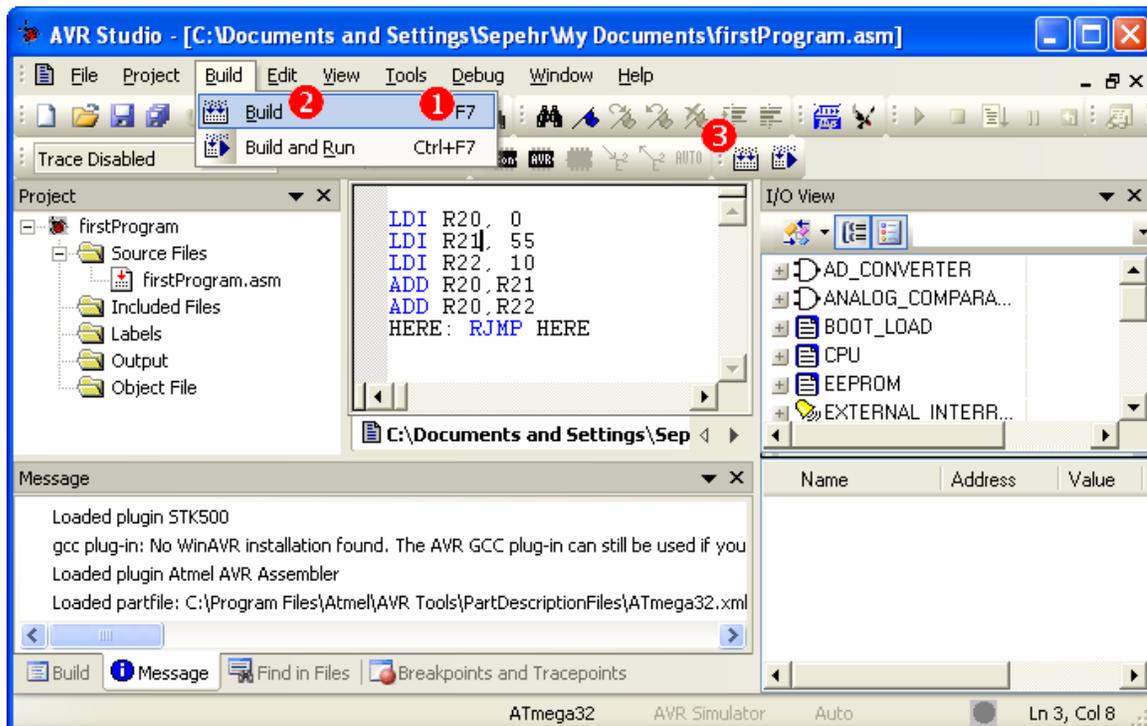


Figure 8: The Build menu and the different ways of building

10. See the **Build** window. The window shows if your program has syntax error or not. By looking at the window, you can see the amount of memory which is used by your program, as well.

Tracing and Debugging

11. Select *Start Debugging* from the *Debug* menu. A yellow arrow appears next to the first instruction of the program which shows that the next instruction which will be executed.

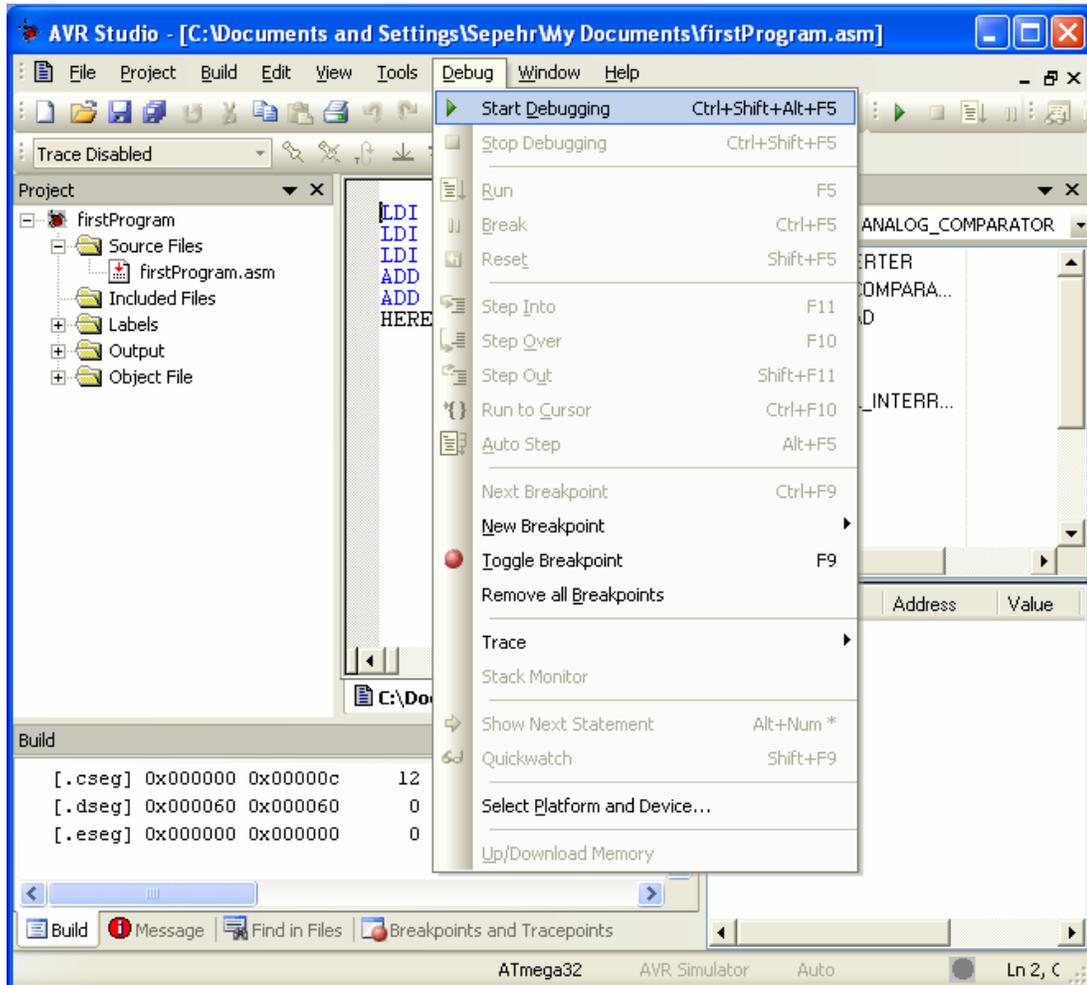


Figure 9: The Debug menu

Tracing

12. To execute the next instruction press **F11** or select the **Step Into** from the **Debug** menu. There are also another tracing tools in the Debug menu, as well:

- **Step Over**: It is executes the next instruction, like *Step Into*. The only difference between them is that, if the next instruction is a function call, the *Step into*, goes to the function; but *Step Over* executes the function completely and goes to the next instruction.
- **Step Out**: If you are in a function, *Step Out* executes the program up to the end of the function.
- For more information about the Tracing tools you can see the AVR Studio's help.

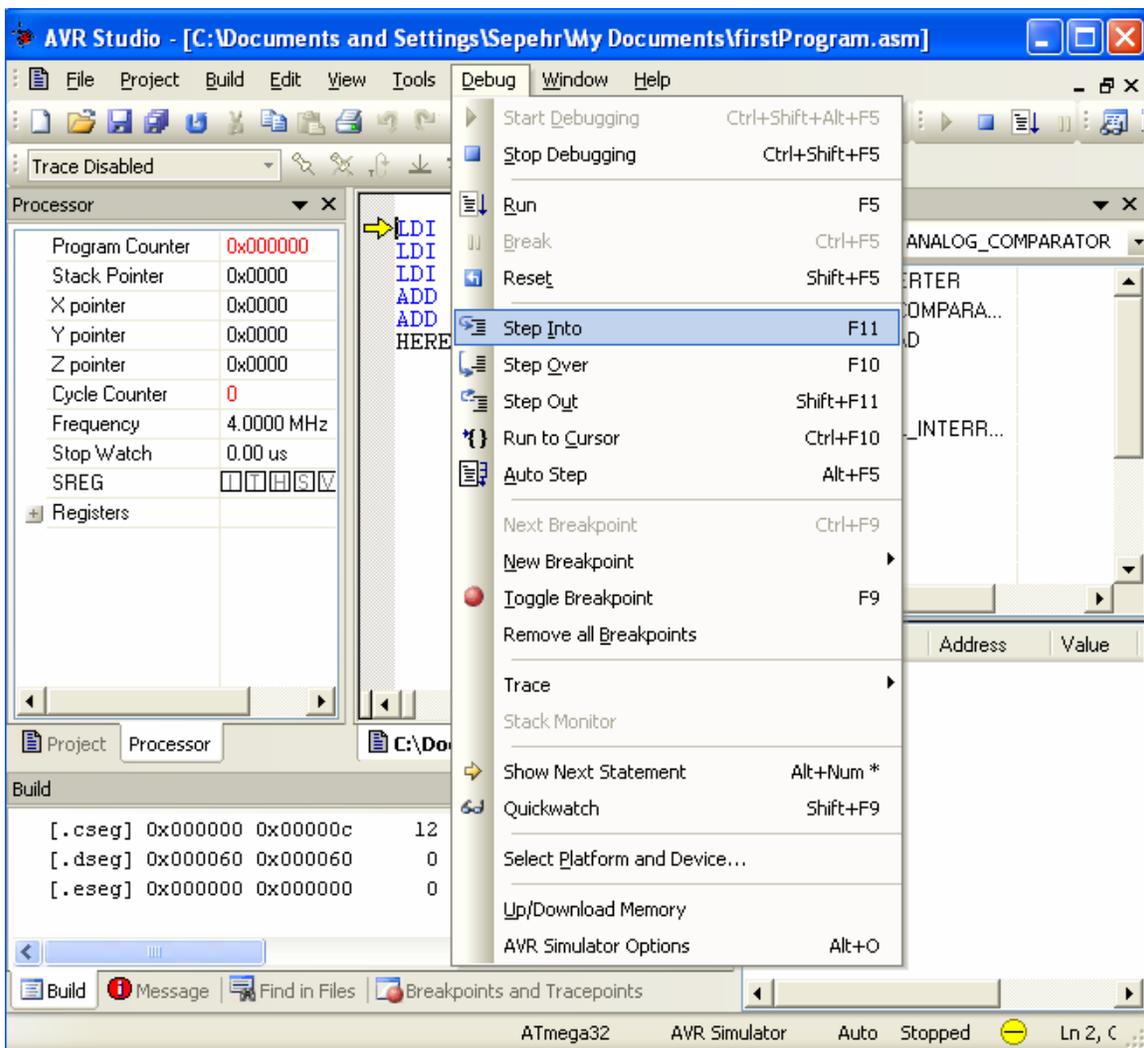


Figure 10: The Different tracing tools

Watching

See Figure 11. In this part you learn to use the different tools to watch the program.

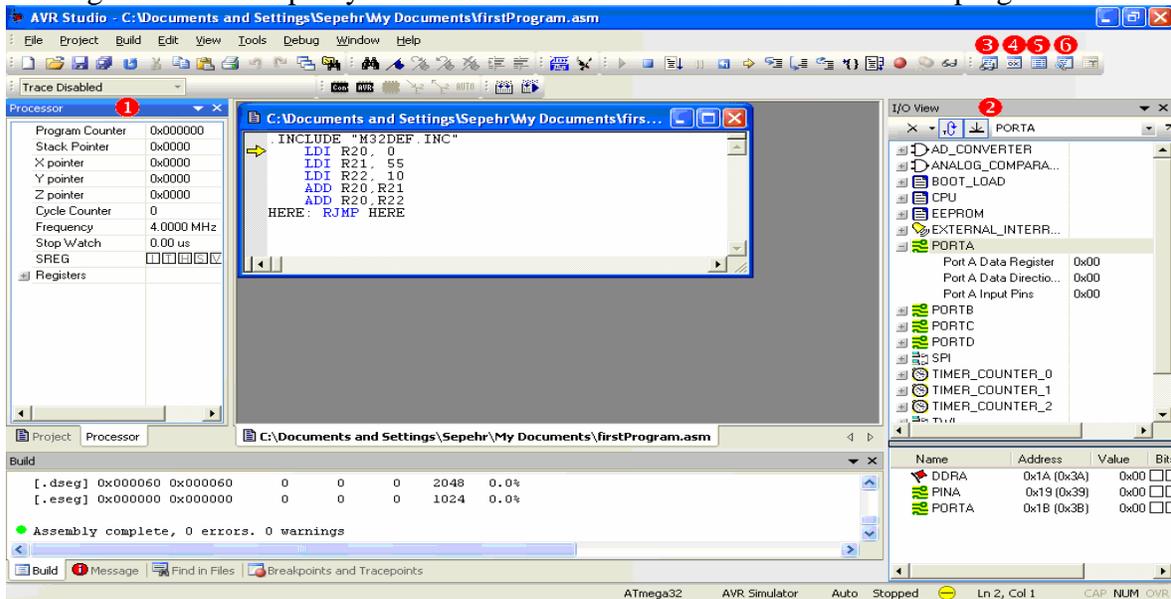


Figure 11: AVR Studio environment

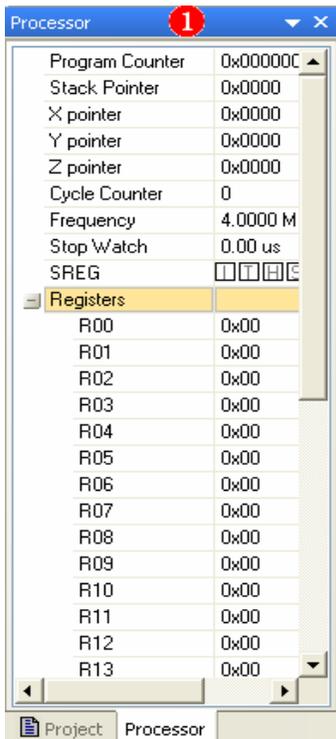


Figure 12: Processor

- Processor:** It shows the contents of the registers which are related to the CPU: general purpose registers (R0 to R31), PC, SP (Stack Pointer), status Register (SREG), X, Y, and Z registers. See Figure 12. Cycle Counter counts the number of machine cycles which have been passed and the Stop Watch represents how much time has elapsed. You can use the parameters to measure the execution time of your program. You can reset them as well, by right clicking on them and choosing reset.
- I/O View:** In this window, you can see the value of the different I/O registers. See Figure 13; in the upper box, the related I/O registers are grouped. Click on *PORTA* and see the values of *DDRA*, *PINA*, and *PORTA*.

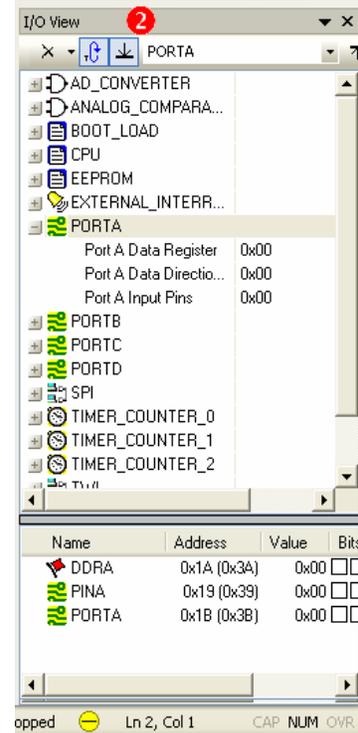


Figure 13: I/O View

In Figure 11, you saw some icons in the toolbar which are numbered as 3, 4, and 5. (Figure 14) The use of them is discussed in this page.



Figure 14: Some watching tools

- **Watch:** Click on the tool which is numbered as 3 in Figure 14. The watch window appears (Figure 15); in this window you can see the value of different variables at the correct time. Double click under the *Name* title and type *R20* and then press *Enter*; the value of the R20 will be displayed, and if you continue tracing by pressing the F11 button (Step Into) the changes of R20 will be displayed.

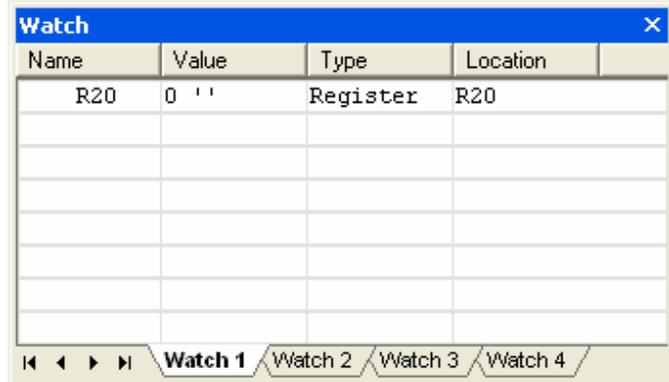


Figure 15: Watch

- **Register:** Click on the tool which is numbered as 4 in Figure 14, the *Register* window will be displayed. This window shows the contents of all of the general purpose registers, at the current time. You can close the window by clicking on the X which is displayed on the top right corner of the window.

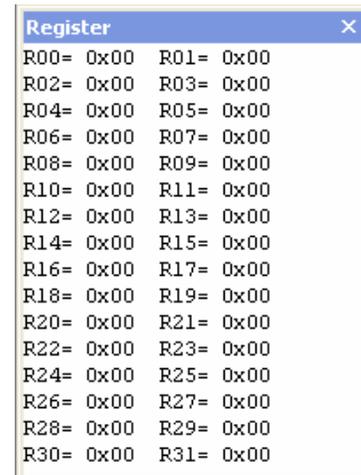


Figure 16: Register

- **Memory:** Click on the tool which is numbered as 5 in Figure 14. The Memory window appears (Figure 17); in this window you can see the contents of different locations of memory, at the correct time. In the window:

- 1) The gray column shows the address of the first location in each row. For example, in the picture, location \$60 contains 1, \$61 contains 2 and so on.

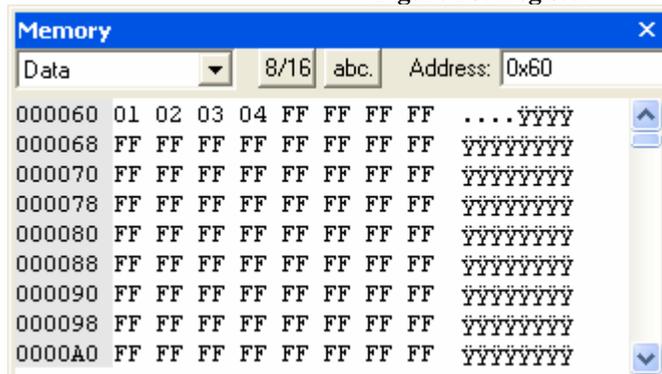


Figure 17: Memory

- 2) We can choose which of the memories to be displayed using the comboBox on the top left corner of the window:
 - **Data:** SRAM memory
 - **EEPROM:** EEPROM
 - **I/O:** I/O registers
 - **Program:** Flash Memory
 - **Register:** general purpose registers

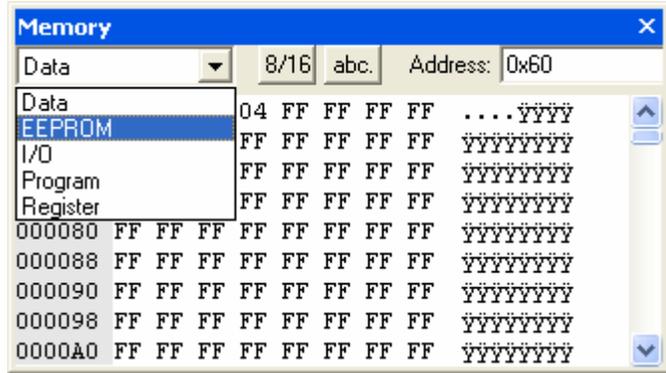


Figure 18: Memory

- **Disassembler:** This window shows the contents of the flash memory. In the window:
 - 1) The black texts display our program.
 - 2) Below each of the instructions of our program, its assembly equivalent is mentioned. As our program is in assembly, our instructions and their equivalent are the same.
 - 3) The gray numbers at the middle of the lines mention the machine code of each instruction. For example, according to Figure 19, the machine equivalent of **LDI R20,0x00** is **E040**.
 - 4) The last column describes what the assembly instruction does. For example as you see in Figure 19, **LDI** is *Load immediate*, or **RJMP** is *Relative Jump*.
 - 5) The gray numbers at the beginning of each line, mention at which location of flash memory each of the instructions are located. For example, in Figure 19, "**LDI R20,0x00**" is located in address **0000**.
 - 6) The yellow arrow, points to the next instruction which will be executed.

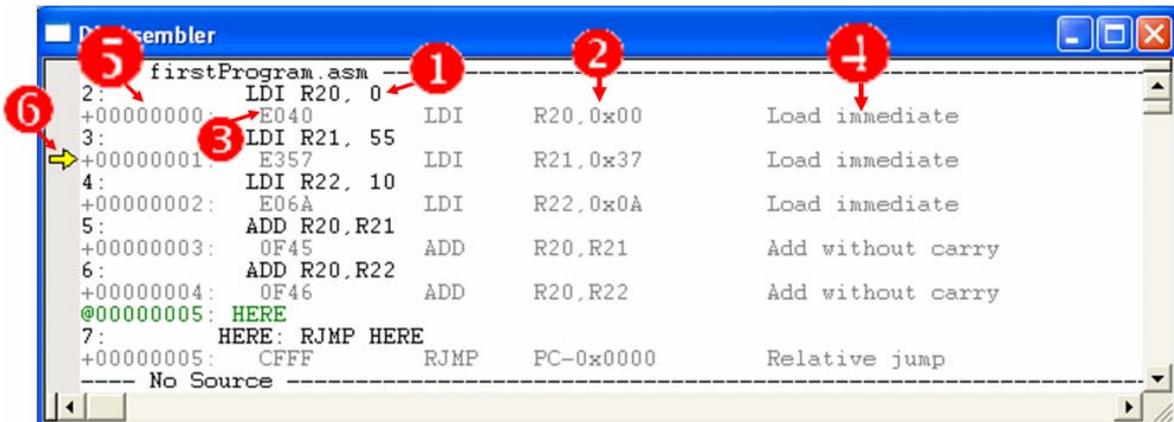


Figure 19: Disassembler

AVR Studio's help

AVR Studio has a nice help:

- 1) The AVR Studio User Guide describes in detail, how to use the AVR Studio software.
- 2) The Assembler Help describes the different assembly instructions which are available in each of the AVR. It also covers the different Assembler directive instructions as well.

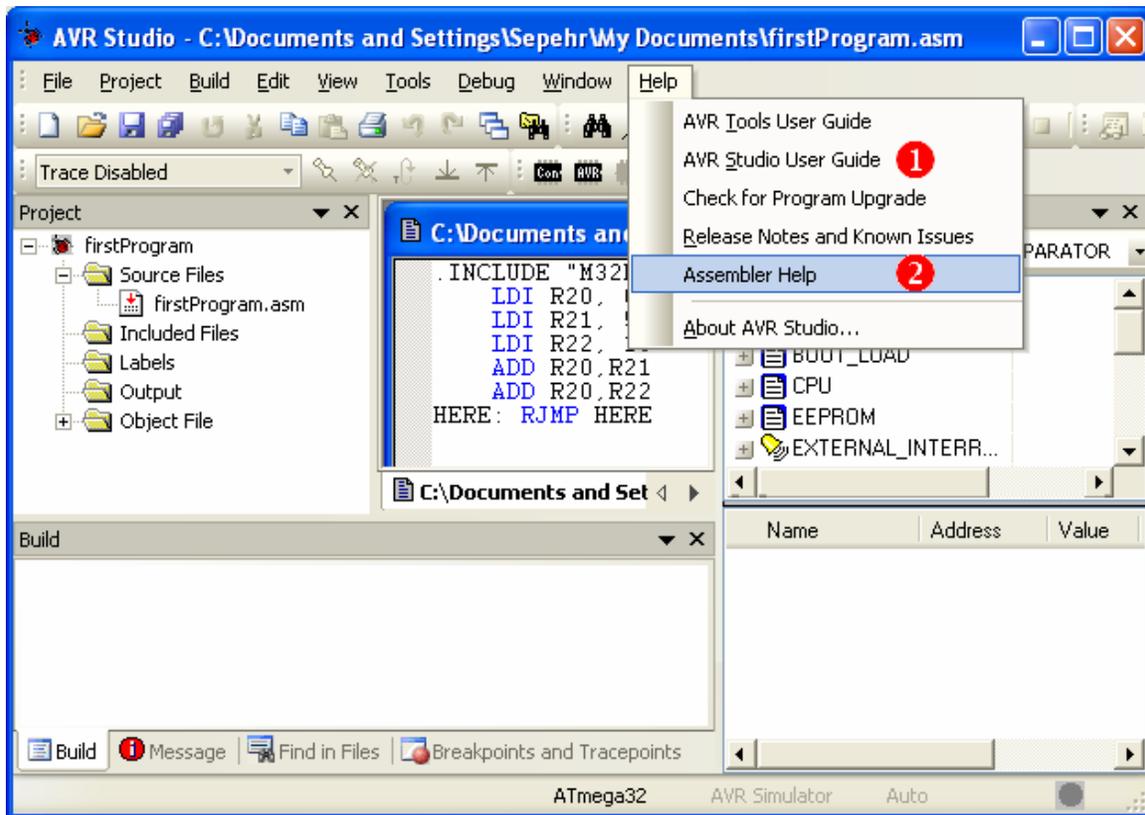


Figure 20: The Help menu