

UnoArduSimV2.1.1 Full Help

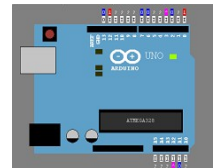


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Overview

UnoArduSim is a freeware **real-time** (see for Timing **restrictions**) simulator tool that I have developed for the student and Arduino enthusiast. It is designed to allow you to experiment with, and to easily debug, Arduino programs **without the need for any actual hardware**. It is targeted to the **Arduino 'Uno'** board, and allows you to choose from a set of virtual 'I/O' devices, and to configure and connect these devices to your virtual 'Uno' in the **Lab Bench Pane**. – you do not need to worry about wiring errors, broken/loose connections, or faulty devices messing up your program development and testing.

UnoArduSim provides simple error messages for any parse or execution errors it encounters, and allows debugging with **Reset**, **Run**, **Run-To**, **Run-Till**, **Halt**, and flexible **Step** operations in the **Code Pane**, with a simultaneous view of all global and currently active local variables, arrays, and objects in the **Variables Pane**. Run-time array bounds checking is provided, and ATmega RAM overflow will be detected (and the culprit program line highlighted!). Any electrical conflicts with attached 'I/O' devices are flagged and reported as they occur.

When an INO or PDE program file is opened, it is loaded into the program **Code Pane**. The program is then parsed, and "compiled" into a tokenized executable which is then ready for **simulated execution** (unlike Arduino.exe, a standalone binary executable is *not* created) Any parse error is detected and flagged by highlighting the line that failed to parse, and reporting the error on the **Status-Bar** at the very bottom of the UnoArduSim application window. An **Edit/View** window can be opened to allow you to see and edit a syntax-highlighted version of your user program. Errors during simulated execution (such as mis-matched baud rates) are reported on the Status-Bar, and via a pop-up message-box.

UnoArduSim V2.0 is a substantially complete implementation of the **Arduino Programming Language V1.6.6** as **documented at the arduino.cc**. Language Reference web page, and with additions as noted in the version Download page Release Notes. Although UnoArduSim does not support the full C++ implementation that the Arduino.exe underlying GNU compiler does, it is likely that only the most advanced programmers would find that some C/C++ element they wish to use is missing (and of course there are always simple coding work-arounds for such missing features). In general, I have supported only what I feel are the most useful C/C++ features for Arduino hobbyists and students – for example, '**enum**' and '**#define**' are supported, but function-pointers are not. Even though user-defined objects ('**class**' and '**struct**') and (most) operator overloads are supported, *multiple inheritance is not*.

Because UnoArduSim is a high-level-language simulator, **only C/C++ statements are supported**, *assembly language statements are not*. Similarly, because it is not a low-level machine simulation, **ATmega328 registers are not accessible to your program** for either reading or writing, although register allocation, passing and return are emulated (it you choose that under the menu **Options**).

As of V2.0, UnoArduSim has built-in automatic support for a limited subset of the Arduino provided libraries, these being: '**Stepper.h**', '**SD.h**', '**Servo.h**', '**SoftwareSerial.h**', '**SPI.h**', '**Wire.h**', and '**EEPROM.h**' (version 2). For any '**#include**' of user-created libraries, UnoArduSim will **not** search the usual Arduino installation directory structure to locate the library; instead you **need** to copy the corresponding header (".h") and source (".cpp") file to the same directory as the program file that you are working on (subject of course to the limitation that the contents of any '**#include**' file must be fully understandable to the UnoArduSim parser).

I developed UnoArduSim V2.0 in QtCreator with multi-language support, and it is currently only available for Windows™. Porting to Linux or MacOS, is a project for the future.! UnoArduSim grew out of simulators I had developed over the years for courses I taught at Queen's University, and it has been tested reasonably extensively, but there are bound to be a few bugs still hiding in there. If you would like to report a bug, please describe it (briefly) in an email to unoArduSim@gmail.com and **be sure to attach your full bug-inducing program Arduino source code** so I can replicate the bug and fix it. I will not be replying to individual bug reports, and I have no guaranteed timelines for fixes in a subsequent release (remember there are almost always workarounds!).

Cheers,

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Code Pane, Preferences, and Edit/View

(Aside: The sample windows shown below are all under a user-chosen Windows-OS colour theme that has a dark blue window background color).


Code Pane



The **Code Pane** displays your user program, and highlighting tracks its execution.






After a loaded program is successfully parsed, the first line in 'main()' is highlighted, and the program is ready for execution. Note that 'main()' is implicitly added by Arduino (and by UnoArduSim) and you do **not** include it as part of your user program file. Execution is under control of the menu **Execute**, and its associated **Tool-Bar** buttons and function-key shortcuts.

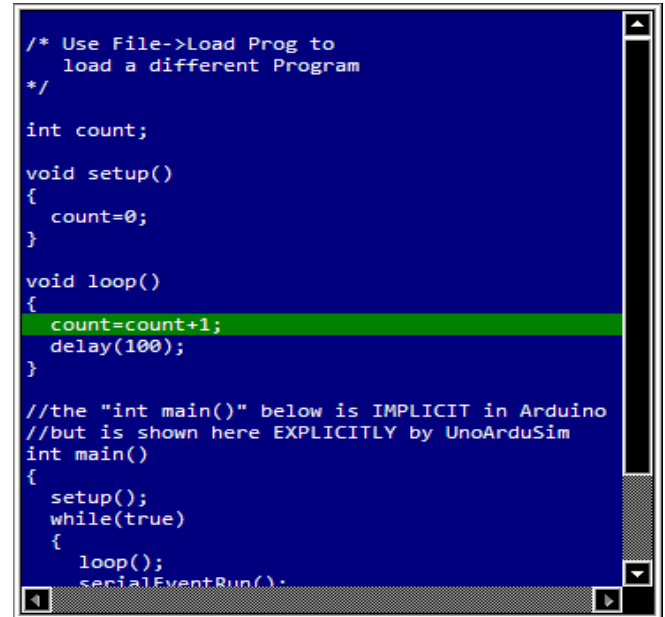
After stepping execution by one (or more) instructions (you can use **Tool-Bar** buttons , , , or ), the program line that will be executed next is then highlighted – the highlighted line is always the next line **ready to be executed**.

Similarly, when a running program hits a (temporary **Run-To**) breakpoint, execution is halted and the breakpoint line is highlighted (and is then ready for execution).

If program execution is currently halted, and you click in the **Code Pane** window, the line you just clicked becomes highlighted. This does *not*, however, change the current program line as far as program execution is concerned. But you can cause execution *to progress up to* the line you just highlighted by then clicking the **Run-To**  **Tool-Bar** button. This feature allows you to quickly and easily reach specific lines in a program so that you could subsequently step line by line over a program portion of interest.

If your loaded program has any '#include' files, you can move between them by using **File | Previous** and **File | Next** (with **Tool-Bar** buttons  and ).

The menu **Find** allows you to quickly **jump** between **functions** in the **Code Pane** (after first clicking a line inside it to give it focus) by using the **Next** and **Previous** commands (with **Tool-Bar** buttons  and , or keyboard shortcuts **PgDn** and **PgUp**). Alternatively, you can **find** specified **text** with its text commands (with **Tool-Bar** buttons  and , or keyboard shortcuts **up-arrow** and **down-arrow**), after first using **Find | Set Search text**, or **Tool-Bar** button .



```
/* Use File->Load Prog to
   load a different Program
*/

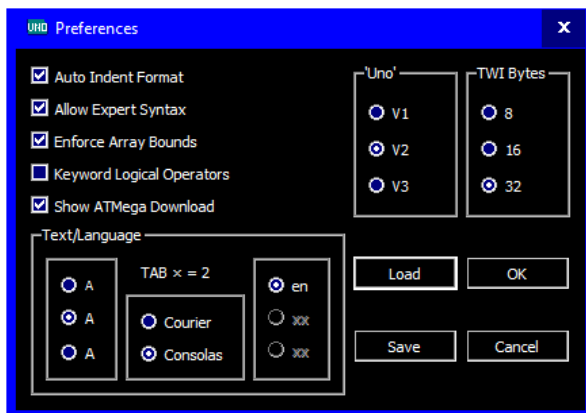
int count;

void setup()
{
  count=0;
}

void loop()
{
  count=count+1;
  delay(100);
}

//the "int main()" below is IMPLICIT in Arduino
//but is shown here EXPLICITLY by UnoArduSim
int main()
{
  setup();
  while(true)
  {
    loop();
    serialEventRun();
  }
}
```

Preferences



Configure | Preferences allows users to set program and viewing preferences (that a user will normally wish to adopt at the next session). These can therefore be saved and loaded from a **myArduPrefs.txt** file that resides in the same directory as the loaded 'Uno' program (**myArduPrefs.txt** is automatically loaded if it exists).

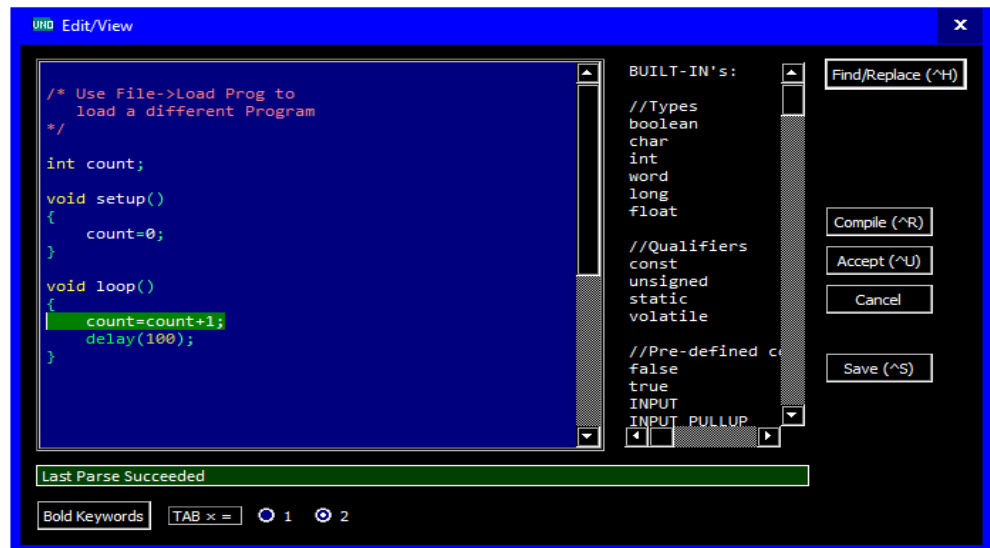
This dialog allows a choice between two mono-spaced fonts and three type sizes, and other miscellaneous preferences. As of V2.0, language choice is now included. – this always include English (**en**), plus one or two other user locale languages (where these exist), and one override based on the two-letter ISO-639 language code on the very first line of the **myArduPrefs.txt** file (if one is provided there). Choices

only appear if a ".qm" translation file exists in the translations folder (inside the UnoArduSim.exe home directory).

Edit/View

By double-clicking on any line in the **Code Pane** (or using the menu **File**), an **Edit/View** window is opened to allow changes to your program file, with the **currently selected line** in the **Code Pane** is highlighted.

This window has full edit capability with dynamic syntax-highlighting (different highlight colours are used for C++ keywords, comments, etc.). There is optional bold syntax highlighting, and automatic indent level formatting (assuming you have selected that using **Configure | Preferences**). You can also conveniently select built-in function calls (or built-in '#define' constants) to be added into your program from the provided list-box – just double-click on the desired



list-box item to add it to your program at the current caret position (function-call variable **types** are just for information and are stripped out to leave dummy placeholders when added to your program).

The window has **Find** (use **ctrl-F**) and **Find/Replace** capability (use **ctrl-H**). The **Edit/View** window has **Undo** (**ctrl-Z**), and **Redo** (**ctrl-Y**) buttons (which appear automatically).

To discard **all changes** you made since you first opened the program for editing, click the **Cancel** button. To accept the current state, click the **Accept** button and the program is automatically parsed again (and downloaded to the 'Uno' if no errors are found) and the new status appears in the main UnoArduSim window **Status-Bar**.

A **Compile** (**ctrl-R**) button (plus an associated **Parse Status** message-box as seen in the image above) has been added to allow testing of edits without needing to first close the window. A **Save** (**ctrl-S**) button has also been added as a shortcut (equivalent to an **Accept** plus a later separate **Save** from the main window).






On either **Cancel** or **Accept** with no edits made, the **Code Pane** current line changes to become the **last View/Edit caret position**, and you can use that feature to jump the **Code Pane** to a specific line (possibly to prepare to do a **Run-To**). You can also use **ctrl-PgDn** and **ctrl-PgUp** to jump to the next (or previous) empty-line break in your program – this is useful for quickly navigating up or down to significant locations (like empty lines between functions). You can also use **ctrl-Home** and **ctrl-End** to jump to the program start, and end, respectively.

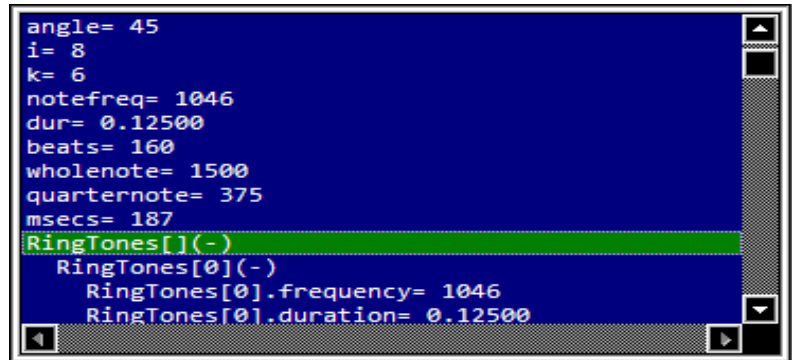
Tab-level automatic indent formatting is done when the window opens, if that option was set under **Configure | Preferences**. You can also add or delete tabs yourself to a group of pre-selected consecutive lines using the keyboard **right-arrow** or **left-arrow** keys – but **automatic indentation must be off** to avoid losing your own tab levels.

And to help you better keep track of your contexts and braces, clicking on a ' { ' or ' } ' brace **highlights all text between that brace and its matching partner**.

Variables Pane and Edit/Track Variable window

The **Variables Pane** is located just below the **Code Pane**. It shows the current values for every user global and active (in-scope) local variable/array/object in the loaded program. As your program execution moves between functions, **the contents change to reflect only those local variables accessible to the current function/scope, plus any user-declared globals**. Any variables declared as 'const' or as 'PROGMEM' (allocated to 'Flash' memory) have values that cannot change, and to save space these are therefore *not displayed*. 'Servo' and 'SoftwareSerial' object instances contain no useful values so are also not displayed.

The commands on the menu **Find** (with **Tool-Bar** buttons  and , or keyboard shortcuts **PgDn** and **PgUp**) allow you to quickly *jump* between **variables** in the **Variables Pane** (after first clicking on a line inside it to give it focus). Alternatively, you can *find* specified **text** with its text-search commands (with **Tool-Bar** buttons  and , or keyboard shortcuts **up-arrow** and **down-arrow**), after first using **Find | Set Search text** or .

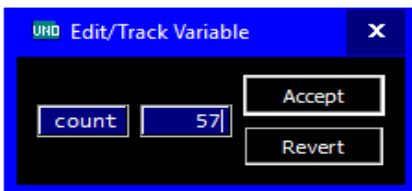


Arrays and **objects** are shown in either **un-expanded** or **expanded** format, with either a trailing plus (+) or minus(-) sign, respectively. The symbol for an array **x** shows as **x[]**. To expand it to show all elements of the array, just single-click on **x[] (+)** in the **Variables Pane**. To collapse back to an un-expanded view, click on the **x[] (-)**. The un-expanded default for an object **p1** shows as **p1 (+)**. To expand it to show all members of that 'class' or 'struct' instance, single-click on **p1 (+)** in the **Variables Pane**. To collapse back to an un-expanded view, single click on **p1 (-)**.

If you **single-click on any line to highlight it** (it can be simple variable, or the aggregate (+) or (-) line of an array or object, or an single array element or object-member), then doing a **Run-Till** will cause execution to resume and freeze at the next **write-access** anywhere inside that selected aggregate, or to that selected single variable location.

When using **Step** or **Run**, updates to displayed variable values are made according to user settings made under the menu **VarRefresh** – this allows a full range of behaviour from minimal periodic updates to full immediate updates. Reduced or minimal updates are useful to reduce CPU load and may be needed to keep execution from falling behind real-time under what would otherwise be excessive **Variables Pane** window update loads. When **Animate** is in effect, or if the **Highlight Changes** menu option is selected, changes to the value of a variable during **Run** will result in its displayed value being updated **immediately**, and it becomes highlighted – this will cause the **Variables Pane** to scroll (if needed) to the line that holds that variable, and execution will no longer be real-time!

When execution freezes after **Step**, **Run-To**, **Run-Till**, or **Run-then-Halt**, the **Variables Pane** highlights the variable corresponding to the **address location(s) that got modified** (if any) by the **very last instruction** during that execution (including by variable declaration initializations). If that instruction **completely filled an object or array**, the **parent (+) or (-) line** for that aggregate becomes highlighted. If, instead, the instruction modified a location that is currently visible, then it becomes highlighted. But if the modified location(s) is(are) currently hiding inside an un-expanded array or object, that aggregate **parent line** gets an **italic font highlighting** as a visual cue that something inside it was written to – clicking to expand it will then cause its **last** modified element or member to become highlighted.



The **Edit/Track** window gives you **the ability to follow any variable value during execution**, or to **change its value in the middle of (halted) program execution** (so you can test what would be the effect of continuing on ahead with that new value). **Halt** execution first, then **left double-click** on the variable whose value you wish to track or change. To simply monitor the value during program execution, **leave the dialog open** and then one of the **Run** or **Step**

commands – its value will be updated in **Edit/Track** according to the same rules that govern updates in the **Variables Pane**. **To change the variable value**, fill in the edit-box value, and **Accept**. Continue execution (using any of the **Step** or **Run** commands) to use that new value from that point forward (or you can **Revert** to the previous value).

On program Load or Reset note that all *un-initialized value-variables* are reset to value 0, and all *un-initialized pointer-variables* are reset to 0x0000.

Lab Bench Pane

The Lab Bench Pane shows a 5-volt 'Uno' board which surrounded by a set of 'I/O' devices that you can select/customize, and connect to your desired 'Uno' pins.

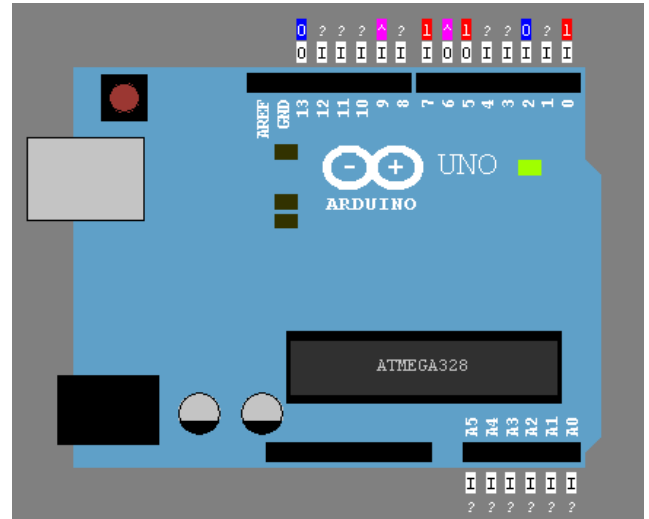
The 'Uno'

This is a depiction of the 'Uno' board and its onboard LEDs. When you load a new program into UnoArduSim, if it successfully parses it undergoes a "simulated download" to the 'Uno' that mimics the way an actual 'Uno' board behaves— you will see the serial RX and TX LED flashing (along with activity on pins 1 and 0 which are *hard-wired for serial communication with a host computer*). This is immediately followed by a pin 13 LED flash that signifies board reset and (and UnoArduSim automatic halt at) the beginning of your loaded program execution. You can avoid this display and associated loading lag by deselecting **Show Download** from **Configure | Preferences**.

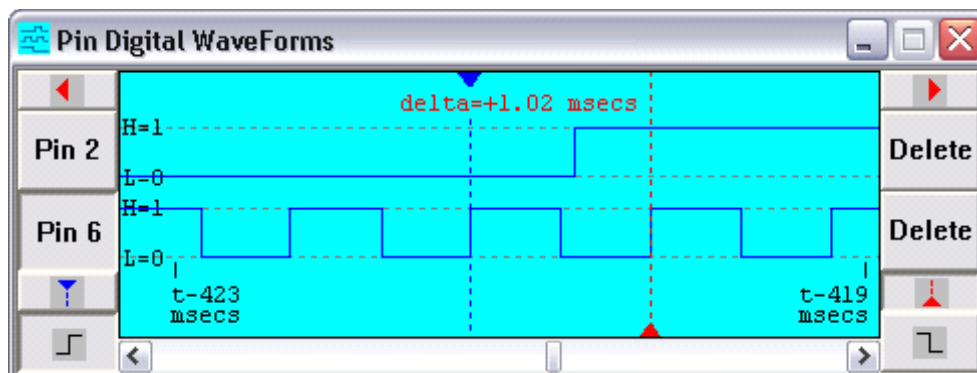
The window allows you to visualize the digital logic levels on all 20 'Uno' pins ('1' on red for 'HIGH', '0' on blue for 'LOW', and '?' on grey for an undefined indeterminate voltage), and programmed directions ('I' for 'INPUT', or 'O' for 'OUTPUT'). For pins that are being pulsed using PWM via 'analogWrite()', or by 'tone()', or by 'Servo.write()', the colour changes to purple and the displayed symbol becomes '^'.

Note that **Digital pins 0 and 1 are hard-wired through 1-kOhm resistors to the USB chip for serial communication with a host computer.**







Aside: Digital pins 0-13 appear as simulator pins 0-13, and analog pins 0-5 appear as A0-A5. To access an analog pin in your program, you can refer to the pin number by one of two equivalent sets of numbers: 14-19; or A0-A5 (A0-A5 are built-in 'const' variables having values 14-19). And only when using 'analogRead()', a third option is made available – you can, for this one instruction, drop the 'A' prefix from the pin number and simply use 0-5. To access pins 14-19 in your program using 'digitalRead()' or 'digitalWrite()', you can simply refer to that pin number, or you may instead use the A0-A5 aliases.





Left-clicking on any 'Uno' pin will open a **Pin Digital Waveforms** window that displays the past **one-second worth of digital-level activity** on that pin. You can click on other pins to add these to the Pin Digital Waveforms display (to a maximum of 4 waveforms at any one time).



Click to page view left or right, or use keys Home, PgUp, PgDn, End

One of the displayed waveforms will be the **active pin** waveform, indicated by its "Pin" button being shown as depressed (as in the above Pin Digital Waveforms screen capture). You can select a waveform by clicking its Pin number button, and then select the edge polarity of interest by clicking the appropriate rising/falling edge-polarity selection button, , or , or by using the shortcut keys **up-arrow** and **down-arrow**. You can then **jump** the active cursor (either the blue or red cursor lines with their delta time shown) backward or forward to the chosen-polarity digital edge of *this active pin* waveform by using the cursor buttons (,  or ,  (depending on which cursor was

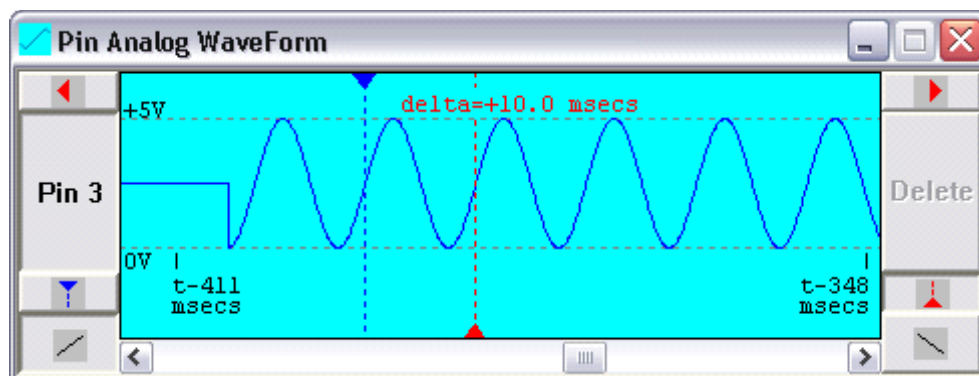
activated earlier with  or ), or simply use the keyboard keys ← and → .

To activate a cursor, click its coloured activation button ( or  shown above) – *this also jump-scrolls the view to the current location of that cursor*. Alternatively, you can quickly alternate activation between cursors (with their respectively centred views) using the shortcut **TAB** key.







You can **jump** the currently activated cursor by **left-clicking anywhere** in the on-screen waveform view region. Alternatively, you can select either the red or blue cursor line by clicking right on top of it (to activate it), then *drag it to a new location*, and release. When a desired cursor is currently somewhere off-screen, you can **right-click anywhere** in the view to jump it to that new on-screen location. If both cursors are already on-screen, right-clicking simply alternates between activated cursor.

To ZOOM IN and ZOOM OUT (zoom is always centered on the ACTIVE cursor), use the mouse wheel, or keyboard shortcuts CTRL-up-arrow and CTRL-down-arrow.

Doing instead a **right-click on any 'Uno' pin** opens a **Pin Analog Waveform** window that displays the **past one-second worth of analog-level activity** on that pin. Unlike the Pin Digital Waveforms window, you can display analog activity on only one pin at a time.

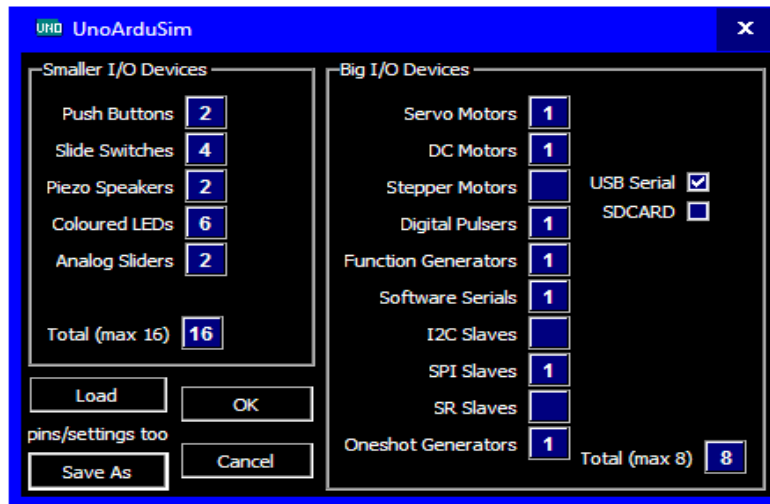


Click to page view left or right, or use keys Home, PgUp, PgDn, End

You can **jump** the blue or red cursor lines to the next rising or falling "slope point" by using the forward or backward arrow buttons (,  or , , again depending on activated cursor, or use the ← and → keys) in concert with the rising/falling slope selection buttons ,  (the "slope point" occurs where the analog voltage passes through the ATmega pin's high digital-logic-level threshold). Alternatively, you can again click to jump, or drag these cursor lines similar to their behaviour in the Pin Digital Waveforms window

'I/O' Devices

A number of different devices surround the 'Uno' on the perimeter of the **Lab Bench Pane**. "Small" 'I/O' devices (of which you are allowed up to 16 in total) reside along the left and right sides of the Pane. "Large" 'I/O' devices (of which you are allowed up to 8 in total) have "active" elements and reside along the top and bottom of the **Lab Bench Pane**. The desired number of each type of available 'I/O' device can be set using the menu **Configure | 'I/O' Devices**.



Each 'I/O' device has one or more pin attachments shown as a **two-digit** pin number (00, 01, 02, ... 10,11,12, 13 and either A0-A5, or 14-19, after that) in a corresponding edit-box.. For pin numbers 2 through 9 you can simply enter the single digit – the leading 0 will be automatically provided, but for pins 0 and 1 you must first enter the leading 0. Inputs are *normally* on the left side of an 'I/O' device, and outputs are *normally* on the right (*space permitting*). All 'I/O' devices will respond directly to pin levels and pin-level changes, so will respond to either library functions targeted to their attached pins, or to programmed '`digitalWrite()`' (for "bit-banged" operation).

You can connect multiple devices to the same ATmega pin as long as this does not create an **electrical conflict**. Such a conflict can be created either by an 'Uno' pin as '**OUTPUT**' driving against a strong-conduction (low-impedance) connected device (for example, driving against a 'FUNCGEN' output, or a 'MOTOR' encoder output), or by two connected devices competing with each other (for example both a 'PULSER' and a 'PUSH' - button attached to the same pin). Any such conflicts would be disastrous in a real hardware implementation and so are disallowed, and will be flagged to the user via a pop-up message-box).

The dialog can be used to allow the user to choose the types, and numbers, of desired 'I/O' devices. From this dialog you can also **Save** 'I/O' devices to a text file, and/or **Load** 'I/O' devices from a previously saved (or edited) text file (*including all pin connections, and clickable settings, and any typed-in edit-box values*).

Note that as of version 1.6, the values in the period, delay, and pulse-width edit-boxes in the relevant IO devices can be suffixed with the letter 'S' (or 's') . That indicates that they should be scaled according to the position of a global '**I/O ____S**' slider control that appears in the Main window **Tool-Bar**. With that slider fully to the right, the scale factor is 1.0 (unity), and with the slider fully to the left the scale factor is 0.0 (subject to minimum values enforced by each particular 'I/O' device). You can scale more than one edit-box value **simultaneously** using this slider. This feature allows you to drag the slider while executing to easily emulate changing pulse widths, periods and delays for those attached 'I/O' devices.

The remainder of this section provides descriptions for each type of device.

'Serial' Monitor ('SERIAL')

This 'I/O' device allows for ATmega hardware-mediated serial input and output (through the 'Uno' USB chip) on 'Uno' pins 0 and 1. The baud rate is set using the drop-down list at its bottom – the selected baud rate **must match** the value your program passes to the `'Serial.begin()'` function for proper transmission/reception. *The serial communication is fixed at 8 data bits, 1 stop bit, and no parity bit.*

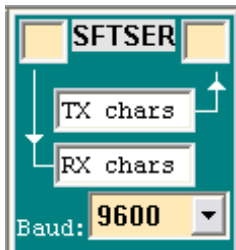


To send keyboard input to your program, type one or more characters in the upper (TX chars) edit window and then hit the **Return** key. (characters become italicized to indicate transmissions have begun) – or if already in progress, added typed characters will be in italics. You can then use the `'Serial.available()'` and `'Serial.read()'` functions to read the characters in the order in which they were received into the pin 0 buffer (the leftmost typed character will be sent first). Formatted textual and numeric printouts, or unformatted byte values, can be sent to the lower console output (RX chars) window by calling the Arduino `'print()'`, `'println()'`, or `'write()'` functions.

Additionally, **a larger window for setting/viewing TX and RX characters can be opened by double-clicking (or right-clicking) on this 'Serial' device.** This new window has a larger TX chars edit-box, and a separate 'Send' button which may be clicked to send the TX characters to the 'Uno' (on pin 0). There is also a check-box option to re-interpret backslash-escaped character sequences such as `'\n'` or `'\t'` for non-raw display

Software Serial ('SFTSER')

This 'I/O' device allows for library software-mediated, or ,alternatively, user "bit-banged", serial input and output on any pair of 'Uno' pins you choose to fill in (**except for** pins 0 and 1 which are dedicated to hardware `'Serial'` communication). Your program must have an `'#include <SoftwareSerial.h>'` line near the top if you wish to use the functionality of that library. As with the hardware-based `'SERIAL'` device, the baud rate for `'SFTSER'` is set using the drop-down list at its bottom – the selected baud rate must match the value your program passes to the `'begin()'` function for proper transmission/reception. *The serial communication is fixed at 8 data bits, 1 stop bit, and no parity bit.*

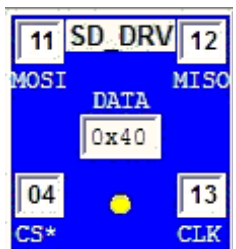


Also, as with the hardware based `'Serial'`, **a larger window for TX and RX setting/viewing can be opened by double-clicking (or right-clicking) on the SFTSER device.**

Note that unlike the hardware implementation of `'Serial'`, there are no provided TX or RX buffers supported by internal ATmega interrupt operations, so that `'read()'` and `'write()'` are blocking (that is, your program will not proceed until they are completed).

SD Disk Drive('SD_DRV')

This 'I/O' device allows for library software-mediated (but **not** "bit-banged") file input and output operations on the 'Uno' **SPI** pins (you can choose which **CS*** pin you will use). Your program can simply `'#include <SD.h>'` line near the top, and you can use `'<SD.h>'` functions OR directly call `'SdFile'` functions yourself.

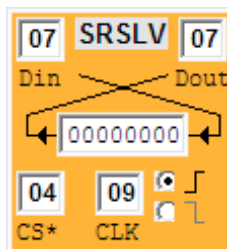


A larger window displaying directories and files (and content) can be opened by double-clicking (or right-clicking) on the 'SD_DRV' device. All disk content is **loaded from** an **SD** sub-directory in the loaded program directory (if it exists) at `'SdVolume init()'`, **and is mirrored to** that same **SD** sub-directory on file `'close()'`, `'remove()'`, and on `'makeDir()'` and `'rmDir()'`.

A yellow LED flashes during SPI transfers, and 'DATA' shows the last 'SD_DRV' **response** byte. All SPI signals are accurate and can be viewed in a **Waveform window**.

Shift Register Slave ('SRSLV')

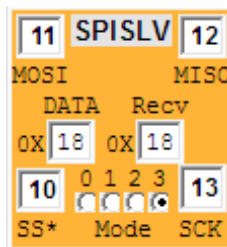
This 'I/O' device emulates a simple shift-register device with an active-low **SS*** ("slave-select") pin controlling the **Dout** output pin (when **SS*** is high, **Dout** is not driven). Your program could use the functionality of the built-in SPI Arduino object and library. Alternatively, you may choose to create your own "bit-banged" **Din** and **CLK** signals to drive this device.



The device senses edge transitions on its **CLK** input which trigger shifting of its register – the polarity of sensed **CLK** edge may be chosen using a radio-button control. On every **CLK** edge (of the sensed polarity), the register captures its **Din** level into the least-significant bit (LSB) position of the shift register, as the remaining bits are simultaneously shifted left one position toward the MSB position. Whenever **SS*** is low, the current value in the MSB position of the shift register is driven onto **Dout**.

Configurable SPI Slave ('SPISLV')

This 'I/O' device emulates a mode-selectable SPI slave with an active-low **SS*** ("slave-select") pin controlling the **MISO** output pin (when **SS*** is high, **MISO** is not driven). Your program must have an `'#include <SPI.h>'` line if you wish to use the functionality of the built-in SPI Arduino object and library. Alternatively, you may choose to create your own "bit-banged" **MOSI** and **SCK** signals to drive this device.



The device senses edge transitions on its **CLK** input according to the selected mode (`'MODE0'`, `'MODE1'`, `'MODE2'`, or `'MODE3'`), which must be chosen to match the programmed SPI mode of your program.

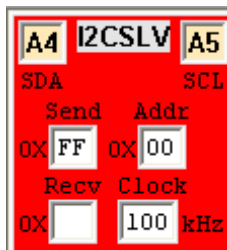
By double-clicking (or right-clicking) on the device you can open a larger companion window that instead allows you to fill in 32-byte-maximum buffer (so as to emulate SPI devices which automatically return their data), and to see the last 32 received bytes (all as hex pairs).

Note that the next TX buffer byte is automatically sent to 'DATA' only **after** a full

`'SPI.transfer()'` has completed!

Two-Wire I²C Slave ('I2CSLV')

This 'I/O' device only emulates a *slave-mode* device. The device may be assigned an I²C bus address using a two-hex-digit entry in its **Addr** edit-box (it will only respond to I²C bus transactions involving its assigned address). The device sends and receives data on its open-drain (pulldown-only) **SDA** pin, and responds to the bus clock signal on its open-drain (pulldown-only) **SCL** pin. Although the 'Uno' will be the bus master responsible to generating the **SCL** signal, this slave device will also pull **SCL** low during its low phase in order to extend (if it needs to) the bus low time to one appropriate to its internal speed (which can be set in its **'Clock'** edit-box).



Your program must have an `'#include <Wire.h>'` line if you wish to use the functionality of the `'TwoWire'` library to interact with this device. Alternatively, you may choose to create your own bit-banged data and clock signals to drive this slave device.

A single byte for transmission back to the 'Uno' master can be set into the **'Send'** edit-box, and a single (most-recently-received) byte can be viewed in its (read-only) **'Recv'** edit-box. **Note that** the **'Send'** edit-box value always reflects the **next** byte for transmission from this device

internal data buffer.

By double-clicking (or right-clicking) on the device you can open a larger companion window that instead allows you to fill in a 32-byte-maximum FIFO buffer (so as to emulate TWI devices with such functionality), and to view (up to a maximum of 32) bytes of the most recently received data (as a two-hex-digit display of 8 bytes per line). The number of lines in these two edit-boxes corresponds to the chosen TWI buffer size (which can be selected using **Configure | Preferences**). This has been added as an option since the Arduino `'Wire.h'` library uses **five** such RAM buffers in its implementation code, which is RAM memory expensive. By editing the Arduino installation `'Wire.h'` file to change defined constant `'BUFFER_LENGTH'` (and also editing the companion `'utility/twi.h'` file to change

TWI buffer length) both to be instead either 16 or 8, a user *could* significantly reduce the RAM memory overhead of the 'Uno' in a targeted **hardware implementation** – UnoArduSim therefore mirrors this real-world possibility through **Configure | Preferences**.

Stepper Motor ('STEPR')

This 'I/O' device emulates a 6V bipolar or unipolar Stepper motor with an integrated driver controller driven by **either two** (on **P1,P2**) **or four** (on **P1,P2,P3,P4**) control signals. The number of steps per revolution can also be set. You can use the '**Stepper.h**' functions '**setSpeed()**' and '**step()**' to drive the 'STEPR'. Alternatively, 'STEPR' will *also* respond to your own '**digitalWrite()**' "bit-banged" drive signals.



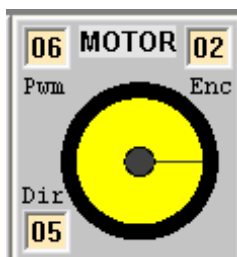
The motor is accurately modelled both mechanically and electrically. Motor-driver voltage drops and varying reluctance and inductance are modeled along with a realistic moment of inertia with respect to holding torque. The motor rotor winding has a modeled resistance of $R=6$ ohms, and an inductance of $L=6$ milli-Henries which creates an electrical time constant of 1.0 millisecond. Because of the realistic modeling you will notice that very narrow control pin pulses *do not get* the motor to step – both due to the finite current rise time, and the effect of rotor inertia. This agrees with what is observed when driving a real stepper motor from an 'Uno' with, of course, an appropriate (**and required**) motor driver chip in between the motor wires and the 'Uno' !.

An unfortunate bug in the Arduino '**Stepper.h**' library code means that at reset the Stepper motor will not be in Step position 1 (of four steps). To overcome this, the user should use '**digitalWrite()**' in his/her '**setup()**' routine to initialize the control pin levels to the '**step(1)**' levels appropriate to 2-pin (0,1) or 4-pin (1,0,1,0) control, and allow the motor 10 msecs to move to the 12-noon reference initial desired motor position.

Note that **gear reduction is not directly supported** due to lack of space, but you can emulate it in your program by implementing a modulo-N counter variable and only calling '**step()**' when that counter hits 0 (for gear reduction by factor N).

DC Motor ('MOTOR')

This 'I/O' device emulates a 6-volt supply 100:1 geared DC motor with an integrated driver controller driven by a pulse-width-modulation signal (on its **Pwm** input), and a direction control signal (on its **Dir** input). The motor also has a wheel encoder output which drives its **Enc** output pin. You can use '**analogWrite()**' to drive the **Pwm** pin with a 490 Hz (on pins 3,9,10,11) or 980 Hz (on pins 5,6) PWM waveform of duty cycle between 0.0 and 1.0 ('**analogWrite()**' values 0 to 255). Alternatively, 'MOTOR' will *also respond* to your own '**digitalWrite()**' "bit-banged" drive signals.



The motor is accurately modeled both mechanically and electrically. Accounting for motor-driver transistor voltage drops and realistic no-load gear torque gives a full speed of approximately 2 revs per second, and stall torque of just over 5 kg-cm (occurring at a steady PWM duty cycle of 1.0), with a total motor-plus-load moment of inertia of 2.5 kg-cm. The motor rotor winding has a modeled resistance of $R=2$ ohms, and an inductance of $L=300$ micro-Henries which creates an electrical time constant of 150 microseconds. Because of the realistic modeling you will notice that very narrow PWM pulses *do not get* the motor to turn – both due to the finite current rise time, and the significant off-time after each narrow pulse.

These combine to cause insufficient rotor momentum to overcome the gearbox spring-like lash-back under static friction. The consequence is when using '**analogWrite()**', a duty cycle below about 0.125 will not cause the motor to budge – this agrees with what is observed when driving a real gear-motor from an 'Uno' with, of course, an appropriate (**and required**) motor driver module in between the motor and the 'Uno' !.

The emulated motor encoder is a shaft-mounted optical-interruption sensor that produces a 50% duty cycle waveform having 8 complete high-low periods per wheel revolution (so your program can sense wheel rotational changes to a resolution of 22.5 degrees).

Servo Motor ('SERVO')

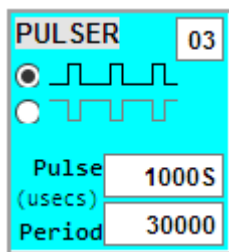
This 'I/O' device emulates a position-controlled PWM-driven 6-volt supply DC servo motor. Mechanical and electrical modeling parameters for servo operation will closely match those of a standard HS-422 servo. The servo has a maximum rotational speed of approximately 60 degrees in 180 msecs. If the lower-left checkbox is checked, the servo becomes a **continuous-rotation** servo with the same maximum speed, but now the PWM pulsewidth sets the **speed** rather than the angle



Your program must have an `'#include <Servo.h>'` line before declaring your Servo instance(s) if you choose to use the Servo library functionality, e.g. `'Servo.write()'`, `'Servo.writeMicroseconds()'`. Alternatively, SERVO also responds to `'digitalWrite()'` "bit-banged" signals. Due to the internal implementation of UnoArduSim, you are limited to 6 'SERVO' devices.

Digital Pulser ('PULSER')

This 'I/O' device emulates a simple digital pulse waveform generator which produces a periodic signal that can be applied to any chosen 'Uno' pin.

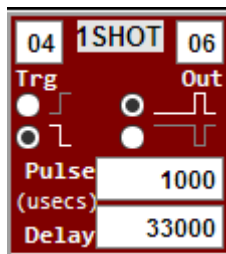


The period and pulse widths (in microseconds) can be set using edit-boxes—the minimum allowed period is 50 microseconds, and the minimum pulse width is 10 microseconds. The polarity can also be chosen: either positive leading-edge pulses (0 to 5V) or negative leading-edge pulses (5V to 0V).

'Pulse' and 'Period' values are scalable from the main **Tool-Bar 'I/O_____S'** scale-factor slider control by suffixing either one (or both) with the letter 'S' (or 's').

One-Shot ('1SHOT')

This 'I/O' device emulates a digital one-shot that can generate a pulse of chosen polarity and pulse-width on its 'Out' pin, occurring after a specified delay from a triggering edge received on its **Trg** (trigger) input pin. Once the specified triggering edge is received, timing begins and then a new trigger pulse will not be recognized until the 'Out' pulse has been produced (and has completely finished).

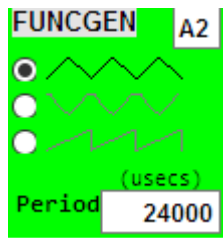


One possible use of this device is to simulate ultrasound ranging sensors that generate a range pulse in response to a triggering pulse. It can also be used wherever you wish to generate a pin input signal synchronized (after your chosen delay) to a pin output signal created by your program.

'Pulse' and 'Delay' values are scalable from the Main window **Tool-Bar 'I/O_____S'** scale-factor slider control by suffixing either one (or both) with the letter 'S' (or 's').

Analog Function Generator ('FUNCGEN')

This 'I/O' device emulates a simple analog waveform generator which produces a periodic signal that can be applied to any chosen 'Uno' pin.



The period (in microseconds) can be set using the edit-box—the minimum allowed period is 100 microseconds. The waveform it creates can be chosen to be sinusoidal, triangular, or sawtooth (to create a square wave, use a 'PULSER' instead). At smaller periods, fewer samples per cycle are used to model the produced waveform (only 4 samples per cycle at period=100 usecs).

The 'Period' value is scalable from the Main window **Tool-Bar 'I/O_____S'** scale-factor slider control by suffixing it with the letter 'S' (or 's').

Piezoelectric Speaker ('PIEZO')



This device allows you to "listen" to signals on any chosen 'Uno' pin, and can be a useful adjunct to LEDs for debugging your program operation. You can also have a bit of fun playing ringtones by appropriately `'tone()'` and `'delay()'` calls (although there is no filtering of the rectangular waveform, so you will not hear "pure" notes) .

You can also listen to a connected 'PULSER' or 'FUNCGEN' device by hooking a 'PIEZO' to the pin that device drives.

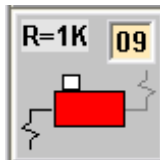
Push Button ('PUSH')



This 'I/O' device emulates a normally-open **momentary OR latching** single-pole, single-throw (SPST) push-button with a 10 k-ohm pull-up (or pull-down) resistor. If a rising-edge transition selection is chosen for the device, the push-button contacts will be wired between the device pin and +5V, with a 10 k-Ohm pull-down to ground. If a falling-edge transition is chosen for the device, the push-button contacts will be wired between the device pin and ground, with a 10 k-Ohm pull-up to +5V.

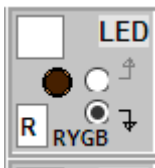
By left-clicking on the button, or pressing any key, you close the push-button contact. In **momentary** mode, it stays closed for as long as you hold down the mouse button or key, and in **latch** mode (enabled by clicking on the 'latch' button) it stays closed (and a different colour) until you press the button again. Contact bouncing (for 1 millisecond) will be produced each time you use the space-bar to press the push-button.

Slide Switch Resistor ('R=1K')



This device allows the user to connect to an 'Uno' pin either a 1 k-Ohm pull-up resistor to +5V, or a 1 k-Ohm pull-down resistor to ground. This lets you simulate electrical loads added to a real hardware device. By left-clicking on the slide switch **body** you can toggle your desired pull-up or pull-down selection. Using one, or several, of these devices would allow you to set a single (or multi)-bit "code" for your program to read and respond to.

Coloured LED ('LED')



You can connect an LED between the chosen 'Uno' pin (through a built-in hidden series 1 k-Ohm current-limiting resistor) to either ground or to +5V – this gives you the choice of having the LED light up when the connected 'Uno' pin is **'HIGH'**, or instead, when it is **'LOW'** .

The LED colour can be chosen to be either red ('R'), yellow ('Y'), green ('G') or blue ('B') using its edit-box.





Analog Slider

A slider-controlled 0-5V potentiometer can be connected to any chosen 'Uno' pin to produce a static (or slowly changing) analog voltage level which would be read by `'analogRead()'` as a value from 0 to 1023. Use the mouse to drag, or click to jump, the analog slider.








Menus









File:

<u>Load INO or PDE Prog (ctrl-L)</u> 	Allows the user to choose a program file having the selected extension. The program is immediately parsed
<u>Edit/View (ctrl-E)</u>	Opens the loaded program for viewing/editing.
<u>Save</u> 	Save the edited program contents back to the original program file.
<u>Save As</u>	Save the edited program contents under a different file name.
<u>Next ('#include')</u> 	Advances the Code Pane to display the next ' #include ' file
<u>Previous</u> 	Returns the Code Pane display to the previous file
<u>Exit</u>	Exits UnoArduSim after reminding user to save any modified file(s).

Find:

<u>Find Next Function/Var</u> 	Jump to the next Function in the Code Pane (if it has the active focus), or to the next variable in the Variables Pane (if instead it has the active focus).
<u>Find Previous Function/Var</u> 	Jump to the previous Function in the Code Pane (if it has the active focus), or to the previous variable in the Variables Pane (if instead it has the active focus).
<u>Set Search Text (ctrl-F)</u> 	Activate the Tool-Bar Find edit-box to define the text to be searched for next (and adds the first word from the currently highlighted line in the Code Pane or Variables Pane if one of those has the focus).
<u>Find Next Text</u> 	Jump to the next Text occurrence in the Code Pane (if it has the active focus), or to the next Text occurrence in the Variables Pane (if instead it has the active focus).
<u>Find Previous Text</u> 	Jump to the previous Text occurrence in the Code Pane (if it has the active focus), or to the previous Text occurrence in the Variables Pane (if instead it has the active focus).

Execute:

<u>Step Into (F4)</u>		Steps execution forward by one instruction, or <i>into a called function</i> .
<u>Step Over (F5)</u>		Steps execution forward by one instruction, or <i>by one complete function call</i> .
<u>Step Out Of (F6)</u>		Advances execution by <i>just enough to leave the current function</i> .
<u>Run To (F7)</u>		Runs the program, <i>halting at the desired program line</i> – you must first click to highlight a desired program line before using Run-To.
<u>Run Till (F8)</u>		Runs the program until a write occurs to the variable that had the current highlight in the Variables Pane (click on one to establish the initial highlight).
<u>Run (F9)</u>		Runs the program.
<u>Halt (F10)</u>		Halts program execution (<i>and freezes time</i>).
<u>Reset</u>		Resets the program (all value-variables are reset to value 0, and all pointer-variables are reset to 0x0000).
<u>Animate</u>		Automatically steps consecutive program lines <i>with added artificial delay</i> and highlighting of the current code line. Real-time operation and sounds are lost.
<u>Slow Motion</u>		Slows time by a factor of 10.

Options:

<u>Step Over Structors/Operators</u>	Fly right through constructors, destructors, and operator overload functions during any stepping (i.e. it will not stop inside these functions).
<u>Register-Allocation</u>	Assign function locals to free ATmega registers instead of to the stack (generates somewhat reduced RAM usage).
<u>Error on Uninitialized</u>	Flag as a Parse error anywhere your program attempts to use a variable without having first initialized its value (or at least one value inside an array).
<u>Added 'loop()' Delay</u>	Adds 200 microseconds of delay every time 'loop()' is called (in case there are no other program calls to 'delay()' anywhere) – useful to try avoiding falling too far behind real-time.

Configure:

<u>'I/O' Devices</u>	Opens a dialog to allow the user to choose the type(s), and numbers, of desired 'I/O' devices. From this dialog you can also Save 'I/O' devices to a text file, and/or Load 'I/O' devices from a previously saved (or edited) text file (including all pin connections and clickable settings and typed-in values)
<u>Preferences</u>	Opens a dialog to allow the user to set preferences including automatic indentation of source program lines, allowing Expert syntax, choice of font typeface, opting for a larger font size, enforcing of array bounds, permitting of logical operator keywords, showing program download, choice of 'Uno' board version, and TWI buffer length (for I2C devices).

VarRefresh:

<u>Allow Auto (-) Collapse</u>	Allow UnoArduSim to collapse displayed expanded arrays/objects when falling behind real-time.
<u>Minimal</u>	Only refresh the Variables Pane display 4 times per second.
<u>HighLight Changes</u>	Highlight changed variable values when running (can cause slowdown).

Wi

ndows:

<u>'Serial' Monitor</u>	Connect a serial I/O device to pins 0 and 1 (if none) and pull up a larger 'Serial' monitor TX/RX text window.
<u>Restore All</u>	Restore all minimized child windows.
<u>Pin Digital Waveforms</u>	Restore a minimized Pin Digital Waveforms window.
<u>Pin Analog Waveform</u>	Restore a minimized Pin Analog Waveform window.

Help:

<u>Quick Help File</u>	Opens the UnoArduSim_QuickHelp PDF file.
<u>Full Help File</u>	Opens the UnoArduSim_FullHelp PDF file.
<u>Bug Fixes</u>	View significant bug fixes since the previous release..
<u>Change/Improvements</u>	View significant changes and improvements since the previous release.
<u>About</u>	Displays version, copyright.

'Uno' Board and 'I/O' Devices

The 'Uno' and attached 'I/O' devices are all accurately modelled electrically, and you will be able to get a good idea at home of how your programs will behave with the actual hardware, and all electrical pin conflicts will be flagged.

Timing

UnoArduSim executes rapidly enough on a PC or tablet that it can (*in the majority of cases*) model program actions in real-time, **but only if your program incorporates** at least some small '`delay()`' calls or other calls that will naturally keep it synchronized to real time (see below).

To accomplish this, UnoArduSim makes use of a Windows callback timer function, which allows it to keep accurate track of real-time. The execution of a number of program instructions is simulated during one timer slice, and instructions that require longer execution (like calls to '`delay()`') may need to use multiple timer slices. Each iteration of the callback timer function corrects system time using the system hardware clock so that program execution is constantly adjusted to keep in lock-step with real-time. *The only times execution rate **must** fall behind real-time* is when the user has created tight loops **with no added delay**, or 'I/O' devices are configured for operation with very high 'I/O' device frequencies (and/or baud rate) which would generate an excessive number of pin-level change events and associated processing overload. UnoArduSim copes with this overload by skipping some timer intervals to compensate, and this then slows down program progression to **below real-time**.

In addition, programs with large arrays being displayed, or again having tight loops **with no added delay** can cause a high function call frequency and generate a high **Variables Pane** display update load causing it to fall behind real-time – this can be circumvented using **Allow Reduction** , or when really needed, **Minimal** , from the menu **VarRefresh**,

Accurately modelling the sub-millisecond execution time for each program instruction or operation **is not done** – only very rough estimates for most have been adopted for simulation purposes. However, the timing of '`delay()`' , and '`delayMicroseconds()`' functions, and functions '`millis()`' and '`micros()`' are all perfectly accurate, and **as long as you use at least one of the delay functions** in a loop somewhere in your program, **or** you use a function that naturally ties itself to real-time operation (like '`print()`' which is tied to the chosen baud rate), then the simulated performance of your program will be very close to real-time (again, barring blatantly excessive high-frequency pin-level change events or excessive user-allowed Variables updates which could slow it down).

In order to see the effect of individual program instructions *when running*, it may be desirable to be able to slow things down. A time slowdown factor of 10 can be set by the user under the menu **Execute**.

'I/O' Device Timing

These virtual devices receive real-time signalling of changes that occur on their input pins, and produce corresponding outputs on their output pins which can then be sensed by the 'Uno' – they are therefore inherently synchronized to program execution. Internal 'I/O' device timing is set by the user (for example through baud rate selection or Clock frequency), and simulator events are set up to track real-time internal operation.

Sounds

Each 'PIEZO' device produces sound corresponding to the electrical level changes occurring on the attached pin, regardless of the source of such changes. To keep the sounds synchronized to program execution, UnoArduSim starts and stops playback of an associated sound buffer as execution is started/halted.

As of V2.0, sound has now been modified to use the Qt audio API –unfortunately its QAudioOutput '`class`' does not support looping the sound buffer to avoid running out of sound samples (as can happen during longer OS windowing operational delays). Therefore, in order to avoid the great majority of annoying sound clicks and sound breakup during OS delays, sound is now muted according to the following rule:

Sound is muted for as long as UnoArduSim is not the "active" window (except when a new child window has just been created and activated), **and even** when UnoArduSim is the "active" main window but the mouse pointer is

outside of its main window client area.

Note that this implies that sound will be temporarily muted as long as the mouse pointer is hovering **over a child window**, and will get muted **if that child window is clicked to activate it** (until the main UnoArduSim window is clicked again to re-activate it).

Sound can always be un-muted by clicking anywhere inside the client area of the UnoArduSim main window.

Due to buffering, sound has a real-time lag of up to 250 milliseconds from the corresponding event time on the pin of the attached 'PIEZO'.

Limitations and Unsupported Elements

Included Files

A '<>' - bracketed '#include' of '<Servo.h>', '<Wire.h>', '<SoftwareSerial.h>', '<SPI.h>', '<EEPROM.h>' and '<SD.h>' is supported but these are only emulated – the actual files are not searched for; instead their functionality is directly "built into" UnoArduSim, and are valid for the fixed supported Arduino version.

Any quoted '#include' (for example of "supp.ino", "myutil.cpp", or "mylib.h") is supported, but all such files must **reside in the same directory as the parent program file** that contains their '#include' (there is no searching done into other directories). The '#include' feature can be useful for minimizing the amount of program code shown in the **Code Pane** at any one time. Header files with '#include' (i.e. those having a ".h" extension) will additionally cause the simulator to attempt including the same-named file having a ".cpp" extension (if it also exists in the directory of the parent program).

Dynamic Memory allocations and RAM

Operators 'new' and 'delete' are supported, as are native Arduino 'String' objects, **but not direct calls to** 'malloc()', 'realloc()' and 'free()' that these rely on.

Excessive RAM use for variable declarations is flagged at Parse time, and RAM memory overflow is flagged during program execution. An item on many **Options** allows you to emulate the normal ATmega register allocation as would be done by the AVR compiler, or to model an alternate compilation scheme that uses the stack only (as a safety option in case a bug pops up in my register allocation modelling). If you were to use a pointer to look at stack contents, it should accurately reflect what would appear in an actual hardware implementation.

'Flash' Memory Allocations

'Flash' memory 'byte', 'int' and 'float' variables/arrays and their corresponding read-access functions are supported. Any 'F()' function call ("Flash"-macro) of any literal string is supported, but the only supported 'Flash'-memory string direct-access functions are 'strcpy_P()' and 'memcpy_P()', so to use other functions you will need to first copy the 'Flash' string to a normal RAM 'String' variable, and then work with that RAM 'String'. When you use the 'PROGMEM' variable-modifier keyword, it must appear **in front of** the variable name, and that variable **must also be declared** as 'const'.

'String' Variables

The native 'String' library is almost completely supported with a few very (and minor) exceptions.

The 'String' operators supported are +, +=, <, <=, >, >=, ==, !=, and []. Note that: 'concat()' takes a **single** argument which is the 'String', or 'char', or 'int' to be appended to the original 'String' object, **not** two arguments as is mistakenly stated on the Arduino Reference web pages).

Arduino Libraries

Only `'Stepper.h'`, `'SD.h'`, `'Servo.h'`, `'SoftwareSerial.h'`, `'SPI.h'`, `'Wire.h'`, and `'EEPROM.h'` for the **Arduino V1.6.6** release currently are supported in UnoArduSim. Trying to `'#include'` the `".cpp"` and `".h"` files of other as-yet unsupported libraries will ***not work*** as they will contain low-level assembly instructions and unsupported directives and unrecognized files!

Pointers

Pointers to simple types, arrays, or objects are all supported. A pointer may be equated to an array of the same type (e.g. `iptr = intarray`), but then there would be *no subsequent arrays bounds checking* on an expression like `iptr[index]`.

Functions can return pointers, or `'const'` pointers, but any subsequent level of `'const'` on the returned pointer is ignored.

There is ***no support*** for function calls being made through ***user-declared function-pointers***.

'class' and 'struct' Objects

Although poly-morphism, and inheritance (to any depth), is supported, a `'class'` or `'struct'` can only be defined to have at most ***one*** base `'class'` (i.e. ***multiple***-inheritance is not supported). Base-`'class'` constructor initialization calls (via colon notation) in constructor declaration lines are supported, but ***not*** member-initializations using that same colon notation. This means that objects that contain `'const'` non-`'static'` variables, or reference-type variables, are not supported (those are only possible with specified construction-time member-initializations)

Copy-assignment operator overloads are supported along with move-constructors and move-assignments, but user-defined object-conversion ("cast-like") functions are not supported.

Scope

There is no support for the `'using'` keyword, or for namespaces, or for `'file'` scope. All non-local declarations are by implementation assumed to be global.

Any `'typedef'`, `'struct'`, or `'class'` definition (i.e. that may be used for future declarations), must be made ***global*** scope (***local*** definitions of such items inside a function are not supported).

Qualifiers 'unsigned', 'const', 'volatile', 'static'

The `'unsigned'` prefix works in all the normal legal contexts. The `'const'` keyword, when used, must ***precede*** the variable name or function name or `'typedef'` name that is being declared – placing it after the name will cause a Parse error. For function declarations, only pointer-returning functions can have `'const'` appear in their declaration.

All UnoArduSim variables are `'volatile'` by implementation, so the `'volatile'` keyword is simply ignored in all variable declarations. Functions are not allowed to be declared `'volatile'`, nor are function-call arguments.

The `'static'` keyword is allowed for normal variables, and for object members and member-functions, but is explicitly disallowed for object instances themselves (`'class'` / `'struct'`), for non-member functions, and for all function arguments.

Compiler Directives

`'#include'` and regular `'#define'` are both supported, but ***not macro*** `'#define'`. The `'#pragma'` directive and conditional inclusion directives (`'#ifndef'`, `'#ifdefined'`, `'#if'`, `'#endif'`, `'#else'` and `'#elif'`) are also ***not supported***. The `'#line'`, `'#error'` and predefined macros (like `'_LINE_'`, `'_FILE_'`, `'_DATE_'`, and `'_TIME_'`) are also ***not supported***.

Arduino-language elements

All native Arduino language elements are supported with the exception of the dubious `'goto'` instruction (the only reasonable use for it I can think of would be as a jump (to a bail-out and safe shutdown endless-loop) in the event of an error condition that your program cannot otherwise deal with)

C/C++-language elements

Bit-saving "bit-field qualifiers" for members in structure definitions are ***not supported***.

`'union'` is ***not supported***.

The oddball "comma operator" is ***not supported*** (so you cannot perform several expressions separated by commas when only a single expression is normally expected, for example in `'while()'` and `'for(; ;)'` constructs).

Function Templates

User-defined functions that use the keyword "template" to allow it to accept arguments of "generic" type are ***not supported***.

Real-Time Emulation

As noted above, execution times of the many different individual possible Arduino program instructions are ***not*** modelled accurately, so that in order to run at a real-time rate your program will need some sort of dominating `'delay()'` instruction (at least once per `'loop()'`), or an instruction that is naturally synchronized to real-time pin-level changes (such as, `'pulseIn()'`, `'shiftIn()'`, `'Serial.read()'`, `'Serial.print()'`, `'Serial.flush()'` etc.).

See `and Sounds` above for more detail on limitations.

Release Notes

Bug Fixes

V2.1.1– Mar. 2018

- 1) Fixed inconsistencies in non-English locales with the language saved to **myArduPrefs.txt**, with displayed radio language buttons in the **Preferences** dialog, and with matching to translated lines in **myArduPrefs.txt**
- 2) Allocations with '**new**' now accept an integer array dimension that is not a constant.
- 3) Clicking in the Variables Pane to expand a multi-dimensional array would show a superfluous empty '[]' bracket-pair .
- 4) Array-element references with trailing superfluous characters (e.g. '**x**[2]12') were not caught as errors at Parse time (the extra characters were simply being ignored).

V2.1– Mar. 2018

- 1) A bug in the new versions V2.0.x caused the Windows heap to grow with each update in the **Variables Pane** -- after millions of updates (many minutes worth of execution), a crash could result.
- 2) Calls to '**static**' member functions using double-colon '::' notation failed to Parse when inside '**if()**', '**while()**', '**for()**', and '**switch()**' brackets, and when inside expressions used as function-call arguments or array indices.

V2.0.2 Feb. 2018

- 1) A bug introduced in V2.0 caused a **File|Load** crash if an '**#include**' referred to a missing or empty file
- 2) The '**IODEV**' name "**One-Shot**" was expected instead of the older "**Oneshot**" ; both are now accepted.

V2.0.1– Jan. 2018

- 3) In non-English language locales, '**en**' was incorrectly shown as selected in **Preferences**, making reverting to English awkward (requiring de-selection then re-selection).
- 4) It had been possible for the user to leave a Device pin edit box value in an incomplete state (like 'A_'), and to leave the 'DATA' bits of an 'SRSlave' incomplete.
- 5) The maximum number of Analog Sliders had been limited to 4 (corrected now to be 6).
- 6) UnoArduSim no longer insists on '=' appearing in an array aggregate initialization.
- 7) UnoArduSim had insisted the 'inverted_logic' argument be provided to 'SoftwareSerial()'.
- 8) Bit-shift operations now allow shifts longer than the size of the shifted variable.

V2.0– Dec. 2017

- 1) All functions that were declared as '**unsigned**' had nevertheless been returning values as if they were '**signed**'. This had no effect if the '**return**' value was assigned to an '**unsigned**' variable, but would have caused an improper negative interpretation if it had MSB==1, and it was then assigned to a '**signed**' variable, or tested in an inequality.
- 2) Analog Sliders were only reaching a maximum '**analogRead()**' value of 1022, not the correct 1023.
- 3) A bug inadvertently introduced back in V1.7.0 in logic used to speed up the handling of the SPI system SCK pin caused SPI transfers for '**SPI_MODE1**' and '**SPI_MODE3**' to fail after the first byte transferred (a spurious extra SCK transition followed each byte). Also updates to an 'SPISLV' edit 'DATA' box for bytes transferred were delayed,
- 4) The Coloured LED device was not listing 'B' (for Blue) as a colour option (even though it was accepted).
- 5) Settings for 'SPISLV' and 'I2CSLV' devices were not being saved to the user '**I/O Devices**' file.

- 6) Copying '**Servo**' instances failed due to a faulty '**Servo::Servo(Servo &toCopy)**' copy-constructor implementation.
- 7) Out of range '**Servo.writeMicroseconds()**' values were properly detected as an error, but the stated limit values accompanying error message text were wrong.
- 8) A legal baud rate of 115200 was not accepted when loaded from an '**I/O Devices**' text file.
- 9) Electrical pin conflicts caused by an attached Analog Slider device were not always detected.
- 10) In rare instances, passing a faulty string pointer (with the string 0-terminator missing) to a '**String**' function could cause UnoArduSim to crash.
- 11) The **Code Pane** could highlight the current Parse error line in the **wrong** program module (when '**#include**' was used).
- 12) Loading an '**I/O Devices**' file that had a device that would (improperly) drive against 'Uno' pin 13 caused a program hang at the error message pop-up.
- 13) UnoArduSim had mistakenly allowed the user to do pasting of non-hex characters into the expanded TX buffer windows for SPISLV and I2CSLV.
- 14) Declaration-line initializations failed when the right-hand-side value was the '**return**' value from an object member-function (as in '**int angle = myservol.read();**').
- 15) '**static**' member variables having explicit '**ClassName::**' prefixes were not recognized if they appeared at the very start of a line (for example, in an assignment to a base- '**class**' variable),
- 16) Calling '**delete**' on a pointer created by '**new**' was only recognized if function parenthesis notation was used, as in '**delete(pptr)**'.
- 17) UnoArduSim implementation of '**noTone()**' was incorrectly insisting that a pin-argument be supplied.
- 18) Changes that increased global 'RAM' bytes in a program that used '**String**' variables (via **Edit/View** or **File | Load**), could lead to corruption in that 'Uno' global space due to heap deletion of the '**String**' objects belonging to the old program while using (incorrectly) the heap belonging to the new program. In some circumstances this could lead to a program crash. Although a second Load or Parse solved the problem, this bug has at last been fixed.
- 19) The return values for **Wire.endTransmission()** and **Wire.requestFrom()** had both been stuck at 0 -- these have now been fixed.

V1.7.2– Feb. 2017

- 1) Interrupts on pin 2 were also being (inadvertently) triggered by signal activity on pin 3 (and vice-versa).

V1.7.1– Feb. 2017

- 1) Function '**delayMicroseconds()**' was producing a delay in *milli*-seconds.(1000 times too large).
- 2) Explicit casting of an '**unsigned**' variable to a longer integer type yielded an incorrect ('**signed**') result.
- 3) Hex literals greater than 0x7FFF are now '**long**' by definition, and so so will now generate '**long**' resulting arithmetic expressions in which they become involved.
- 4) A bug inadvertently introduced by V1.7.0 prevented alternate C++ style casting of numeric literals (for example, '**(long) 1000*3000**' was not accepted).
- 5) '**Serial**' no longer takes up its many bytes in 'Uno' RAM if it is never needed by the user program.
- 6) User-declared global variables no longer take up space in 'Uno' RAM if they are never actually used.
- 7) Single variables declared as '**const**', '**enum**' members, and pointers to string literals, no longer take up space in 'Uno' RAM (to agree with Arduino compilation),
- 8) RAM bytes required for '**#include**' builtin libraries now closely match the Arduino conditional compilation results.
- 9) Using '**new**' on a pointer actual declaration line had failed (only a later '**new**' assignment to the pointer worked).

10) Fixed a bug where a “pending” show of an SD disk directory could cause a program hang.

V1.7.0– Dec. 2016

0) A number of problems with the handling of user interrupts have now been fixed:

- a) Interrupts 0 and 1 edges that occurred during an Arduino function that blocks while waiting (like `'pulseIn()'`, `'shiftIn()'`, `'spiTransfer()'`, `'flush()'`, and `'write()'`) had caused a fault in execution flow at interrupt return
- b) Multiple copies of the local variables of any interrupted function had been appearing in the **Variables Pane** (one copy per interrupt-return) and this was fixed in V1.6.3, but the other interrupt issues remained).
- c) Function `'delayMicroseconds()'` was not creating any delay if called from inside a user interrupt routine.
- d) Calls to blocking functions like `'pulseIn()'` from *inside* an interrupt routine had not been working.

1) A bug introduced in V1.6.3 caused loss of value-updating in the **Variables Pane** while executing when values actually were changing (this happened only after two or more **Halt** or menu **VarRefresh** user actions). In addition, when a Run-To was done after **Allow Reduction** had been triggered, the **Variables Pane** occasionally did not redraw (so old values and local-variables may have appeared there until the next Step).

2) The **Code Pane** highlighting behaviour of the **Step-Over** command could appear misleading in `'if() -else'` chains – that has now been fixed (although the actual stepping functionality was correct).

3) Function `'pulseIn()'` had improperly set the timeout in milliseconds instead of microseconds – it also was improperly re-starting the timeout when the transitions to inactive and active levels were first seen.

4) Using HEX literals between `0x8000` and `0xFFFF` in assignments or arithmetic with `'long'` integer variables gave incorrect results due to un-checked sign-extension.

5) Passing, or returning, to a `'float'` from any `'unsigned'` integer type having a value with MSB=1 gave incorrect results due to a faulty `'signed'` interpretation.

6) All `'bit_()'` functions now also accept operations on `'long'` -sized variables, and UnoArduSim tests for invalid bit positions (that would fall outside the variable size).

7) An invalid input to the 'Pulse' (width) edit-box on a 'PULSER' Device caused corruption of the **'Period'** value (until fixed by the next user **'Period'** edit entry).

8) Deleting a 'PULSER' or 'FUNCGEN' device using the menu Configure was not removing its periodic signal from the pin that it had been driving (a Reset is no longer required).

9) The ability to initialize a 1-D `'char'` array with a quoted string was missing, (e.g. `'char strg[] = "hello";'`).

10) Hex display in the expanded 'SERIAL' or 'SFTSER' Monitor windows showed the incorrect most-significant-character for byte values greater than 127.

11) The Waveform windows were not reflecting user programmatic changes made by `'analogWrite()'` when the a new value was either 0% or 100% duty-cycle.

12) The implementation of `'Serial.end()'` has now been fixed.

13) A **myUnoPrefs.txt** file with more than 3 words on one line (or spaces in the **'I/O' Devices** file name) could cause a crash due to a faulty internal pointer.

14) The final line of an **'I/O' Devices** file was not accepted if it did not **end with a line-feed**.

15) Adding more than four Analog Sliders caused a silent bug that overwrote LED 'I/O' device pointers

- 16) Starting with V1.6.0, analog waveform samples for the **first half** of each **triangle** waveform were all **zero** (due to a bug in the waveform-table computation).
- 17) Doing a repeated **Run-To** when on a breakpoint line no longer requires multiple clicks per advance.
- 18) Passing address expressions to a function array parameter was not accepted by the Parser.
- 19) Recursive functions that returned expressions containing pointer or array de-references gave incorrect results due to un-reset "ready" flags on those component expressions.
- 20) Calling 'class' member-functions through **any object pointer variable or pointer expression** was not working.
- 21) User functions that returned objects by-value only successfully returned their value on their very first function call **if** they returned a nameless constructed object (like 'String("dog")' – on subsequent calls the return was skipped due to a stuck "ready" flag).
- 22) There had been no safeguard to prevent the command **Windows | 'Serial' Monitor** from adding a new 'Serial' device when there was actually no room for it.
- 23) If adding a fixed-pin device (like 'SPISLV') caused a pin conflict pop-up message, the **Lab Bench Pane** redraw could show a duplicate "ghost" device overlaying the rightmost 'I/O' device (until the next redraw).
- 24) Fixed some issues with unreliable 'PIEZO' sounds for non-periodic pin signals.
- 25) 'PROGMEM' variables must also now be explicitly declared as 'const' to agree with Arduino.
- 26) "No heap space" was incorrectly flagged as an execution error when an 'SD.open()' could not find the named file, or an 'openNextFile()' reached the last file in the directory.
- 27) A Parser bug had been improperly accepting an out-of-place closing brace '}'.
- 28) A bug with **Variables Pane** removals upon member-object-constructor return has been fixed (the bug applied only for objects that themselves contain other objects as members).

V1.6.3– Sept. 2016

- 1) The local variables of any interrupted function were not getting removed from the **Variables Pane** on interrupt function entry, leading to multiple copies appearing there on interrupt-function return (and a possible eventual execution error or a crash).
- 2) The Waveform windows were not reflecting programmatic changes in 'analogWrite()' to a new duty cycle of either 0% or 100%.
- 3) Hex display in the expanded 'SERIAL' or 'SFTSER' Monitor window showed the incorrect MSB character for byte values greater than 127.

V1.6.2– Sept. 2016

- 1) Function calls made with the wrong number or type of arguments had not generated an appropriate Parse error message (only the generic "not a valid identifier" message appeared).
- 2) The **Tool-Bar** reset button now works identically to the 'Uno' board reset button.
- 3) Parse-error text no longer cuts off after 16 characters without showing an ellipsis.

V1.6.1– Aug. 2016

- 1) In V1.6 an 'Uno' board version in the **myArduPrefs.txt** file that differed from the default version 2 value caused an exception at startup (due to an uninitialized pin 13 event).

- 2) Changing the value of a variable by double-clicking in the **Variables Pane** could cause faulty "no memory allocation" error pop-ups (for programs with any user-defined `'class'`).
- 3) `'SoftwareSerial'` did not allow access to `'write(char* ptr)'` and `'write(byte* ptr, int size)'` functions because of a faulty function-overload detection.
- 4) Fixed issue with automatic inclusion of the corresponding `".cpp"` file for an isolated `".h"` "library-type" `'#include'`.

V1.6– June 2016

- 1) In V1.5 automatic indentation on the "Return" key in **Edit/View** (when entering a new line) had been lost.
- 2) Detection of pin conflicts with attached strong-conduction external 'I/O' devices has now been added on `'Serial'` pin 1, on SPI pins SS, MOSI, and SCK, on I2C pins SCL and SDA (all when the corresponding `'begin()'` is called), and on any declared `'SoftwareSerial'` TX pin.

V1.5.1– June 2016

- 1) In V1.5 the new theme-adaptable Syntax Highlight colours were not properly reset each time **Edit/View** was opened, and so (with a white-background theme) were only correct every second time.
- 2) Interrupt `'RISING'` and `'FALLING'` sensitivities had been opposite to the actual triggering edge polarity.

V1.5 – May 2016

- 1) A bug introduced in V1.4.1 prevented passing bare string literals to member functions that expected a `'String'` object, as in `'mystring1.startsWith("Hey")'`.
- 2) A bug in the original **SD** implementation of UnoArduSim only allowed **SD** access using calls to `'read()'` and `'write()'` (access via `'Stream'` functions was prevented).
- 3) **'R=1K'** Slide switches were not being redrawn properly when the slider was moved.
- 4) "Cancel" in the Confirm-Save file dialog should have prevented application exit.
- 5) A missing closing quote or closing `'>'`-parenthesis on a user file `'#include'` would cause a hang.
- 6) Fixed a bug in syntax highlighting of `'String'` and user `'class'` or `'struct'`, and extended highlighting to include constructor function calls.
- 7) Fixed minor issues in **Edit/View** with text changes/highlighting and the Undo button.

V1.4.3 – Apr. 2016

- 1) Using **Configure | I/O Devices** to add new devices, and then to subsequently remove one of those newly added devices could cause a crash at reset, or for another device to stop working.
- 2) Modifying a `'String'` variable by double-clicking in the **Variables Pane** failed (the new `'String'` was read improperly).
- 3) Pin changes on `'FUNCGEN'` and `'PULSER'` devices were not recognized until a reset was first done.

V1.4.2 – Mar. 2016

- 1) V1.4.1 had introduced an unfortunate Parse bug which prevented assignments involving any `'class'` objects (including `'String'`).
- 2) An incomplete bug fix made in V1.4.1 caused `'unsigned'` values of type `'char'` to print as ASCII characters rather than as their integer values.

- 3) Complex member-expression function call arguments were not always recognized as valid function-parameter matches.
- 4) **All** integer literals and expressions were sized too generously (to 'long') and therefore execution did not reflect the **actual** overflows (to negative) that can occur in Arduino on add/multiply operations involving 'int' sized values.
- 5) Expressions involving a mix of 'signed' and 'unsigned' integer types were not always handled properly (the 'signed' value would be improperly seen as 'unsigned').
- 6) In pin-conflict cases, "value = " error messages could show stale pin values even after a Reset from a previous conflict that the user had already cleared.

V1.4.1 – Jan. 2016

- 1) Calls to 'print(char)' now print properly as ASCII characters (rather than numeric values).
- 2) Interrupt response is now enabled by default when 'attachInterrupt()' is called, so there is no longer any need in your 'setup()' to call the enabling function 'interrupts()' .
- 3) Multiple '#include' instances of user-files from inside one file are now handled properly.

V1.4 – Dec. 2015

- 1) A **long-standing** bug incorrectly flagged a **divide-by-zero** condition when dividing by a fractional value less than unity.
- 2) Fixed 'SoftwareSerial' (which was inadvertently broken by an added 'class' -member validation check in V1.3 releases).
- 3) End-of-line function calls with a missing semicolon were not caught, and caused the Parse to skip the next line.
- 4) A badly formatted 'I/O' **Devices** text file gave an improper error message.
- 5) Parse Error highlighting of the incorrect (adjacent) line in multi-line expressions and statements has been fixed
- 6) Logical testing of pointers using the 'not' (!) operator was inverted.

V1.3 – Oct. 2015

- 1) Improper internal handling of scratchpad variables caused occasional "**maximum scratchpad nesting depth exceeded**" Parse errors.
- 2) Parentheses *inside single-quotes*, braces, semicolons, parentheses inside quoted strings, and escaped characters were improperly handled.
- 3) An Array with an empty dimension and no initialization list caused a RESET hang, and arrays with only a single element were not disallowed (and caused their faulty interpretation as an invalidly initialized pointer).
- 4) Parse errors sometimes would sometimes highlight the wrong (adjacent) line.
- 5) Passing a pointer to a non- 'const' to a function accepting a pointer to a 'const' had been disallowed (instead of the other way around).
- 6) Initializer expressions were improperly inheriting 'PROGMEM' qualifiers from the variable being initialized
- 7) 'PROGMEM' declared variables had their byte-size incorrectly counted **twice** against their 'Flash' memory allocation during the Parse.
- 8) Typing into the 'Send' edit-box of an 'I2CSLV' would sometimes cause a crash due to 'scanf' bug.

9) Loading a new program having a new **'I/O' Devices** file in its directory could cause irrelevant pin conflicts with **old** pin directions.

10) Escaped serial character handling was improperly applied to received, rather than transmitted, character sequences in the (larger) **'Serial Monitor'** buffers window.

11) **'while()'** and **'for()'** loops with completely empty bodies, such as **'while(true);'** or **'for(int k=1;k<=100;k++);'** passed the Parse (with a warning message) but failed at execution time..

V1.2 – Jun 2015

1) The very simplest of user functions that made calls to either **'digitalRead()'** or to **'analogRead()'** or **'bit()'** could have corrupted their (very first) declared local variable (if any) due to insufficient allocated function scratchpad space (if only two scratchpad bytes got allocated at the very start of the function stack) . Any numeric expression at all inside a function is sufficient to cause a 4-byte scratchpad allocation, and so avoids this issue. This unfortunate bug has been around since the original release V1.0.

2) Functions that are **'void'** with an early explicit **'return'**, and non-**'void'** functions with more than one **'return'** statement, would see execution fall-through at the **closing brace** (if it was reached).

3) Any **'return'** statements inside **'if()'** contexts that were missing braces led to a faulty return-to-caller target.

4) **'PULSER'** and **'FUNCGEN'** pulse-widths or periods of value 0 could cause a crash (0 is now disallowed).

5) Where there were no braces, **'else'** continuations after an **'if()'** did not work if they followed a **'break'**, **'continue'**, or **'return'**.

6) When **multiple 'enum' user-declarations were made**, constants defined in all but the very first **'enum'** generated faulty “ **'enum'** mismatch” Parse errors (this bug was introduced in V1.1).

7) A null identifier for the very last parameter of a function prototype caused a Parse error.

8) **Run-To** breakpoints set on complex lines were not always handled properly (and so could be missed).

9) **'HardwareSerial'** and **'SoftwareSerial'** used a private implementation TX-pending buffer that did not get cleaned out on Reset (so leftover characters from last time could appear).

10) The Parse failed to check for illegal bit-flipping of **'float'**, and pointer arithmetic attempted with illegal operators.

V1.1 – Mar 2015

1) Array indices that were **'byte'** or **'char'** sized variables caused incorrect array offsets (if an adjacent variable contained a non-0 high-byte).

2) Logical testing of pointers tested the pointed-to value for non-zero rather than the pointer value itself.

3) Any **'return'** statements embedded inside **'for()'** or **'while()'** loops were mishandled.

4) Aggregate-initialization lists for arrays of objects, or objects containing other objects/arrays, or completely empty initialization lists, were not being handled properly.

5) Access of **'enum'** member values using an **" enumname . "** prefix was not supported.

6) Declaration-line initialization of a **'char[]'** array with a quoted string literal was not working.

7) An array being passed to a function without prior initialization was improperly flagged with a "used but not initialized" error.

8) Pointer expressions involving array names were mishandled.

- 9) Function parameters declared as `'const'` were not accepted.
- 10) The Pin Analog Waveform window did not display PWM signals (`'servo.write()'` and `'analogWrite()'`).
- 11) Member functions accessed through an object-pointer gave faulty member accesses.
- 12) Waveforms were not being updated when a **Run-To** breakpoint was reached.
- 13) Register allocation modelling could fail when a function parameter was then used directly as an argument to another function call

V1.0.2 – Aug 2014

Fixed ordering of A0-A5 pins on the perimeter of the 'Uno' board.

V1.0.1 – June 2014

Fixed a bug that truncated edit pastes that were longer than three times the number of bytes in the original program.

V1.0 – first release May 2014

Changes/Improvements

V2.1 Mar. 2018

- 1) Displayed Variables Pane values are now refreshed only every 30 milliseconds (and the Minimal option can still reduce that refresh rate further), but the **VarRefresh** menu option to disallow update reduction has been removed.
- 2) Operations that target only a portion of the bytes of a variable's value (such as those made through pointers) now cause the change to that variable's value to be reflected in the **Variables Pane** display.

V2.0.1 Jan. 2018

- 1) Undocumented Arduino functions `'exp()'` and `'log()'` have now been added.
- 2) 'SERVO' devices can now be made continuous-rotation (so pulse width controls speed instead of angle).
- 3) In **Edit/View**, a closing brace `'}'` is now automatically added when you type an opening brace `'{'`.
- 4) If you click the **Edit/View** window title bar `'x'` to exit, you are now given a chance to abort if you had modified, but not saved, the displayed program file.

V2.0 Sept. 2017

- 1) Implementation has been ported to QtCreator so the GUI has some minor visual differences, but no functional differences other than some improvements:
 - a) The status line messaging at the bottom of the Main window, and inside the **Edit/View** dialog, has been improved and a highlight colour-coding added.
 - b) The vertical space allocated between the **Code Pane** and **Variables Pane** is now adjustable through a drag-able (but not visible) splitter bar at their shared border.
 - c) 'I/O' device edit-box values are now only validated once the user has moved the mouse pointer outside the device' – this avoids awkward automatic changes to enforce legal values while the user is typing.
- 2) UnoArduSim now supports multiple languages via **Configure | Preferences**. English can always be selected, in

addition to the language for the user locale (as long as a custom *.qm translation file for that language is present in the UnoArduSim '**translations**' folder).

3) Sound has now been modified to use the Qt audio API – this has required muting in certain circumstances in order to avoid annoying sound breakup and clicks during the longer OS windowing operational delays caused by normal user mouse clicks – see the -Sounds section for more detail on this.

4) As a user convenience, blanks are now used to represent a 0 value in the device-count edit-boxes in **Configure | 'I/O' Devices** (so you can now use the space-bar to remove devices).

5) The un-scaled (U) qualifier is now optional on 'PULSER', 'FUNCGEN' and '1SHOT' devices (it is the assumed default).

6) UnoArduSim now allows (in addition to literal numeric values) '**const**' integer-valued variables, and ' to be used as dimensions in array declarations, as long as those sources are explicitly initialized using integer-valued numeric literal constants.

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V1.7.2– Feb. 2017

1) The colour choice blue (B) has been added for LED devices.

V1.7.1– Feb. 2017

1) Suffixes '**l**' and/or '**u**' are now accepted on the end of numeric literal constants (to define them as '**long**' and/or '**unsigned**'), and (0**b** or 0**B** prefixed) binary constants are now also accepted. Any all-decimal numeric constant **beginning with a '0'** is now considered to be an **octal** value. (to agree with Arduino).

2) When executing in a tight loop from which there is no escape (for example '**while (x) ; x++;**' where x is always true), clicking **Halt** a second time now ensures program execution actually halts (and on that faulty program line).

V1.7.0– Dec. 2016

1) A new **Tool-Bar** feature has been added that shows free RAM bytes during program execution (accounting for the total bytes used by global variables, heap allocations, and local stack variables).

2) User interrupt functions may now also themselves call blocking Arduino functions like '**pulseIn()**' (but this should only be used with caution, since the interrupt function will not return until the the blocking function is complete).

3) User interrupts are no longer disabled during blocked Stream-read operations, so behaviour now matches actual Arduino stream-read operation.

4) You can now step into and out of blocking Arduino functions that can be interrupted (like '**delay()**' and '**pulseIn()**'), and Status-Bar messages have been augmented to show when you have hit an interrupt breakpoint inside such a function (or when you click-Halt when execution is currently inside such a function).

5) A new **Run-Till** command (and **Tool-Bar** item) has been added – single-click on any **Variables Pane** variable (it can be simple, an aggregate array or object, or an array element or object-member) to highlight it, then do **Run-Till** – execution will freeze at the next **write-access** inside that aggregate variable ,or to that single location.

6) When execution freezes after a **Step**, **Run-To**, **Run-Till**, or **Run-then-Halt** action, the **Variables Pane** now

highlights the variable that corresponds to the **address location(s) that got modified** (if any) by the **very last instruction during that execution** – if that location is currently hidden inside an un-expanded array or object, clicking to expand it will then cause that last-modified element or member to become highlighted.

7) The user can now keep a special watch on the value of a specific Variable Pane variable/member/element while executing – double-click on that line in the **Variables Pane** to open the **Edit/Track Variable Value** window, then do one of the **Run** or **Step** commands – the value shown will be updated during execution according to the same rules that govern updates in the **Variables Pane**. After halting execution, you are allowed to enter a new value and **Accept** it before resuming execution (and can **Revert** to the pre-**Accept** value if you change your mind before then).

8) Accelerator keys F4-F10 have been set to match the Execute menu's **Tool-Bar** commands (from left to right).

9) In addition to double-clicking on them, right-clicking on 'SERIAL', 'SFTSER', 'SPISLV', 'I2CSLV' devices will now also pop up a larger-sized TX/RX bytes/chars window (and on 'SD_DRV', a files-monitoring window).

10) The TX edit-box in 'SERIAL' or 'SFTSER' is no longer disabled during an active character transmission (so you can now append to or replace what is there), but a carriage-return (or 'Send' button click in the associated 'SerialMonitor' child window) will be ignored until the transmission returns to the idle state once again (characters are now shown in *italics* when transmission is ready to begin, or is active). In addition, the user is now warned at a serial stream 'begin()' if they had already started earlier the attached device (now in-progress) transmissions, as there would then be no framing synchronization, leading to reception errors.

11) The default added 'loop()' delay has been increased from 250 microseconds to one millisecond so as not to fall quite so far behind real-time when the user neglects to include some 'delay()' (explicit or natural) somewhere inside 'loop()' or inside a function that it calls.

12) Arrays and simple types have now been added to the support for the heap-allocating 'new' instruction.

13) More extensive checks (and associated error messages) have been added for user program out-of-bounds address accesses (i.e. outside of 'Uno' RAM, or outside of 'Flash' for 'PROGMEM' accesses).

14) Pointer values in the **Variables Pane** now more closely resemble actual Arduino pointer values.

15) The user **myArduPrefs.txt** file is now loaded at every **File | Load**, not just at UnoArduSim launch.

16) A Parse error is now flagged when trying to 'attachInterrupt()' to a user function that is not 'void' returning, or which has function parameters, or which has not been declared somewhere before 'attachInterrupt()'.

17) 'static' member-variables are now displayed at the top of the **Variables Pane** as globals, rather than appearing inside each instance of an (expanded) object.

18) Function 'availableForWrite()' has been added to the implementation of `Serial`.

19) All special 'PROGMEM', 'typedef' like 'prog_char' and 'prog_int16' have now been removed (they have been deprecated in Arduino).

20) Improved error messages for Parse errors caused by mis-spelled or invalid declaration types.

21) The maximum allowed program size has been increased.

V1.6.3– Sept 2016

1) Added an improved parse error message when 'attachInterrupt()' refers to an interrupt-function that was not **prototyped earlier**.

2) Added an improved Parse error message for multi-dimensional array initialization lists.

V1.6.2– Sept 2016

- 1) Added a **Find-Text** edit control to the **Tool-Bar** to streamline searching for text (in the **Code Pane** and **Variables Pane**).
- 2) The **Tool-Bar** Reset button now works identically to the 'Uno' board Reset push-button.

V1.6.1– Aug 2016

Added a check to avoid duplicate loading and parsing of already previous '**#include**' files,.

V1.6 – June 2016

- 1) Added a new '1SHOT' (one-shot) 'I/O' Device which generates a pulse after a chosen delay from a trigger signal edge of selected polarity.
- 2) Added a new feature to make 'I/O' device edit-box values easily scalable during execution by dragging a global 'I/O_____S' Scaler slider on the main **Tool-Bar** (just type a single letter 's' or 'S' after a value to indicate scaling).

V1.5.1 – June 2016

- 1) Support has been now been added for EEPROM library functions '**update()**', '**put()**' and '**get()**', and for byte access via array notation, e.g. '**EEPROM[k]**'.
- 2) **Allow Auto (-) Collapse** has been added to the menu **VarRefresh** to allow explicit control over whether or not expanded arrays/objects will be auto-collapsed when execution is falling behind real-time.
- 3) The characters of a '**String**' variable can now also be accessed via array notation, e.g. '**mystring[k]**'.

V1.5 – May 2016

- 1) **View/Edit** now has shortcut ctrl-E, and has a new button for **Compile** (ctrl-R), plus a built-in Parse-error box, to allow testing of edits without needing to close the window.
- 2) **View/Edit** now now also supports **ReDo**, and has a new **Save** (ctrl-S) button (equivalent to **Accept** plus a later main-window **Save**), and now gives a choice of TAB size (a new preference that can be saved using **Configure | Preferences**).
- 3) All writable edit-boxes now follow the chosen Windows OS theme colours, and for contrast, all read-only 'RECV' edit-boxes use white text on black background. The **Edit/View** background and syntax-highlight colours now also adapt to the chosen theme.
- 4) UnoArduSim now allows a choice of font – that choice, and it size, have been moved to the **Configure | Preferences** (so can be saved in the **myArduPrefs.txt** file).
- 5) Arduino pre-defined binary literal values (like '**B01011011**') are now allowed.
- 6) Escaped hex, octal, and 4-digit Unicode quoted character sequences can now be used as numeric literals.
- 7) After making an initial mouse-click on a 'PUSH' device push-pad, the user can then instead use a key-press (any key) to depress the push-button contacts.
- 8) **Edit/View** now releases its temporary initial read-only state (and removes the highlighting of the initial selected line) after a brief visual flash cue.
- 9) UnoArduSim now checks for multiple '**Stepper**' and '**Servo**' pin conflicts, i.e. faulty user program attempts to attach to pins already attached to earlier '**Stepper**' or '**Servo**' variables.
- 10) A Parse error caused by a missing left-hand or right-hand side to an operator (missing a LHS or RHS expression or variable) now generates a clear error message.
- 11) The unused '**String**' class '**flags**' member variable has been removed to agree with Arduino V1.6.6. A

'String' object now occupies 6 bytes (plus its characters heap allocation).

V1.4.2 – Mar 2016

- 1) Forward-defined functions (i.e. those with no prototype declaration before their first call) now only generate warnings (not parse errors) when the later function definition return-type mismatches the type inferred from their first use.
- 2) Arrays having a dimension equal to 1 are no longer rejected (in order to agree with standard C++ rules)..
- 3) edit-boxes are no longer set to black on white background – they now adopt the palette set by the Windows OS theme in use.
- 4) 'SERIAL', 'SFTSER', 'SPISLV', and 'I2CSLV' device expanded Monitor windows (opened by double-clicking) now adopt the background colour of their parent 'I/O' Device.

V1.4 – Dec 2015

- 1) 'Stepper.h' library functionality and associated 'I/O' devices have now been added..
- 2) **All 'I/O' Device settings and values** (in addition to its selected pins) are now also saved as part of the chosen user 'I/O' Devices text file for later reload.
- 3) **LED** 'I/O' device colour can now be set as either red, yellow or green using an edit-box on the device.
- 4) Variable declaration initializers are now allowed to span multiple lines.
- 5) Array indices are now allowed to themselves be array elements.
- 6) **Configure | Preferences** now includes a check-box to permit 'and', 'or', 'not' keywords to be used in place of the C-standard &&, ||, and ! logical operators.
- 7) “Show Program Download” has been moved to **Configure | Preferences**

V1.3 – Oct 2015

- 1) The '**PUSH**' device now has a “push-like” check-box labeled '**latch**' to make them “latching” (instead of “momentary”), that is, they will latch in the closed position (and change colour) when pressed, until they are pressed again to release the contacts.
- 2) Full capability 'SPISLV' devices have been added with node selection ('**MODE0**', '**MODE1**', '**MODE2**', or '**MODE3**'). Double-clicking opens a TX/RX buffers window where upcoming REPLY (TX) bytes may be defined, and for viewing of past received (RX) bytes. The simple shift-register slave device of the previous version has been renamed to become an 'SRSLV' device.
- 3) **Bold** typeface can now be chosen for the **Code Pane** and **Variables Pane** (from the menu **Options**), and **bold highlighting of keywords and operators** can now be toggled on/off in **Edit/View**..
- 4) UnoArduSim now allows '**bool**' as a synonym for '**boolean**' .
- 5) For clarity in error reporting, variable declarations are no longer allowed to span multiple lines (except for arrays having initializer lists).
- 6) Syntax colouring speed in **View/Edit** has been improved (this will be noticeable with larger programs).
- 7) An optional 200 microsecond overhead (on the menu **Options**) has been added to each call of '**loop()**' – this is to try to avoid falling too far behind real-time in the case where the user program has no added '**delay()**' anywhere (see Timing discussion under).

Version 1.2 June 2015

- 1) The SD library is now fully implemented and a (small) 8Mbyte SD Disk 'I/O' device ('SD_DRV') has been added (and functionality tested against all Arduino sample SD programs).
- 2) Like Arduino, UnoArduSim will now automatically convert a function argument to its address when calling a function expecting a pointer to be passed.
- 3) Parse-error messages are now more appropriate when there are missing semicolons, and after unrecognized declarations.
- 4) Stale **Variables Pane** line highlights now get removed on function call/return.

V1.1 – Mar 2015

- 1) The main window can now be maximized or re-sized to make the **Code Pane** and **Variables Pane** wider (for larger screens).
- 2) A new menu Find (with **Tool-Bar buttons**) have been added to allow quicker navigation in the **Code Pane** and **Variables Panes** (PgUp and PgDown, or text-search with up-arrow, down-arrow).
- 3) The **View/Edit** window now allows ctrl-PgUp and ctrl-PgDn navigation jumps (to next empty-line), and has augmented **Find/Replace** functionality.
- 4) A new item has been added to menu **VarRefresh** to allow the user to select a computation-saving approach under heavy **Variables Pane** update loads.
- 5) 'Uno' pins and attached LED now reflect any changes made to 'I/O' devices even when time is frozen (that is, even when execution is halted).
- 6) Other user functions can now be called from inside a user interrupt function (in accordance with update to Arduino 1.06).
- 7) A **larger font** can now be chosen from the menu **Options**.

V1.0.1 – June 2014

Waveform windows now label analog pins as A0-A5 instead of 14-19.

V1.0 – first release May 2014