

# Atmel Studio

## An Introductory Tutorial

# Acknowledgements

This tutorial is prepared by Mohammad Azfar Tariq and Muhammad Usman under the supervision of Dr. Rehan Ahmed for the course EE-222 Microprocessor Systems. Reporting any error or discrepancy found in the tutorial is appreciated.

# Contents

Initialize Project

Coding

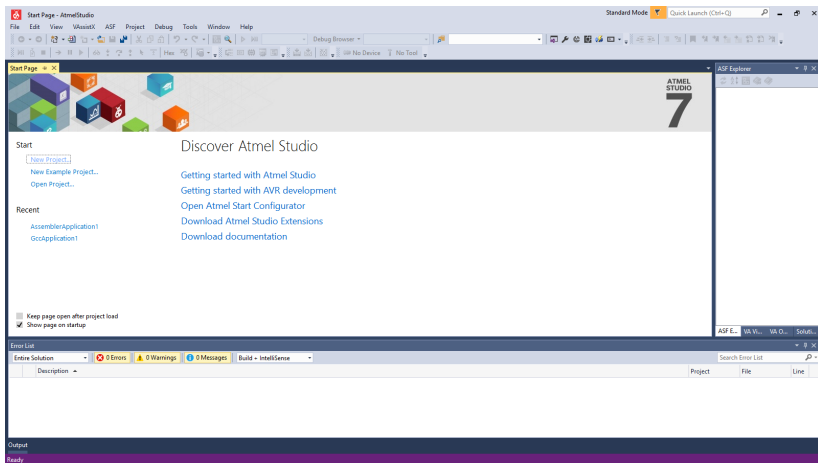
Generate Hex File

Debugging

# Initialize Project

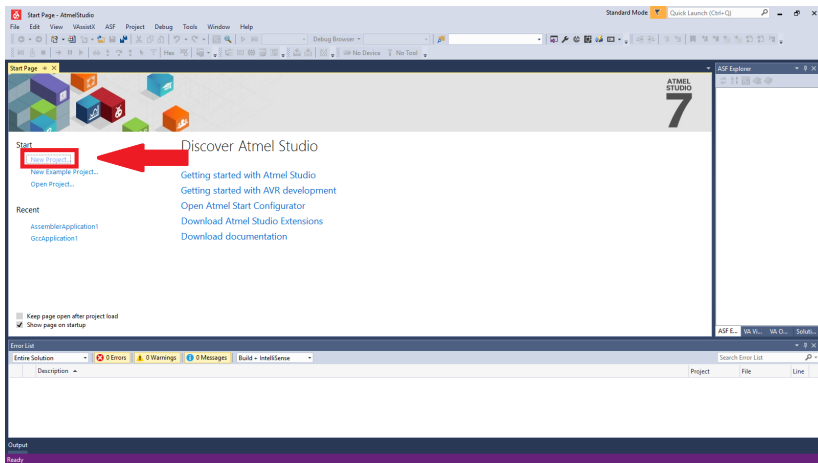
# Initialize Project

Open Atmel Studio 7.0



# Initialize Project

Click on New Project







# Initialize Project

## Project Type

- ▶ **ASF Board Project**

The project contains built-in libraries

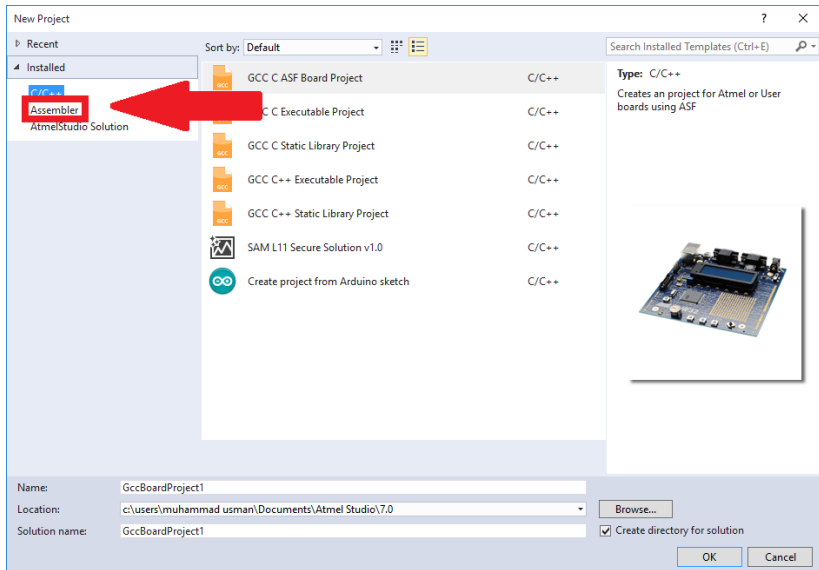
- ▶ **C Executable Project**

Project for bare-metal C programming

# Initialize Project

Project Type

Click on Assembler



New Project?×

Recent

Installed

C/C++

Assembler

AtmelStudio Solution

Sort by: Default


AVR Assembler Project

Assembler

Search Installed Templates (Ctrl+E)

Type: Assembler

Creates an AVR 8-bit Assembler project



Name: AssemblerApplication2

Location: c:\users\muhammad usman\Documents\Atmel Studio\7.0

Solution name: AssemblerApplication2

Browse...

☒ Create directory for solution

OK

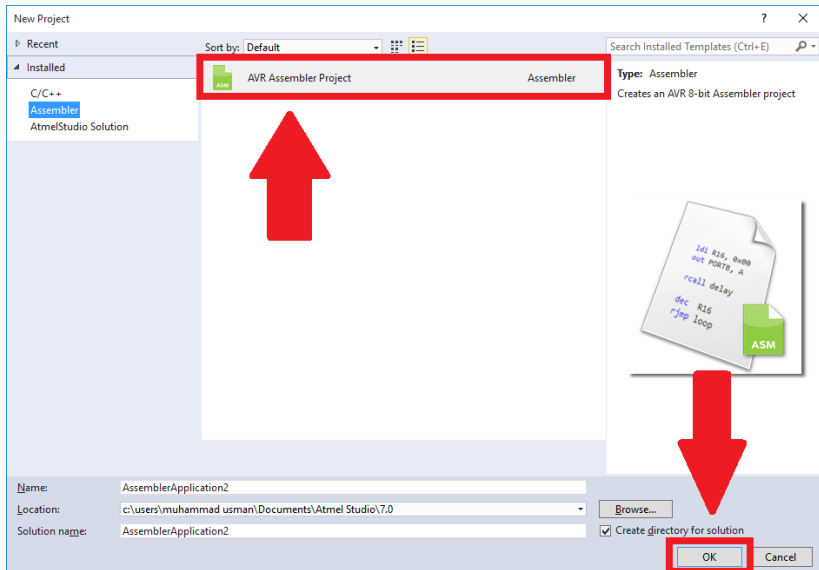
Cancel

# Initialize Project

Project Type

Select AVR Assembler Project

Click OK



## Device Selection



Device Family:

All



Name	App./Boot Memory (Kbytes)	Data Memory (bytes)	EEPROM (bytes)
AT90CAN128	128	4096	4096
AT90CAN32	32	2048	1024
AT90CAN64	64	4096	2048
AT90PWM1	8	512	512
AT90PWM161	16	1024	512
AT90PWM216	16	1024	512
AT90PWM28	8	512	512
AT90PWM316	16	1024	512
AT90PWM38	8	512	512
AT90PWM81	8	256	512
AT90USB1286	128	8192	4096
AT90USB1287	128	8192	4096
AT90USB162	16	512	512
AT90USB646	64	4096	2048
AT90USB647	64	4096	2048
AT90USB82	8	512	512
ATA5272	8	512	512
ATA5505	16	512	512
ATA5700M322	64	1024	2176

Device Info:

No device selected

OK

Cancel



# Initialize Project


Select  $\mu$ C

Type in the search box

**ATmega16A**

Device Selection

Device Family: All

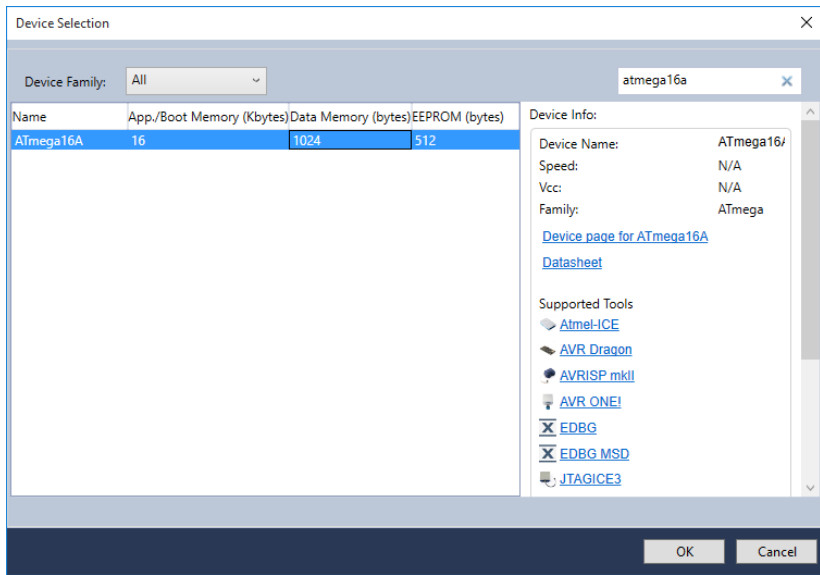


Name	App./Boot Memory (Kbytes)	Data Memory (bytes)	EEPROM (bytes)
AT90CAN128	128	4096	4096
AT90CAN32	32	2048	1024
AT90CAN64	64	4096	2048
AT90PWM1	8	512	512
AT90PWM161	16	1024	512
AT90PWM216	16	1024	512
AT90PWM28	8	512	512
AT90PWM316	16	1024	512
AT90PWM38	8	512	512
AT90PWM81	8	256	512
AT90USB1286	128	8192	4096
AT90USB1287	128	8192	4096
AT90USB162	16	512	512
AT90USB646	64	4096	2048
AT90USB647	64	4096	2048
AT90USB82	8	512	512
ATA5272	8	512	512
ATA5505	16	512	512
ATA5700M322	64	1024	2176

Device Info:

No device selected

OKCancel

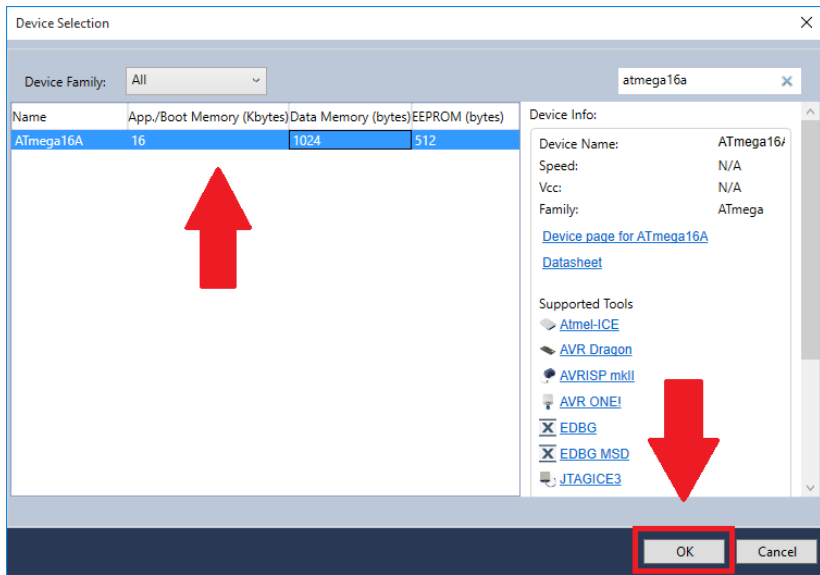


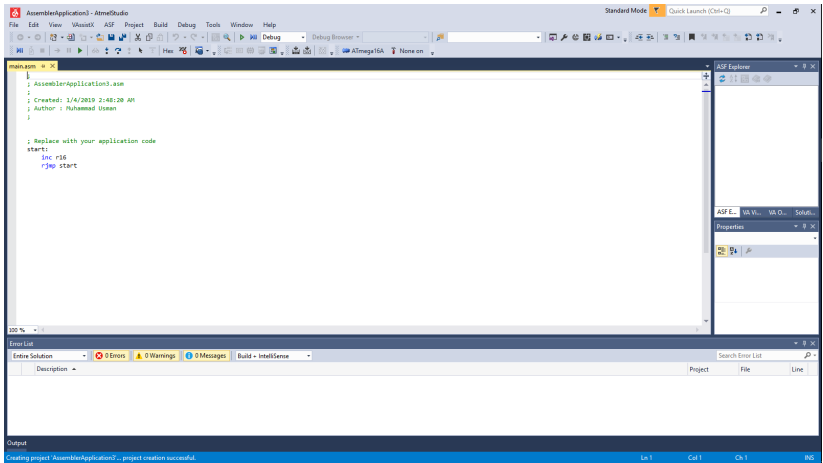
# Initialize Project

Select  $\mu C$

Select ATmega16A

Click OK





# Coding

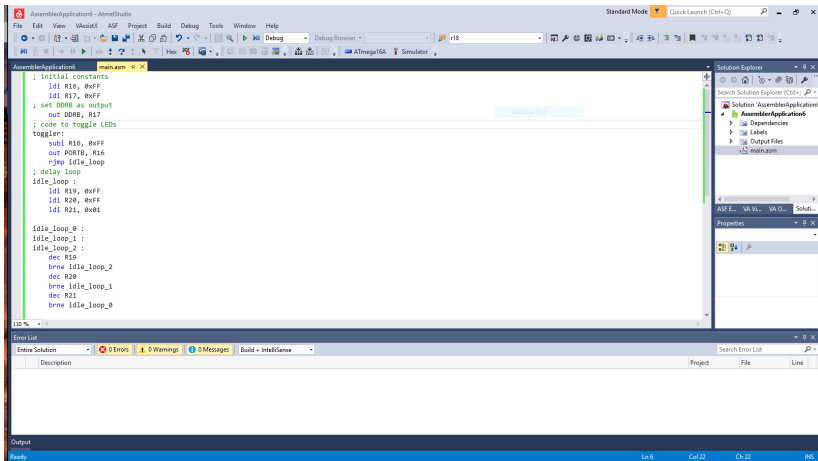
# Coding

Editor window appears

Copy & Paste the lab 1 code

Save



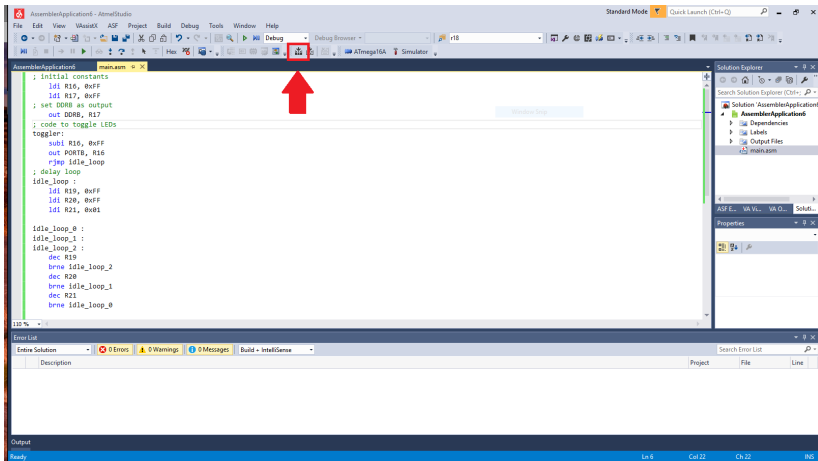


## Generate Hex File

# Hex File

Build Solution

Press the Build button



# Hex File

Locate

Documents

└─ Atmel Studio

└─ 6.0

└─ AssemblerApplicationX

└─ .vs {...}

└─ AsseblerApplicationX

└─ Debug

└─ AssemblerApplicationX.hex

└─ AssemblerApplicationX.lss

└─ AssemblerApplicationX.map

└─ AssemblerApplicationX.obj

└─ AssemblerApplicationX.tmp

└─ AssemblerApplicatinoX.asmproj

└─ AssemblerApplicationX.compinfo

└─ main.asm

└─ AssemblerApplicationX.atsln

# Hex File

Locate

Documents

└─ Atmel Studio

└─ 6.0

└─ AssemblerApplicationX

└─

└─ AssemblerApplicationX

└─ Debug

└─ AssemblerApplicationX.hex

└─

└─

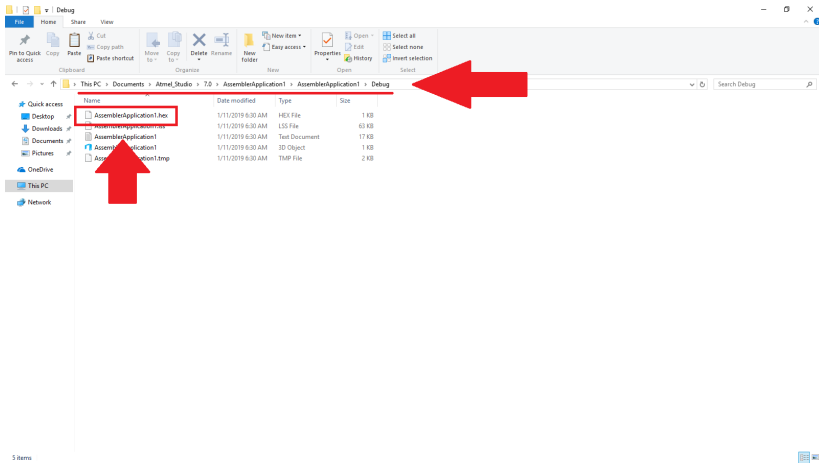
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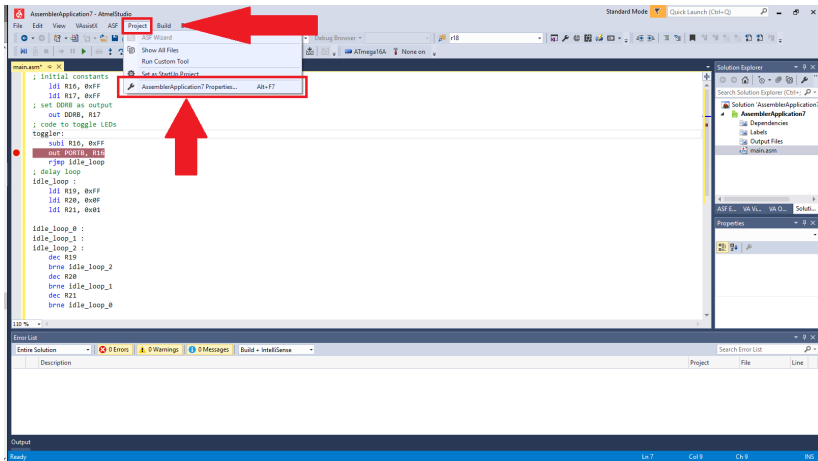
# Debugging

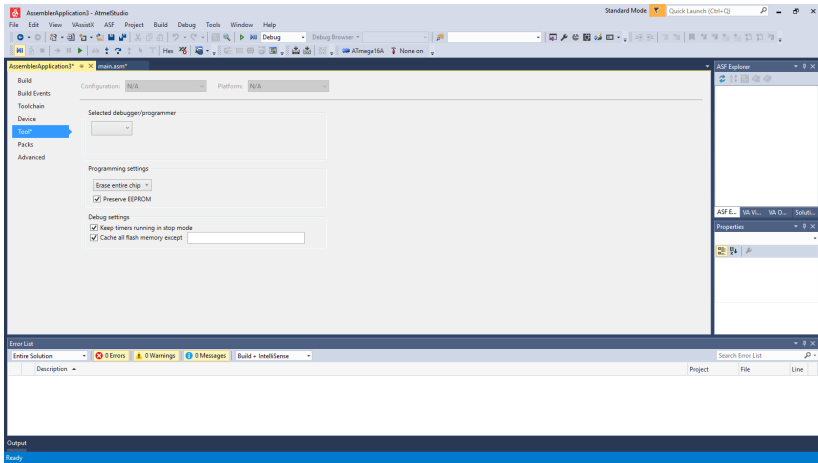
Select Simulator

Project > AssemblerApplicationX Properties... > Tools



# Debugging

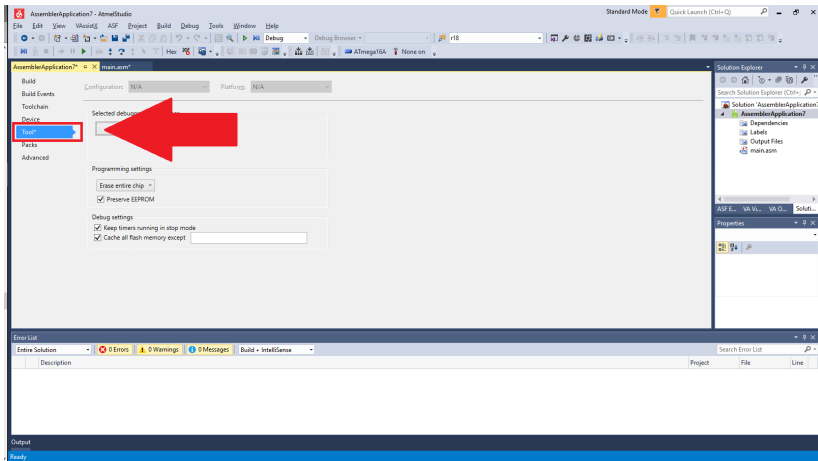




# Debugging

Select Simulator

Click on Tools

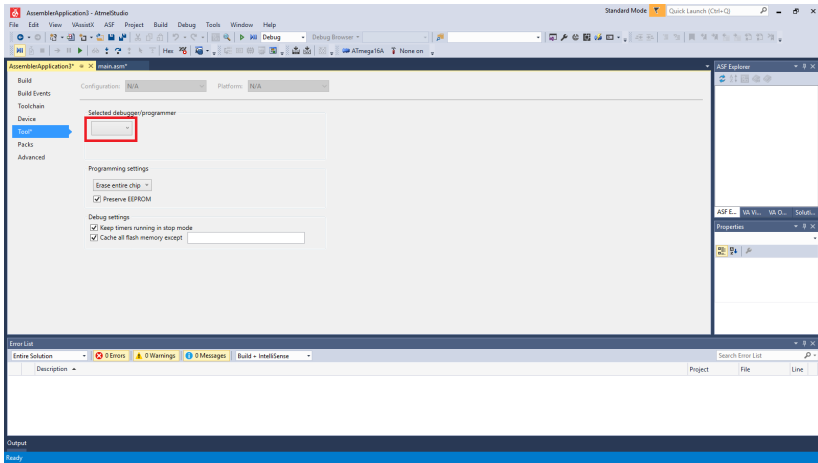


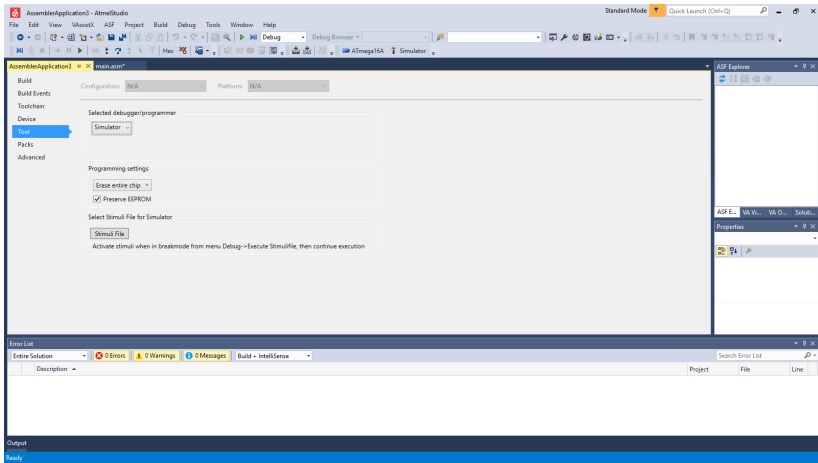
# Debugging

## Select Simulator

Select **Simulator** in “Selected debugger/programmer”

Save



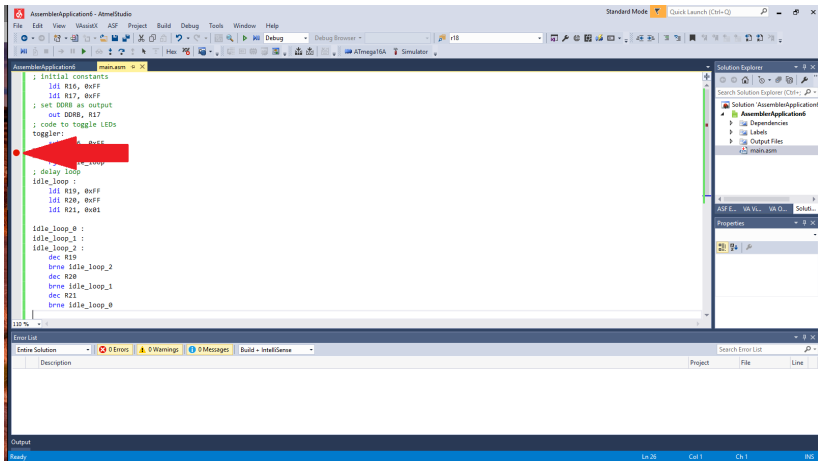




# Debugging

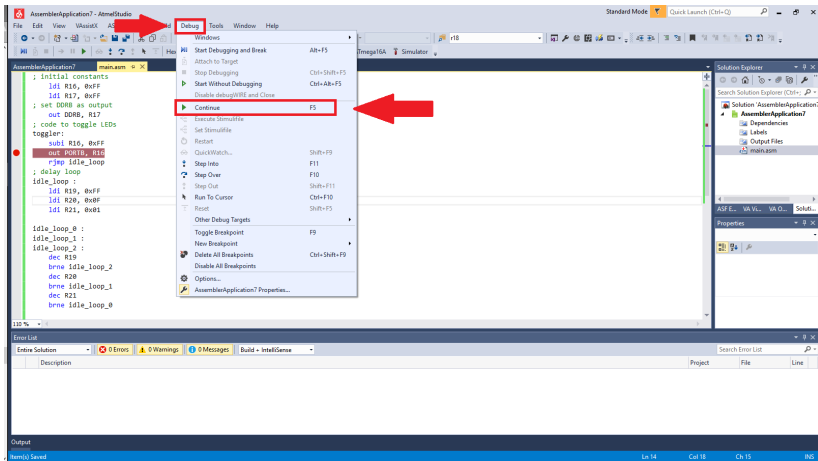
## Initialize Debugging

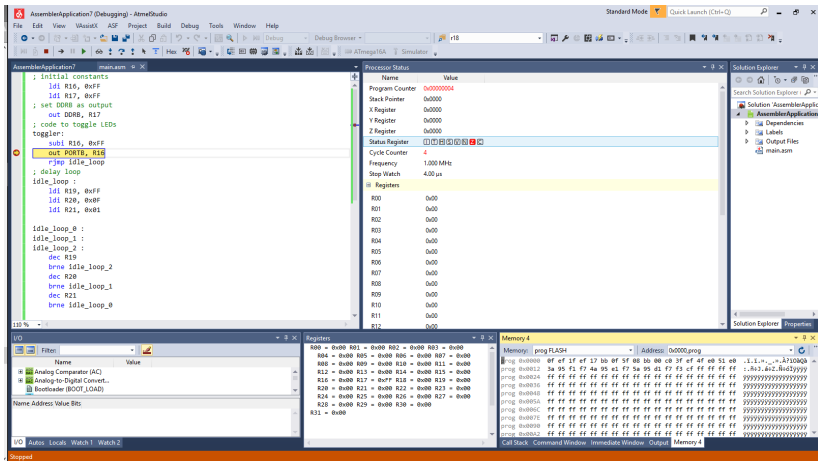
Add a breakpoint by clicking in grey panel left to code



# Initialize Debugging

Debug > Continue

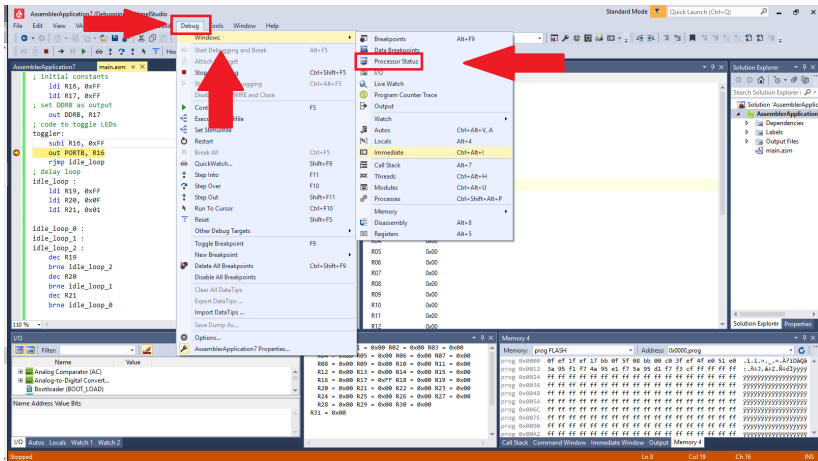




# Debugging

## Processor Status

Debug > Windows > Processor Status



# Processor Status



Name	Value
Program Counter	0x00000004
Stack Pointer	0x0000
X Register	0x0000
Y Register	0x0000
Z Register	0x0000
Status Register	<span>I</span> <span>T</span> <span>H</span> <span>S</span> <span>V</span> <span>N</span> <span>Z</span> <span>C</span>
Cycle Counter	57789
Frequency	1.000 MHz
Stop Watch	57,789.00 $\mu$ s

## Registers

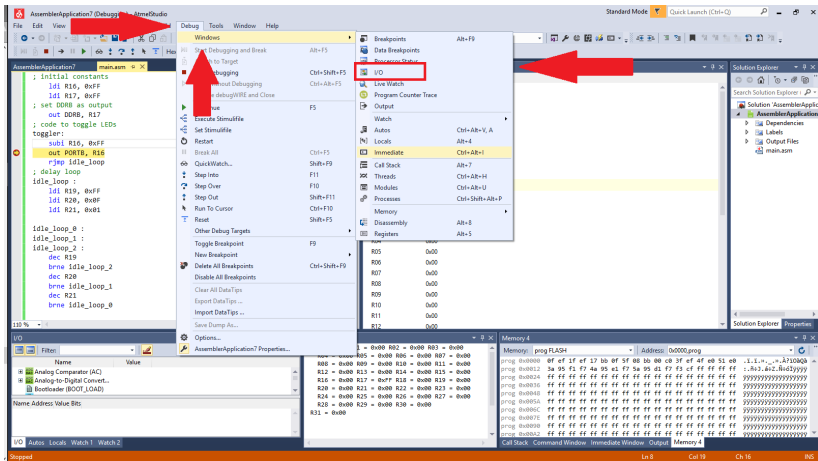
R00	0x00
R01	0x00
R02	0x00
R03	0x00
R04	0x00
R05	0x00
R06	0x00





# Debugging

## I/O


Debug > Windows > I/O













I/O



Filter:



	Name	Value
	Analog Comparator (AC)	
	Analog-to-Digital Convert...	
	Bootloader (BOOT_LOAD)	
	CPU Registers (CPU)	
	EEPROM (EEPROM)	
	External Interrupts (EXINT)	
	I/O Port (PORTA)	
	I/O Port (PORTB)	
	I/O Port (PORTC)	
	I/O Port (PORTD)	

Name	Address	Value	Bits
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I/O

Autos

Locals

Watch 1

Watch 2

# Debugging

## I/O

Select relevant port



# Debugging

I/O

Press **Continue** button to execute code till next breakpoint or end of execution

AssemblyApplication7 (Debugging) - AtmelStudio

File Edit View VASMIX ASF Project Build Debug Tools Window Help

Standard Mode Quick Launch (Ctrl+Q)

Debug Browser - r18

AssemblyApplication7 main.asm

```
; Initial constants
ldi R16, 0xFF
ldi R17, 0xFF
; set 00000000 output
out R16, 0xFF
; toggle
subi R16, 0xFF
out R16, 0xFF
rjmp loop
; delay loop
idle_loop :
ldi R19, 0xFF
ldi R20, 0xFF
ldi R21, 0xFF
idle_loop_0 :
idle_loop_1 :
idle_loop_2 :
dec R19
brne idle_loop_2
dec R20
brne idle_loop_1
dec R21
brne idle_loop_0
```

Processor Status

Name	Value
Program Counter	0x00000004
Stack Pointer	0x0000
X Register	0x0000
Y Register	0x0000
Z Register	0x0000
Status Register	0x00000000
Cycle Counter	4
Frequency	1.000 MHz
Stop Watch	4.00 $\mu$ s

Registers

Register	Value
R00	0x00
R01	0x00
R02	0x00
R03	0x00
R04	0x00
R05	0x00
R06	0x00
R07	0x00
R08	0x00
R09	0x00
R10	0x00
R11	0x00
R12	0x00

Registers

Register	Value
R00	0x00
R01	0x00
R02	0x00
R03	0x00
R04	0x00
R05	0x00
R06	0x00
R07	0x00
R08	0x00
R09	0x00
R10	0x00
R11	0x00
R12	0x00

Memory 4

Address	Value
0x0000	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0001	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0002	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0003	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0004	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0005	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0006	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0007	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0008	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x0009	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF
0x000A	0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF

Call Stack Command Window Immediate Window Output Memory 4

# Debugging

## I/O

Thank You 😊