

# Atmel Studio

## An Introductory Tutorial

Muhammad Usman

`muusman.bee16seecs@seecs.edu.pk`

# Contents

Initialize Project

Coding

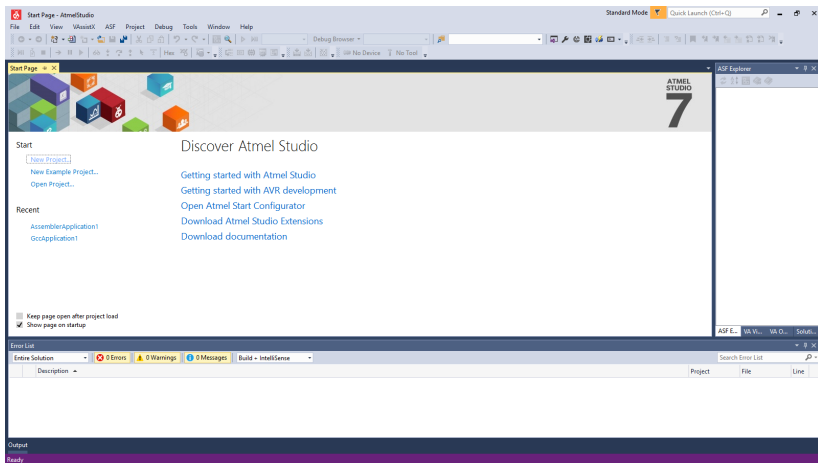
Generate Hex File

Debugging

# Initialize Project

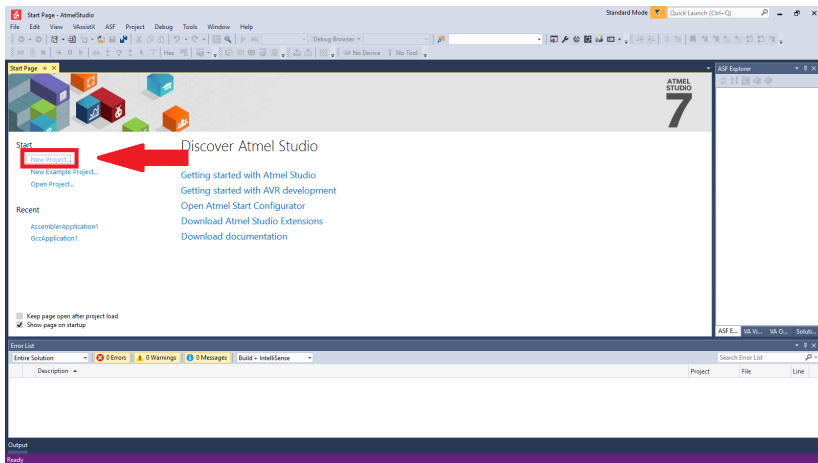
# Initialize Project

Open Atmel Studio 7.0



# Initialize Project

Click on New Project



The screenshot shows the 'New Project' dialog in Atmel Studio. The 'Installed' tab is selected, displaying a list of project templates. The 'GCC C ASF Board Project' is highlighted. The 'Type' is 'C/C++'. The 'Name' field is 'GccBoardProject1', 'Location' is 'c:\users\muhammad usman\Documents\Atmel Studio\7.0', and 'Solution name' is 'GccBoardProject1'. The 'Create directory for solution' checkbox is checked.



# 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

Sort by: Default

Search Installed Templates (Ctrl+E)

Assembler  
AtmelStudio Solution

GCC C ASF Board Project C/C++

GCC C Executable Project C/C++

GCC C Static Library Project C/C++


GCC C++ Executable Project C/C++

GCC C++ Static Library Project C/C++

SAM L11 Secure Solution v1.0 C/C++

Create project from Arduino sketch C/C++

Type: C/C++  
Creates an project for Atmel or User boards using ASF



Name: GccBoardProject1

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

Solution name: GccBoardProject1

Browse...

☒ Create directory for solution

OK Cancel

New Project

Recent

Installed

Sort by: Default

Search Installed Templates (Ctrl+E)


C/C++  
Assembler  
AtmelStudio Solution

AVR Assembler Project

Assembler

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

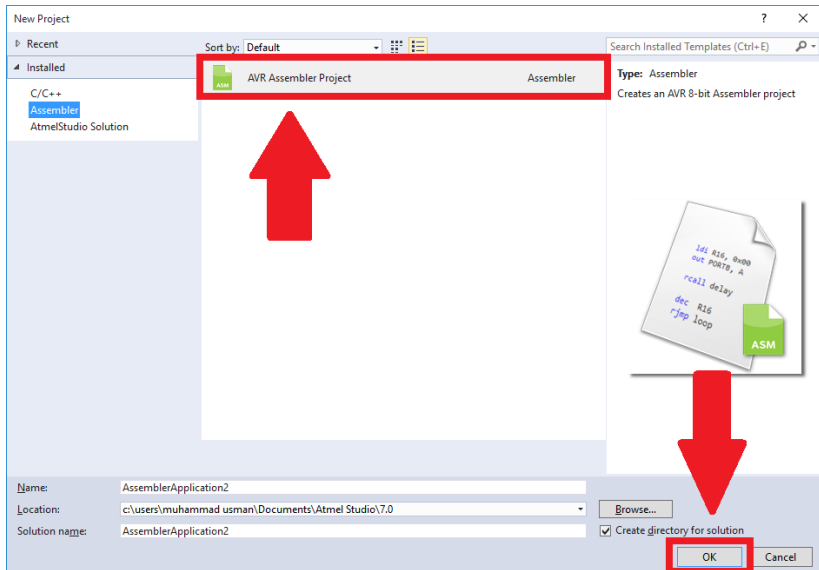
Cancel

# 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

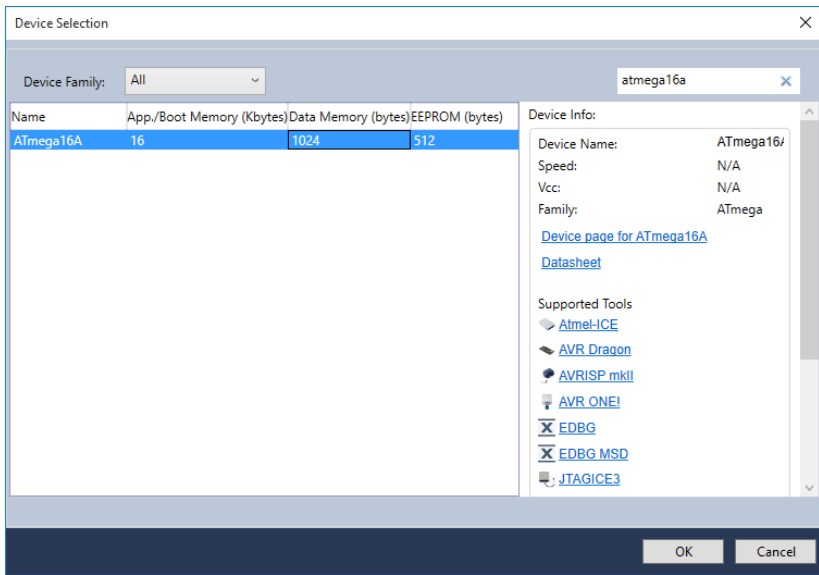


Name	App./Boot Memory (Kbytes)	Data Memory (bytes)	EEPROM (bytes)
AT90CAN128	128	4096	4096
AT90CAN32	32	2048	1024
AT90CAN64	64	4096	2048
AT90PWM1	8	512	512
AT90PWM161	16	1024	512
AT90PWM216	16	1024	512
AT90PWM28	8	512	512
AT90PWM316	16	1024	512
AT90PWM38	8	512	512
AT90PWM81	8	256	512
AT90USB1286	128	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

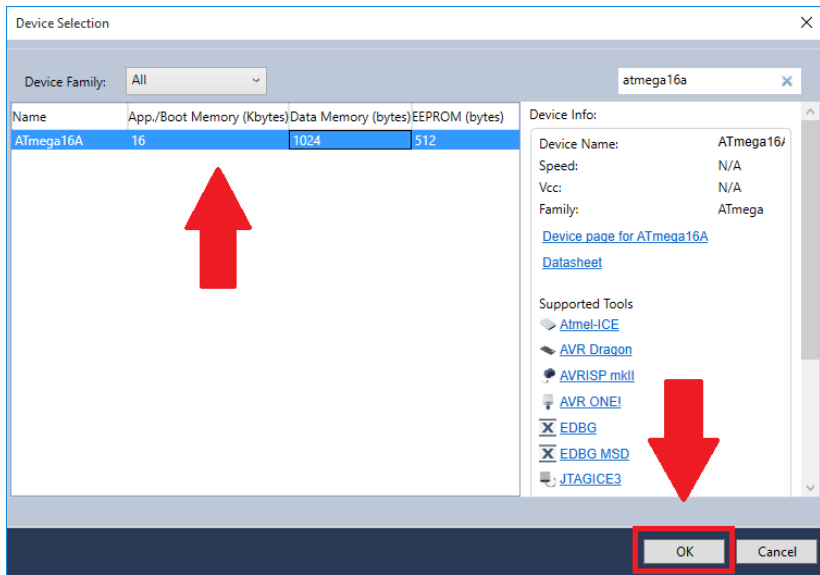


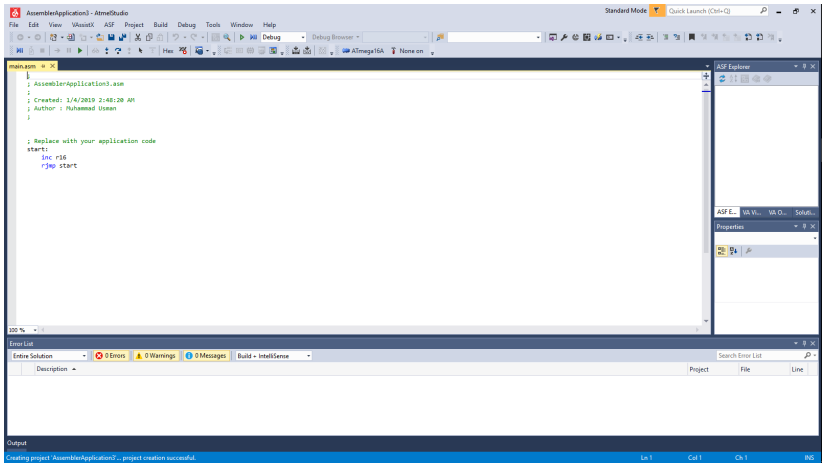
# Initialize Project

Select  $\mu C$

Select ATmega16A

Click OK





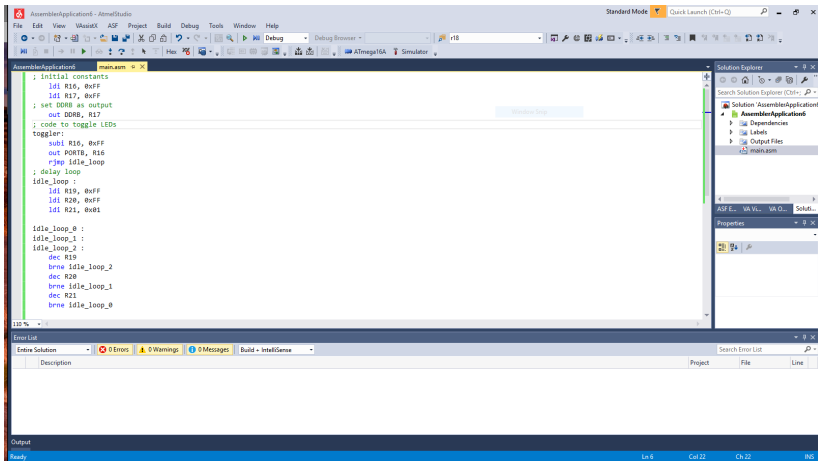
# Coding

# Coding

Editor window appears

Copy & Paste the lab 1 code

Save



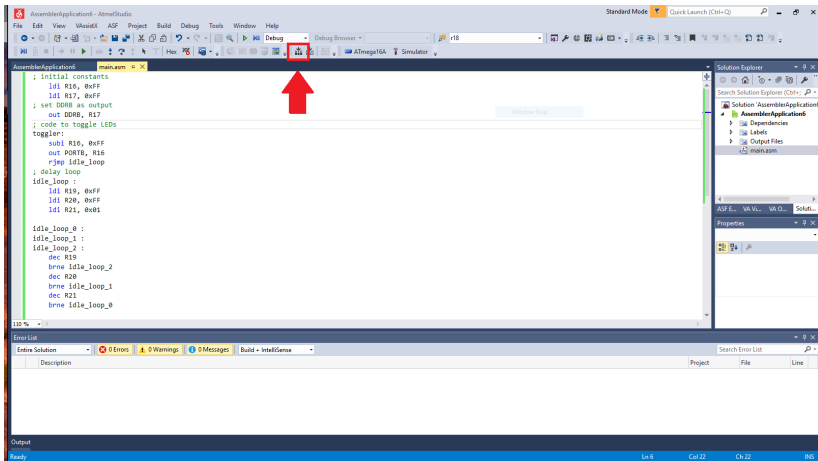


## Generate Hex File

# 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

└─

└─

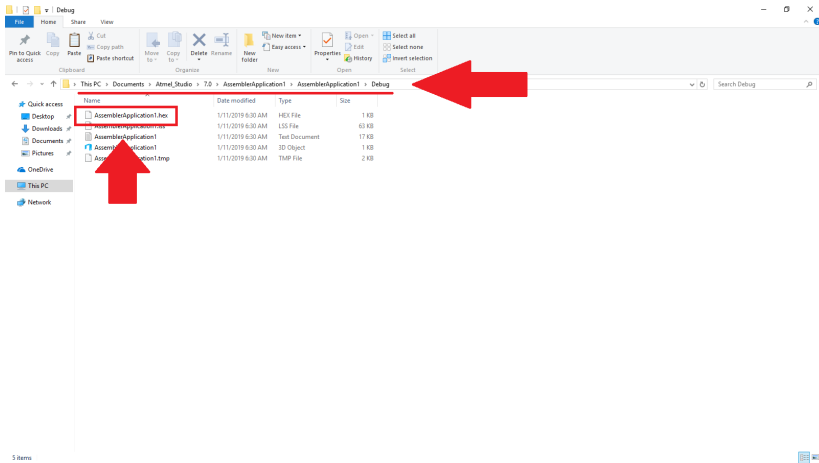
└─

└─

└─

└─

└─



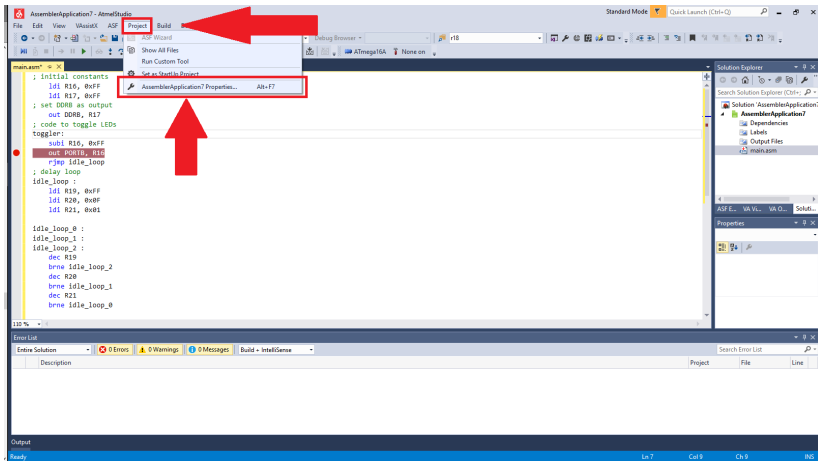
# Debugging

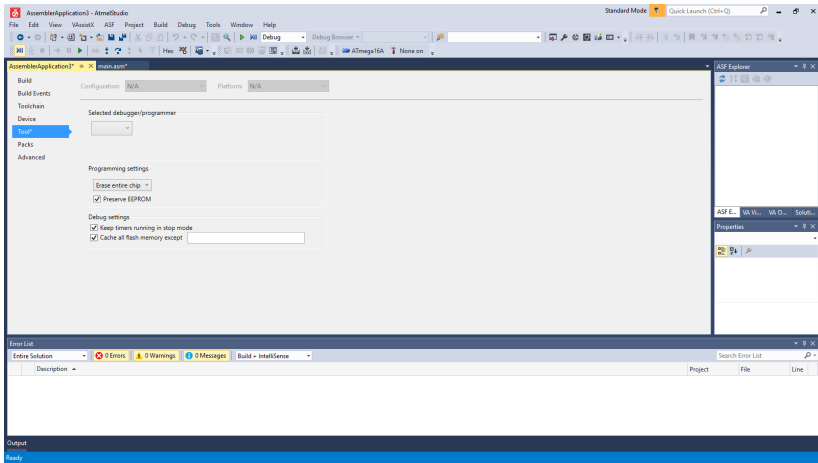
Select Simulator

Project > AssemblerApplicationX Properties... > Tools

# Debugging





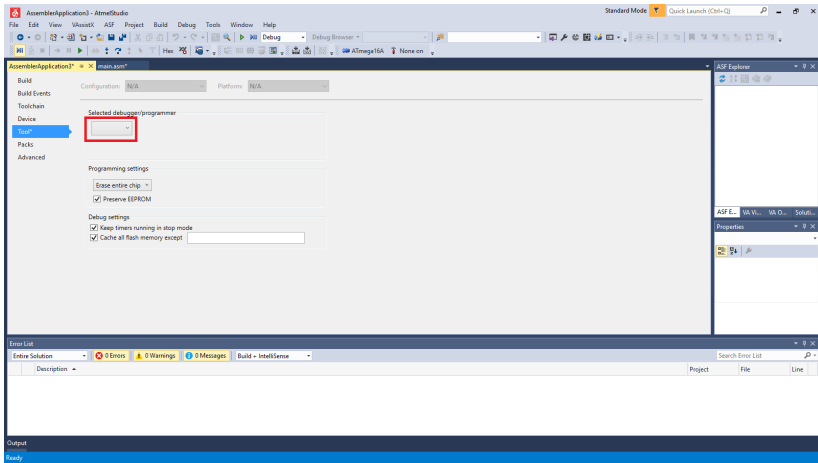


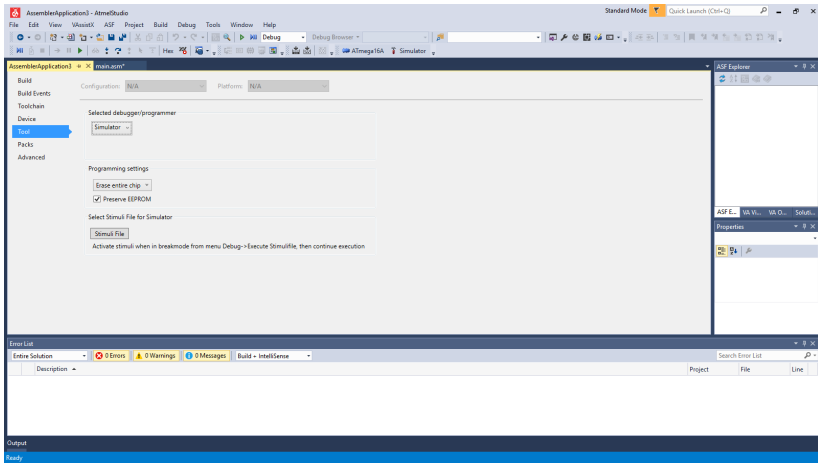
# Debugging

## Select Simulator

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

Save

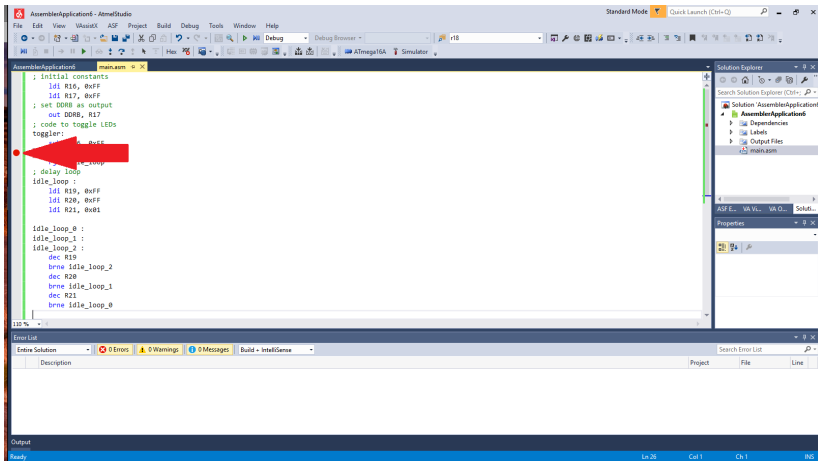




# Debugging

## Initialize Debugging

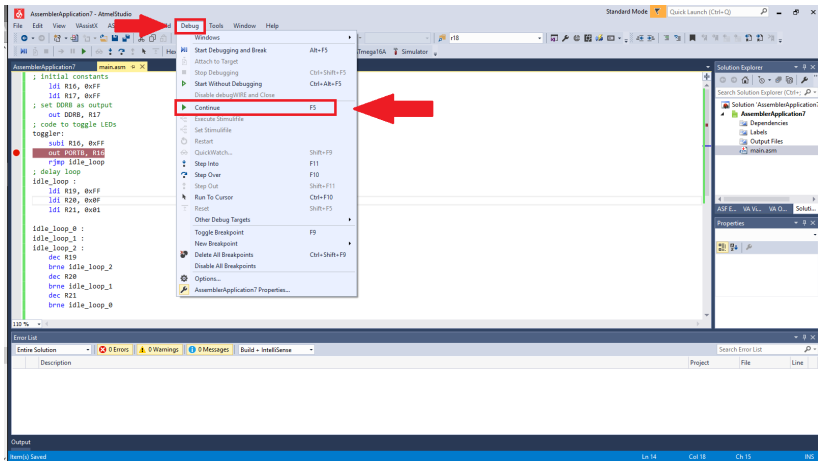
Add a breakpoint by clicking in grey panel left to code



# Initialize Debugging

Debug > Continue





AssemblyApplication7 (Debugging) - AtmelStudio

File Edit View UsartX ASF Project Build Debug Tools Window Help

Debug Browser - r18

AssemblyApplication7 main.asm

```
; Initial constants
ldi R16, 0xFF
ldi R17, 0xFF
; set DDRB as output
out DDRB, R17
; code to toggle LEDs
toggle:
subi R16, 0xFF
out PORTB, R16
rjmp idle_loop
; delay loop
idle_loop :
ldi R19, 0xFF
ldi R20, 0x0F
ldi R21, 0x01

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 µs

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

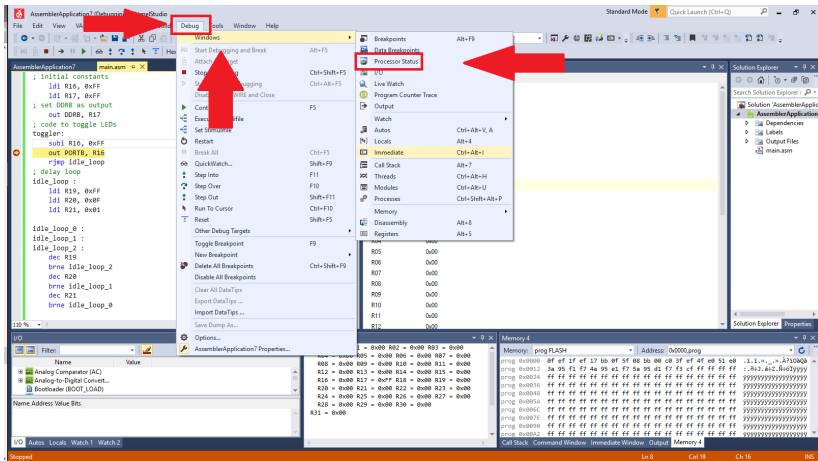
Call Stack Command Window Immediate Window Output Memory 4

Stopped

# 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

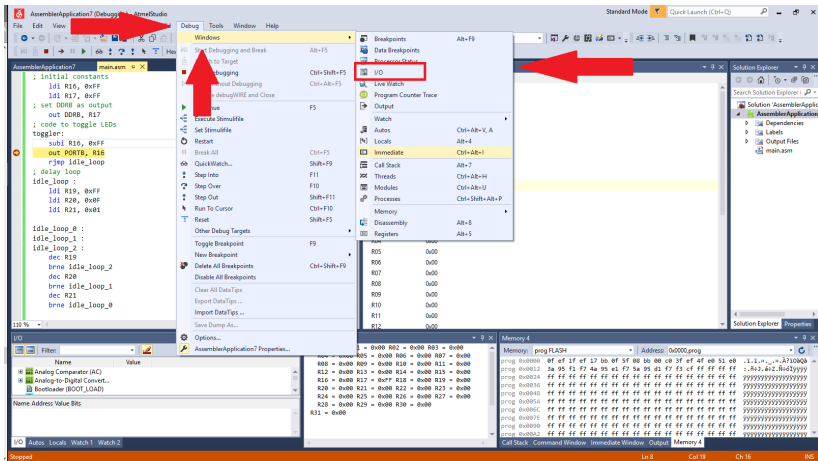
## Registers

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

# Debugging

## I/O

Debug > Windows > I/O







# Debugging

## I/O

Select relevant port

