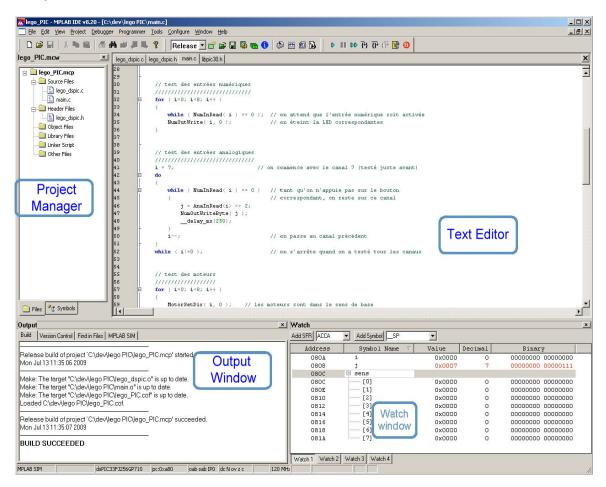
Introduction to MPLAB

Introduction

All the software tools required to the program of the PIC microcontroller family are gathered in an *IDE(Integrated Development Environment*) called *MPLAB*.

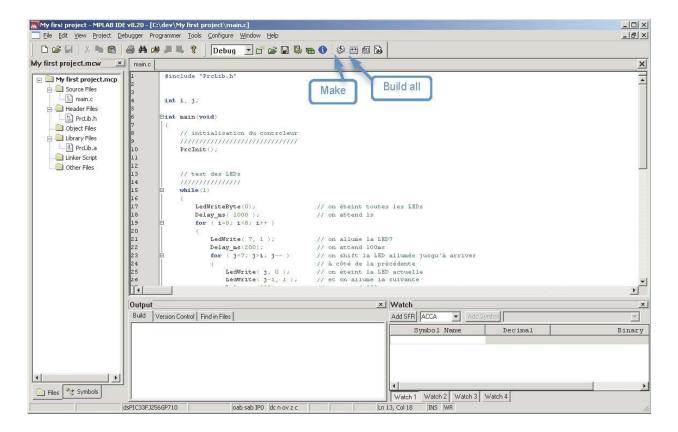
- a text editor, to write the source code; it is especially adapted to this task: the text is coloured to make it more readable, the indentation of the text (addition of tabulation to show the hierarchy of the loops) is automatic...
- a project, a manager which gathers all the files composing the project.
- an output window, in which the messages (information, warnings and errors) are displayed
- a "watch window", to display the state of the variables during the simulation or the debug of a program.
- toolbars and menus to launch the other tools: the compiler, the debugger, the simulator and the programmer.



Compile a project

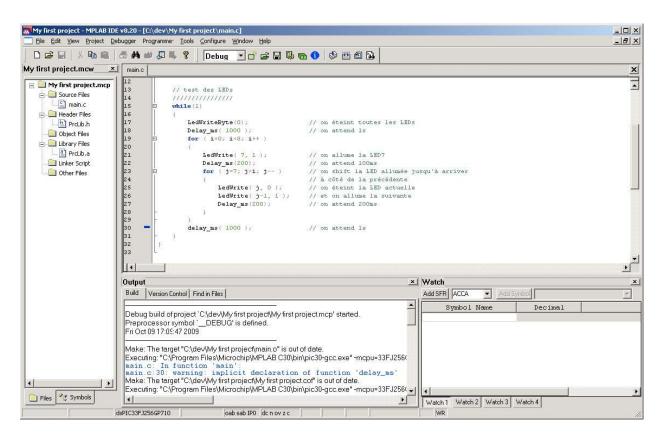
To compile your program, there are two commands:

- Make which compiles only the source files which were modified since last compilation. Therefore, the
 compiler compares the dates of the source files with that of the corresponding object file
 corresponding. Make saves time, chiefly for the projects comprising multiple files among which few
 are modified.
- Build all, which compiles all the source files of the project.



Correct the errors after the compilation

After compiling a project, we sometimes obtain errors or warnings. The compiler displays them in blue in the output window. Double-click on the error, the text editor jumps to the corresponding line in the source code, marked by a blue arrow in the margin. In the example below, *Delay_ms* begins with a lower case "d', which provokes a warning during the compilation of the file *main.c*, and an error at the end of linking.



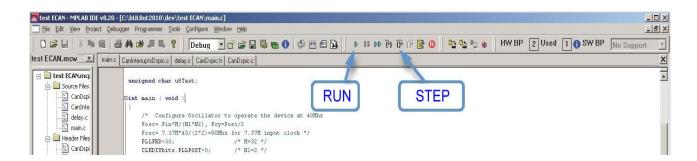
Load the program in memory

After the compilation, click on the "Load" button to tranfer the machine code into the FLASH memory of the micro-controller



Run the Program

ick on the "Play" button to begin the execution and on "Pause" to stop at any time you can stop at any time. When in Pause you can display the state of the variables and of the registers in the Watch Window. You can also progress step-by-step to facilitate the debugging.



Use Breakpoints to debug the code

Repérer des erreurs de programmation n'est pas chose facile avec un microcontrôleur car les commandes du type *cout* et *cin* n'existent pas. C'est pourquoi l'on utilise très souvent les *breakpoints*. Le principe est le suivant : lorsque le programme exécute une ligne où se trouve un breakpoint, le processeur se met automatiquement en pause. Il est dès lors possible de visualiser l'état de toutes les variables et ainsi de vérifier le bon fonctionnement du programme. C'est également une manière simple de s'assurer que le programme exécute bien certaines lignes.

Track programming errors is much easier with breakpoints. The principle is simple: when the program executes a line where you have placed a breakpoint, the processor is paused automatically. Then you can visualize the state of all the variables and thus to check the correct operation of the program. It is also a simple way to make sure that the program actually executes a certain line

