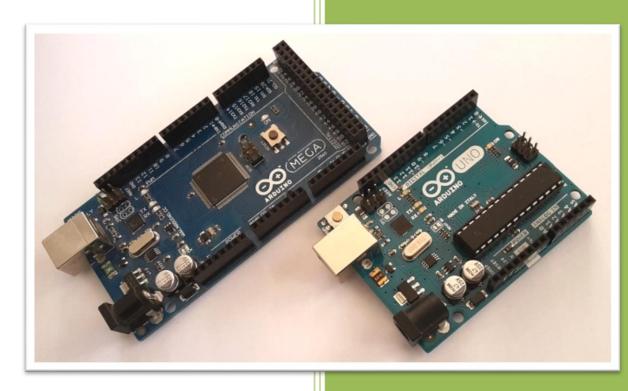
# Using Arduino Boards in Atmel Studio 7



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#### Introduction

There are various hardware tools to program Atmel microcontrollers. But if the chips have bootloaders, they can be programmed using serial ports without needing to use any hardware tools. Bootloader is small software which gets the program through the serial port and programs the IC chip.

The microcontrollers of Arduino boards have boot loaders. As a result, you can connect them to the PC and use them as an AVR trainer board. The document teaches you to use Arduino Trainer boards in Atmel Studio.

You can also burn the boot loader on a new chip and make your own trainer board. But to program the boot loader onto the new chip you need a programmer.

#### **Installing Atmel Studio and Making the First Project**

To install Atmel Studio and make the first project, read one of the following documents:

Assembly Programming in Atmel Studio 7.0 step by step tutorial

C programming in Atmel Studio 7 step by step tutorial

#### **Downloading Avrdude**

1. To program Arduino boards you need Avrdude. Download Avrdude from our website:

https://NicerLand.com/eduFiles/AVR/Software/avrdude 5 11.zip

a. Alternatively, you can download Avrdude from the following website:

http://savannah.nongnu.org/projects/avrdude

#### Note

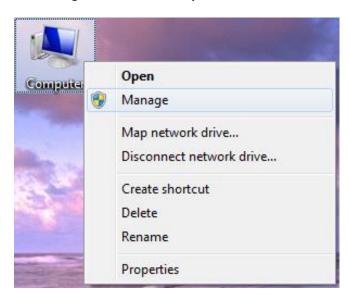
If you already have the Arduino IDE on your PC, the avrdude.exe file is located in C:\Program Files (x86)\Arduino\hardware\tools\avr\bin\avrdude.exe and avrdude.conf is in

C:\Program Files (x86)\Arduino\hardware\tools\avr\etc\avrdude.conf

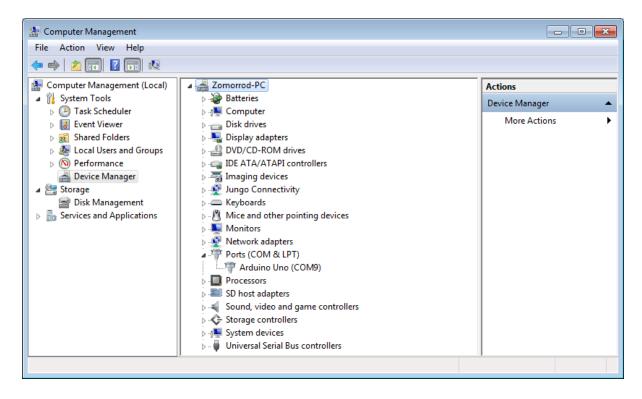
2. Unzip the downloaded file, rename the directory to *avrdude*, and copy it into your *C* drive.

#### **Checking COM Port**

- 1. Using a USB cable, connect the Arduino board to your PC.
- 2. Right click on the *Computer* icon and choose *Manage*.

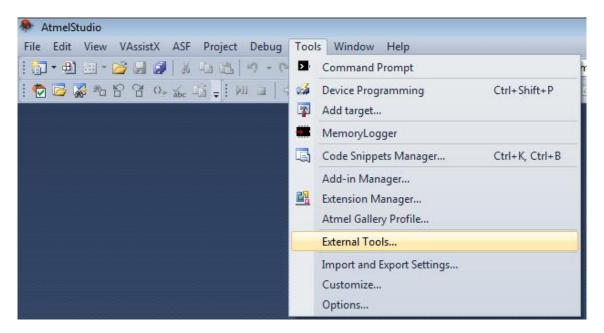


3. Click on *Device Manager* and then *Ports (COM & LPT)*. Check the *COM* port of the Arduino board.

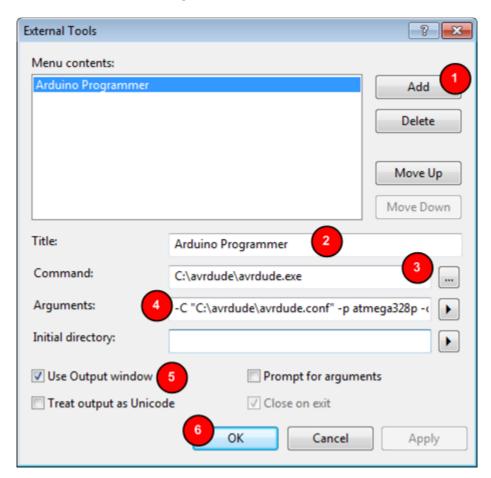


## Opening the Atmel Studio and using avrdude

- 4. Open the Atmel Studio IDE.
- 5. Go to the *Tools* menu and choose *External Tools...* .



- 6. In the External Tools dialog:
  - a. Press the Add Button.
  - b. Name it as Arduino Programmer.



c. Type the following address next to the *Command*:

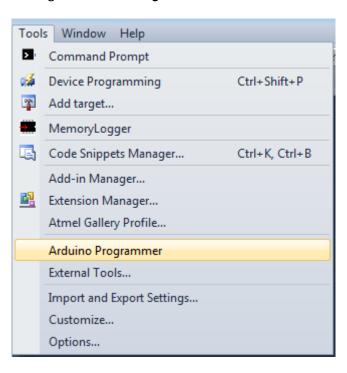
#### C:\avrdude\avrdude.exe

d. Avrdude needs the following arguments: *avrdude.conf* file, the microcontroller part number, the COM port, the serial baud rate and the hex file to be programmed. To program Arduino UNO board, type the following line in the *Arguments* textbox and change COM9 according to your port:

-C "C:\avrdude\avrdude.conf" -p atmega328p -c arduino -P COM9 -b 115200 -U flash:w:"\$(ProjectDir)Debug\\$(TargetName).hex":i

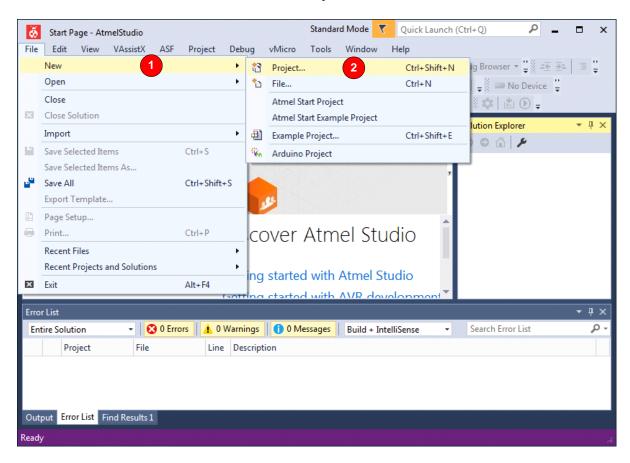
Note				
If you want to program Arduino Pro Mini or Mega2560, use the following arguments instead:				
Board	Arguments			
Arduino Pro	-C "C:\avrdude\avrdude.conf" -p atmega328p -c arduino -P COM9 -b 57600 -U flash:w:"\$(ProjectDir)Debug\\$(TargetName).hex":i			
Mini				
Arduino	-C "C:\avrdude\avrdude.conf" -p atmega2560 -c wiring -P COM9 -b 115200 -U flash:w:"\$(ProjectDir)Debug\\$(TargetName).hex":i			
Mega2560				

- e. Tick "Use Output window".
- f. Press **OK**.
- 7. Go to the *Tools* menu again. *Arduino Programmer* should be added to the *Tools* menu.

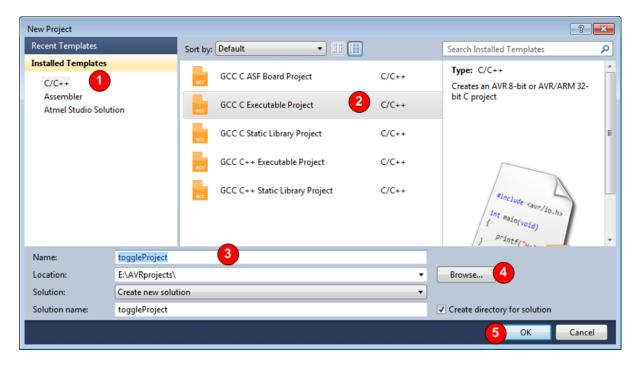


### **Making a Project**

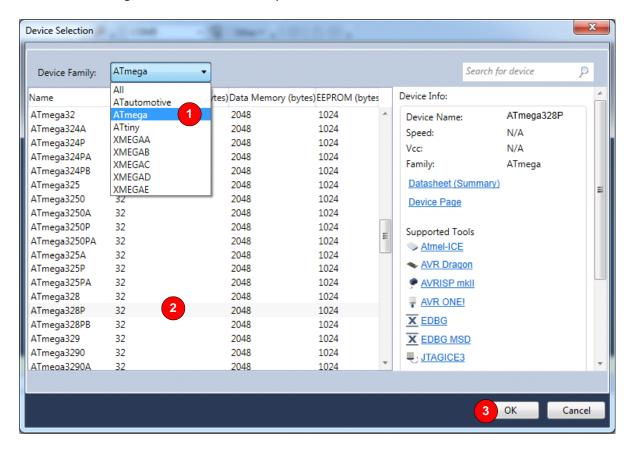
8. Go to the File menu. Click on New and then Project.



9. Choose GCC C Executable Project and name the project as toggleProject. Then press OK.



10. Choose ATmega328P from the list and press OK.

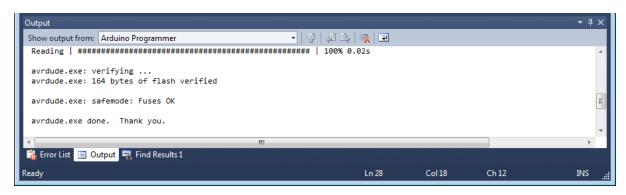


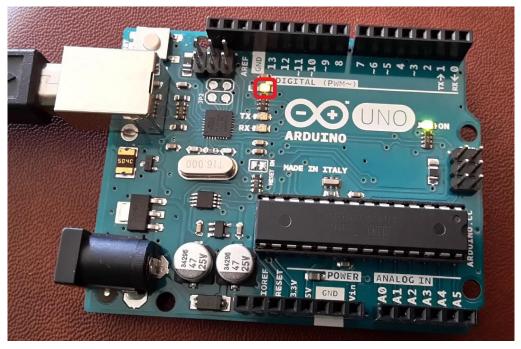
11. Type the following program.

```
* toggleProgram.c
 * This program toggles ports B and C.
 * Created: 4/3/2015 4:43:51 PM
  Author: Naimi
*/
#include <avr/io.h>
#define F CPU 16000000UL
#include "util/delay.h"
int main(void)
       DDRB = 0xFF;
       DDRC = 0xFF;
       while(1) //loop forever
       {
              PORTB ^= 0xFF; //toggle port B
              PORTC ^= 0xFF; //toggle port C
              _delay_ms(1000); //wait 1 second
       }
}
```

## **Programming the Arduino Board**

- 12. Connect your Arduino board to the PC.
- 13. Go to the *Tools* menu, and click on *Arduino Programmer*. The following texts appear in the *Output* window and the L LED starts blinking on the board.





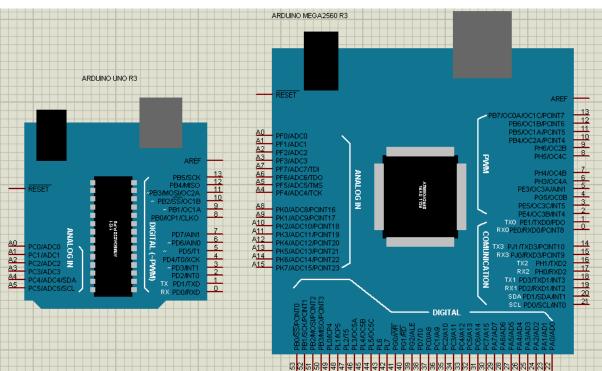
# The IC pins

The following picture shows the Arduino UNO board together with the Atmega328 pins.



Label	Port
SCL	PC5(ADC5/SCL)
SDA	PC4(ADC4/SDA)
AREF	AREF
GND	GND
13	PB5(SCK)
12	PB4(MISO)
11	PB3(MOSI)
10	PB2(OC1B)
9	PB1(OC1A)
8	PB0
7	PD7
6	PD6
5	PD5
4	PD4
3	PD3(INT1)
2	PD2(INT0)
1	PD1(TXD)
0	PD0(RXD)

Label	Port
A0	PC0(ADC0)
A1	PC1(ADC1)
A2	PC2(ADC2)
А3	PC3(ADC3)
A4	PC4(ADC4)
A5	PC5(ADC5)



## **References**

http://www.atmel.com/

http://www.nongnu.org/avrdude/