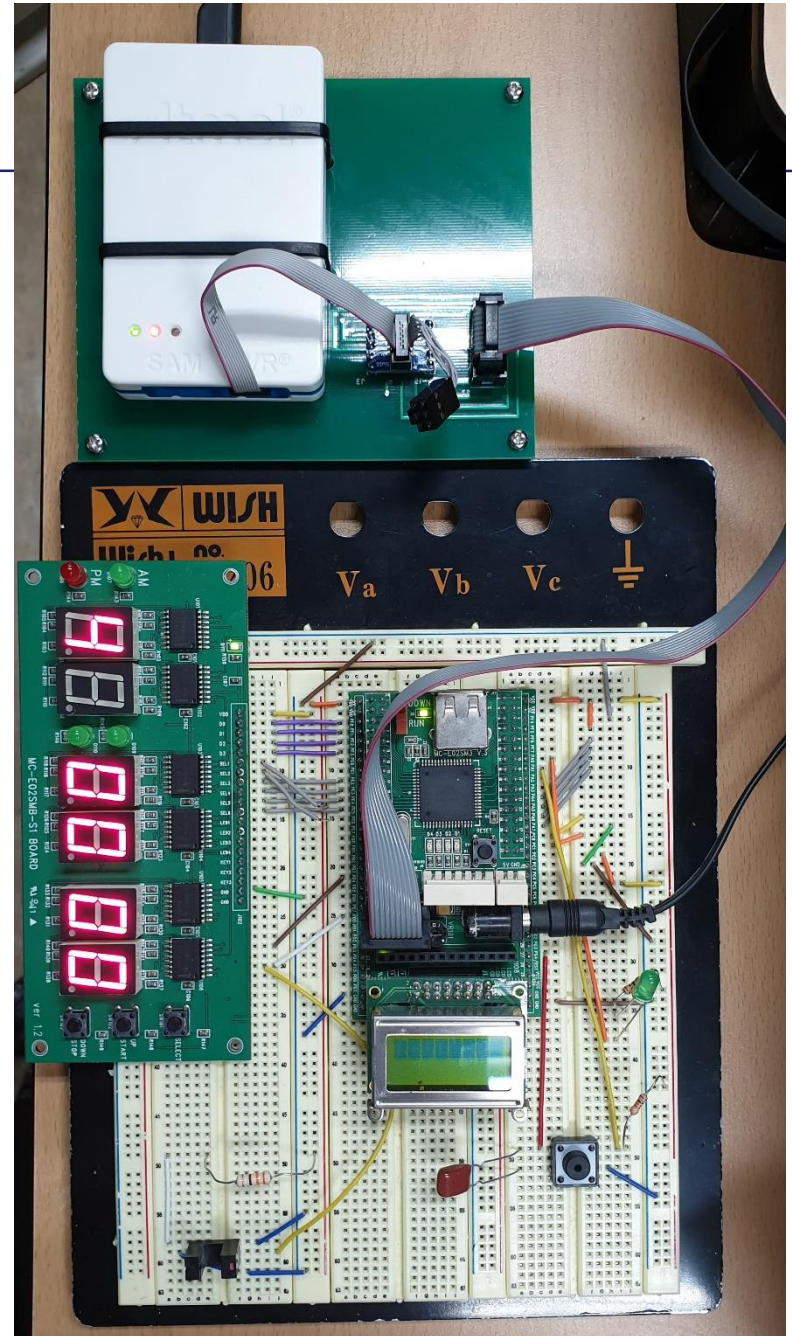

Lab 1. Microchip Studio

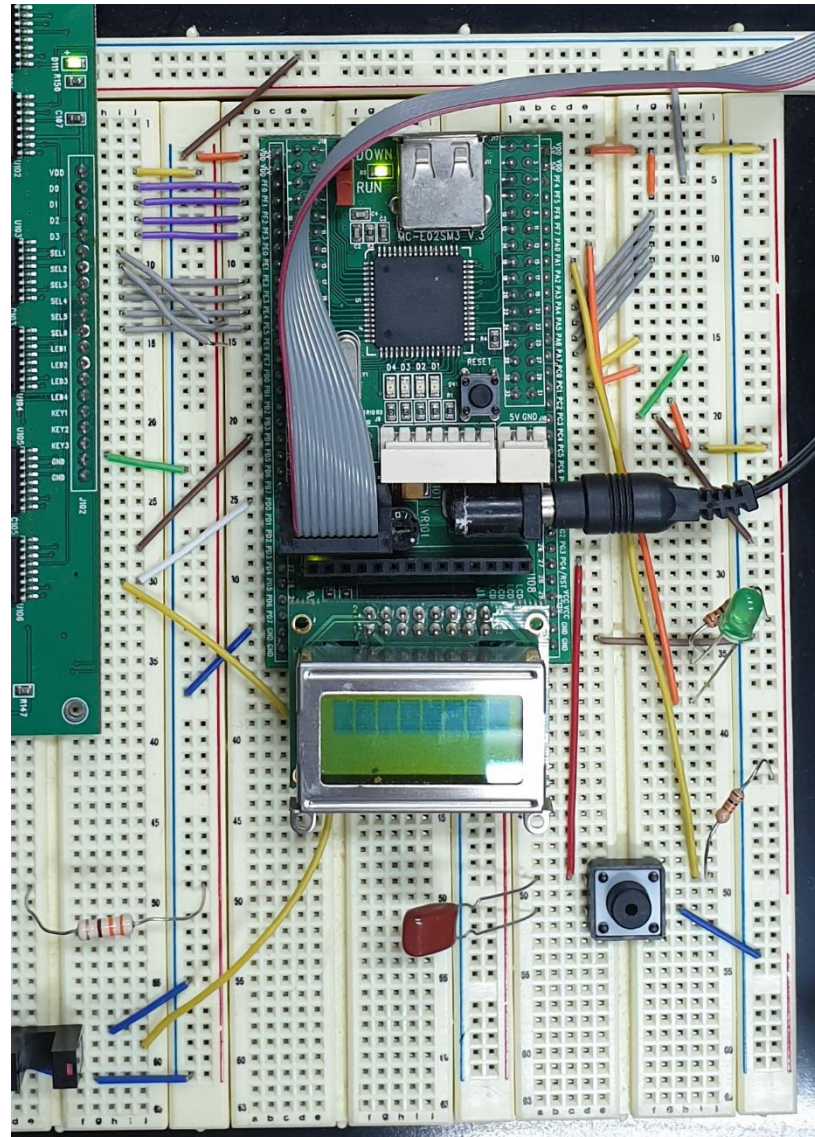
led.c, led_key.c, serial_printf.c

실습용 AVR Kit

- 10핀 flat cable을 jtag debugger에 연결
- USB 케이블 연결
- 어댑터 연결



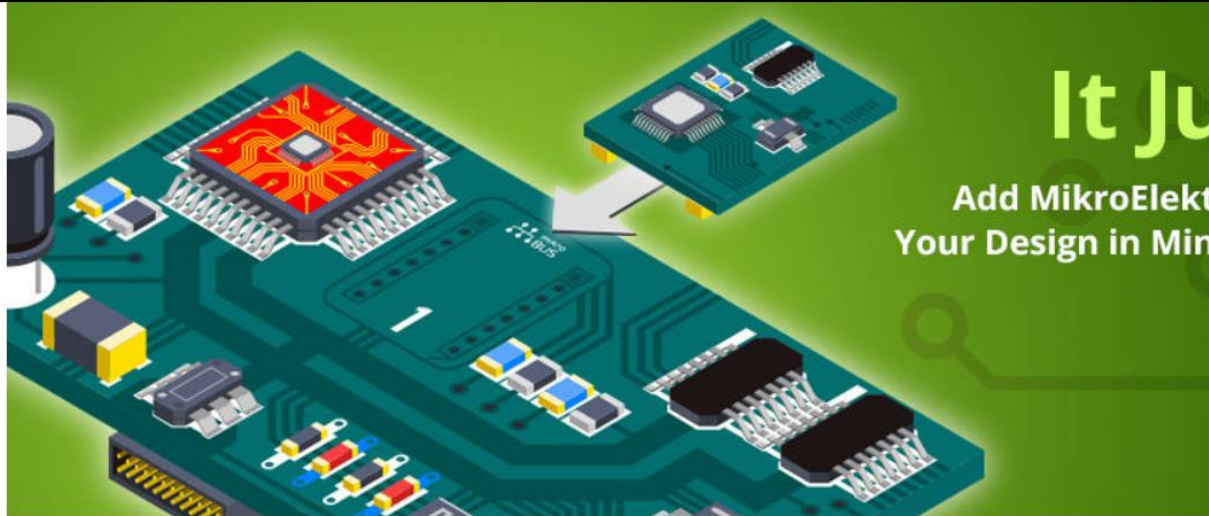
VDD(5V) & GND



Atmel is now Microchip



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8-Bit MCUs

- Home
- + PIC MCUs
- + AVR MCUs
- + Peripherals
- + Development Boards
- MPLAB Code Configurator
- Atmel Start
- Applications
- Application Notes

Resources

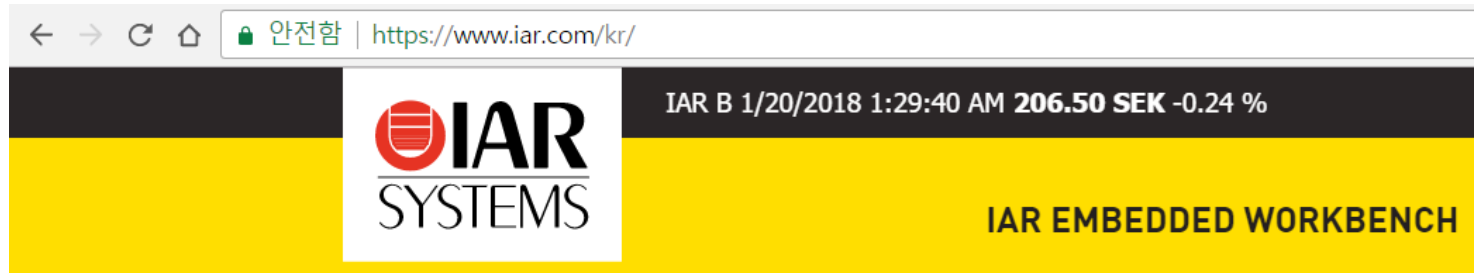
8-bit PIC[®] and AVR[®] MCUs

Combined Strength

The PIC and AVR MCU brands represent two dominant architectures in the embedded design universe. With a combined 45 years' experience developing commercially available and cost-effective 8-bit MCUs, Microchip is the supplier of choice for many due to its strong legacy and history of innovation in 8-bit.

AVR Compilers

- WinAVR – gcc compiler
- IAR



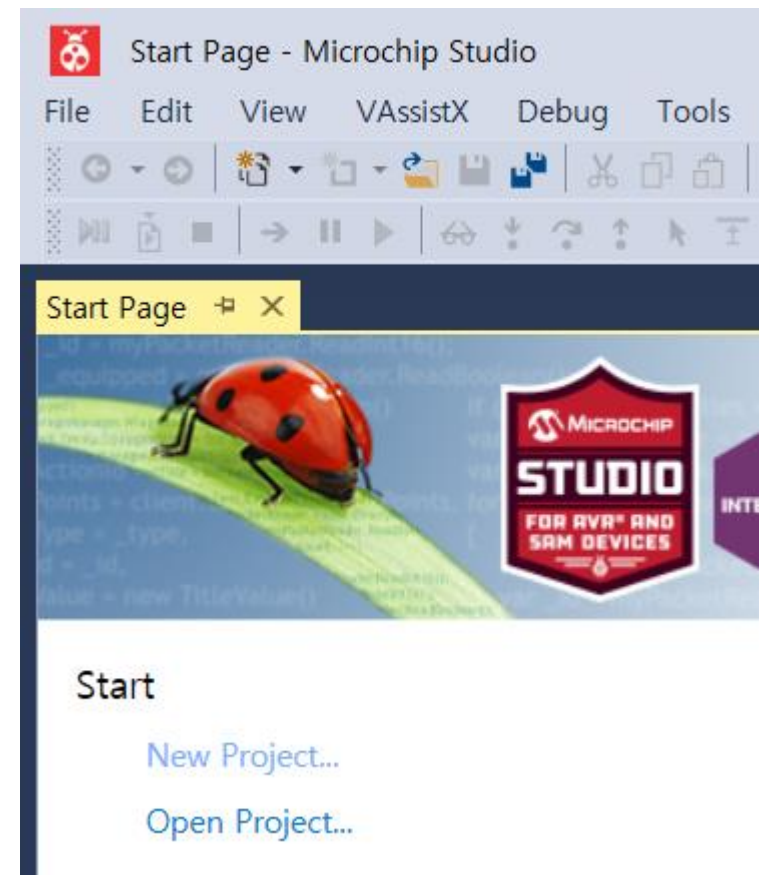
- CodeVisionAVR
- Atmel Studio, AVR Studio

Working Directory

- 작업 폴더 생성
- C:\work

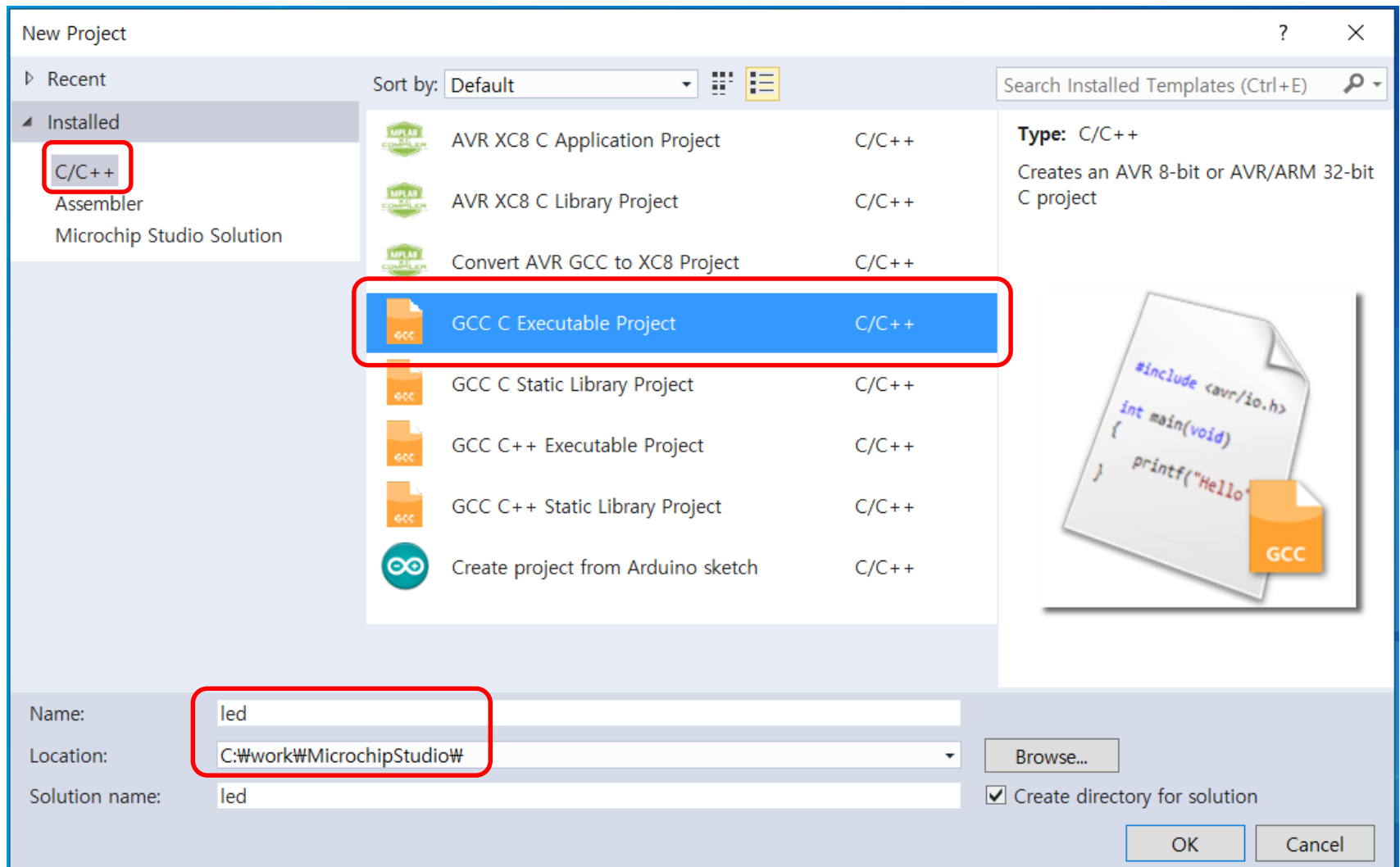
Open Microchip Studio 7

- Start New Project



New Project: led

- Select GCC C Executable Project



Device Selection

Device Selection

Device Family: All

Search for device

Name	App./Boot Memory (Kbytes)	Data Memory (bytes)	EEPROM (byte)
ATA664251	16	512	512
ATA8210	20	1024	1153
ATA8215	N/A	1024	1153
ATA8510	20	1024	1153
ATA8515	N/A	1024	1153
ATmega128	128	4096	4096
ATmega1280	128	8192	4096
ATmega1281	128	8192	4096
ATmega1284	128	16384	4096
ATmega1284P	128	16384	4096
ATmega1284RFR2	128	16384	4096
ATmega128A	128	4096	4096
ATmega128RFA1	128	16384	4096
ATmega128RFR2	128	16384	4096
ATmega16	16	1024	512
ATmega162	16	1024	512
ATmega164A	16	1024	512
ATmega164P	16	1024	512
ATmega164PA	16	1024	512

Device Info:

Device Name: ATmega128

Speed: N/A

Vcc: N/A

Family: ATmega

[Datasheet \(Summary\)](#)

[Device Page](#)

Supported Tools

Atmel-ICE

AVR Dragon

AVRISP mkII

AVR ONE!

X

EDBG

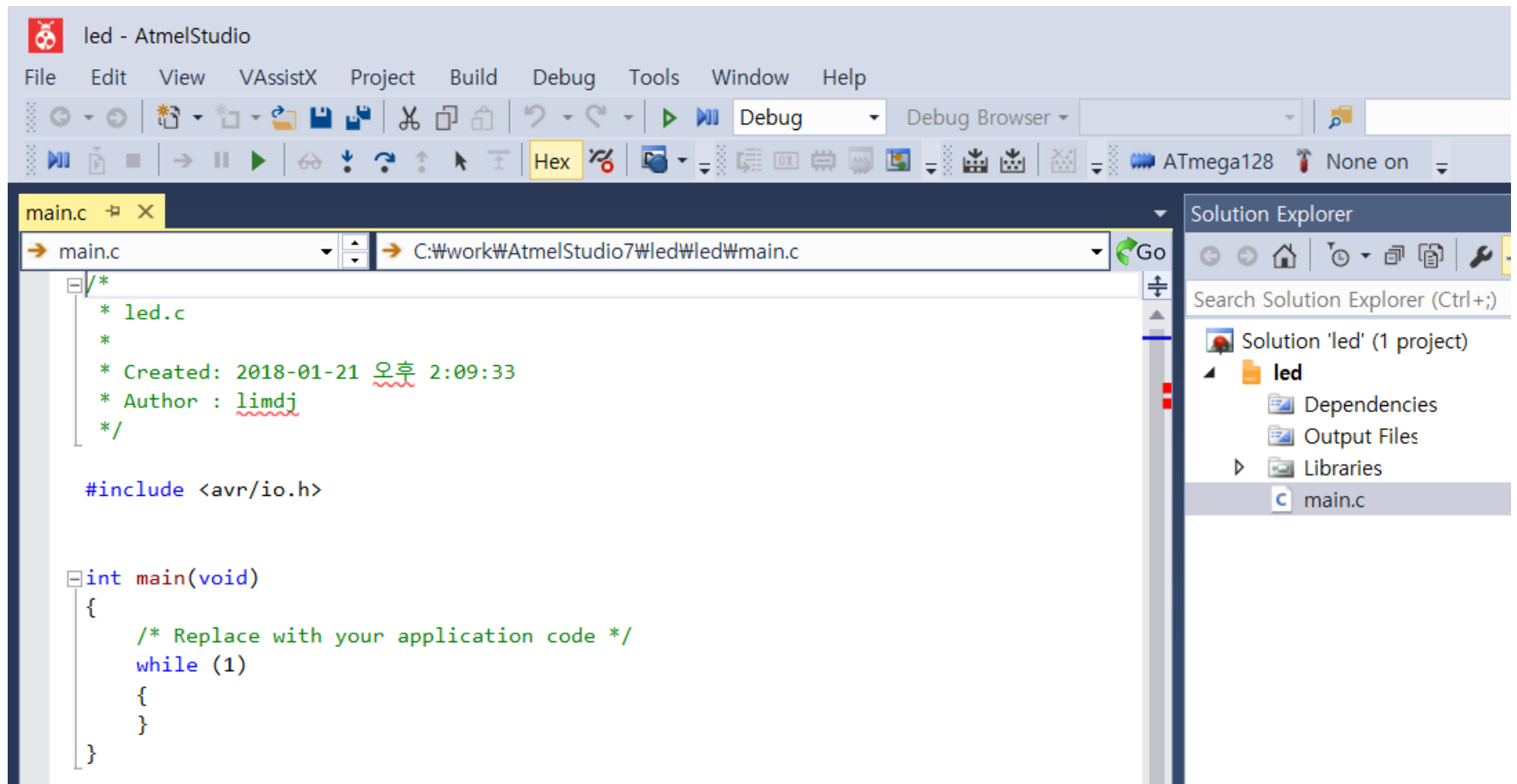
X

EDBG MSD

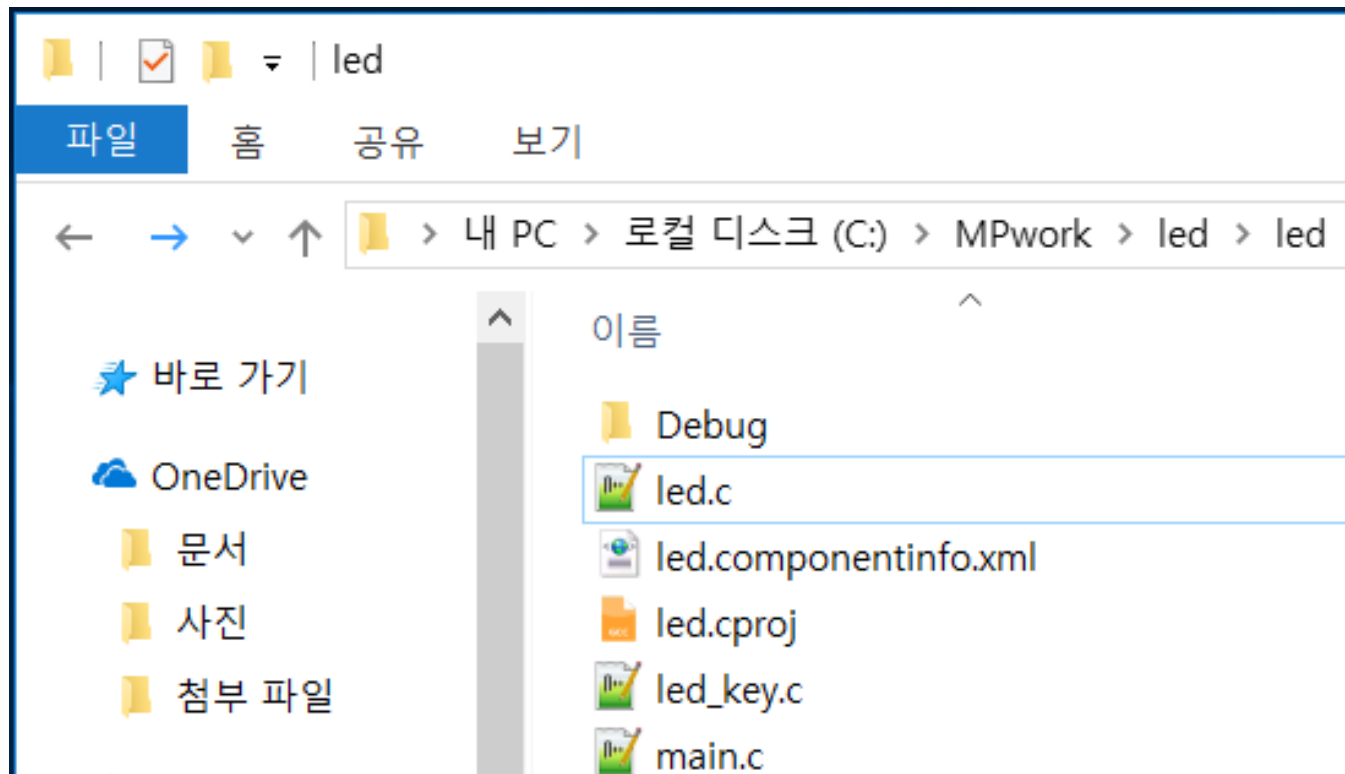
JTAGICE3

OK

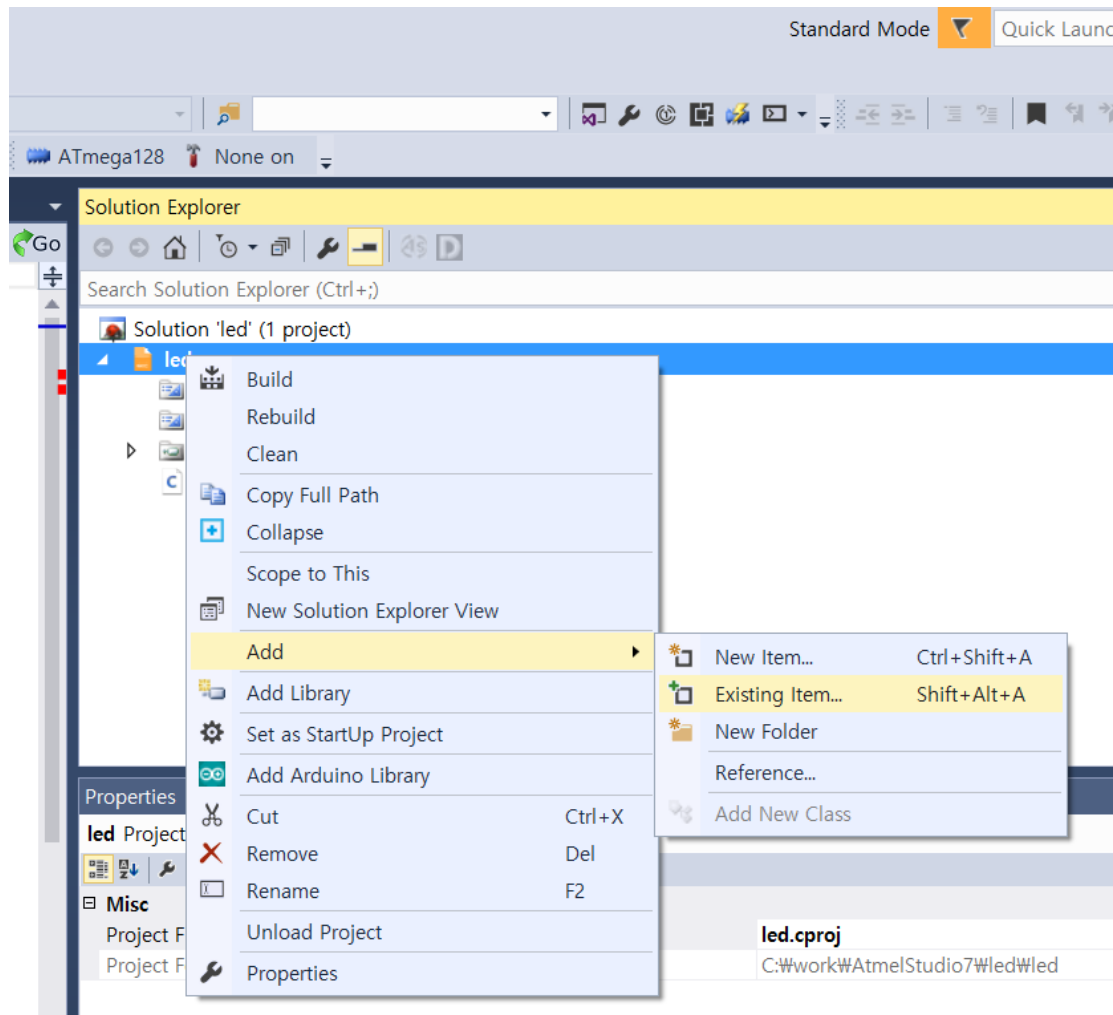
Cancel



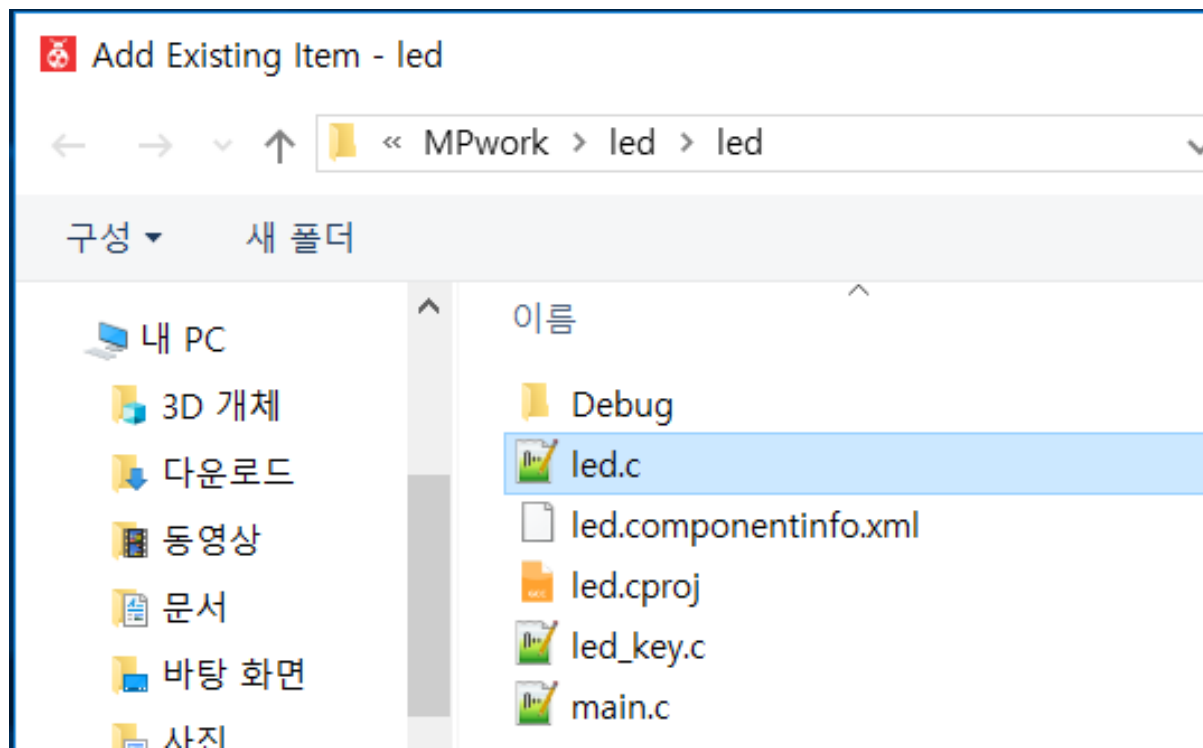
Copy led.c, led_key.c



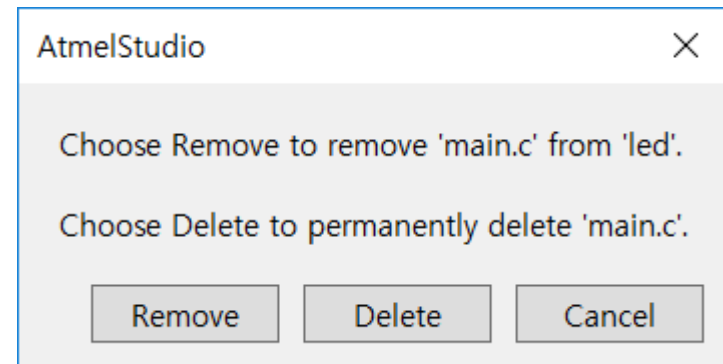
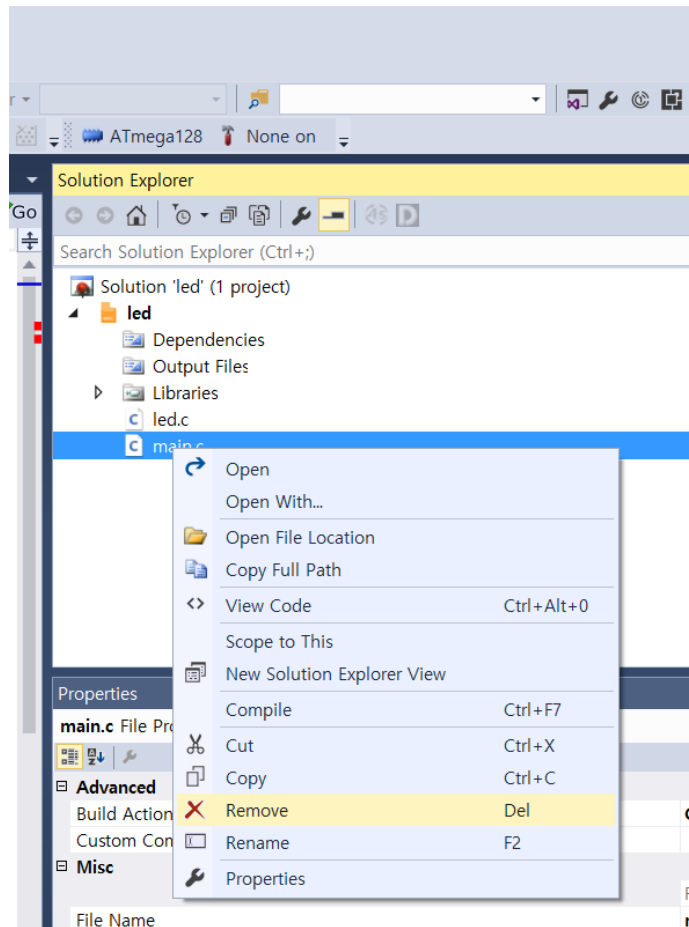
Add Source File



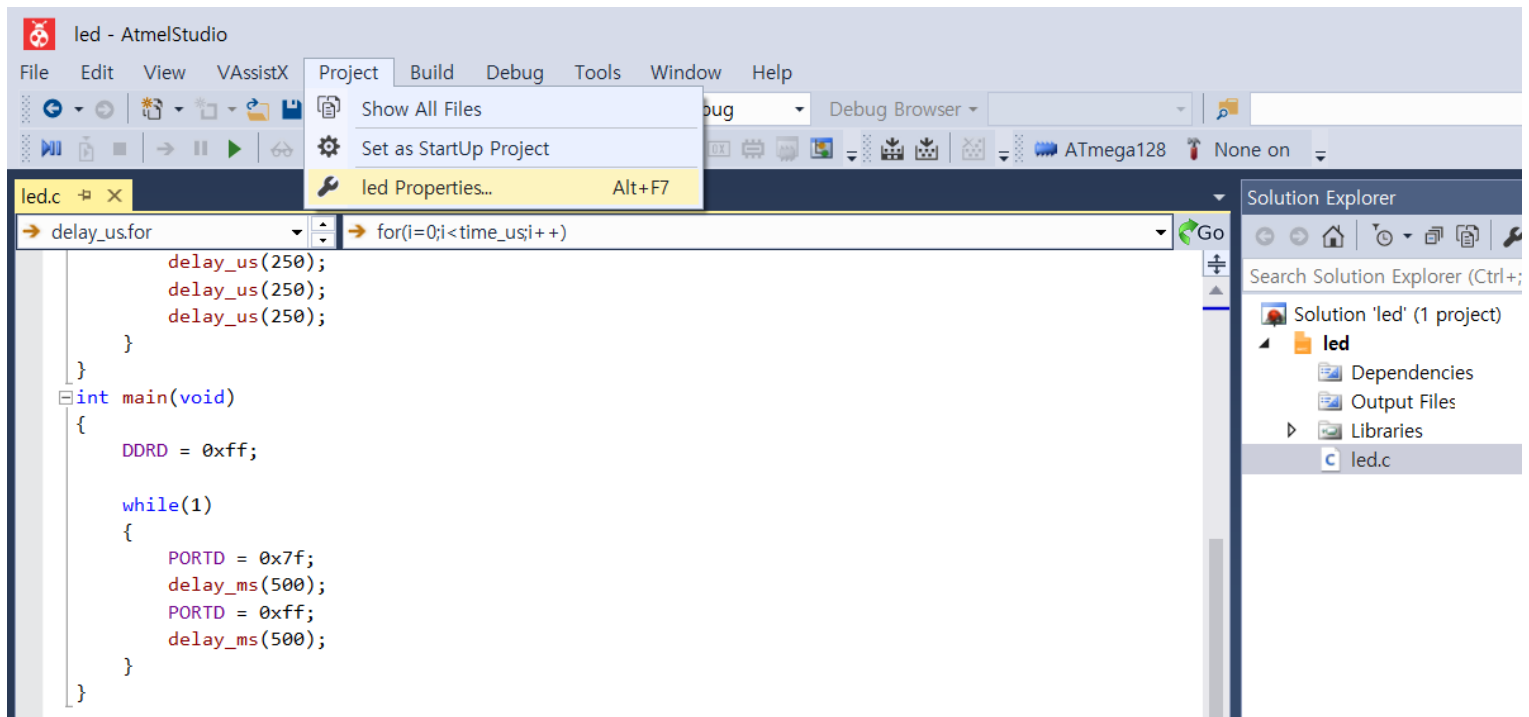
Add led.c



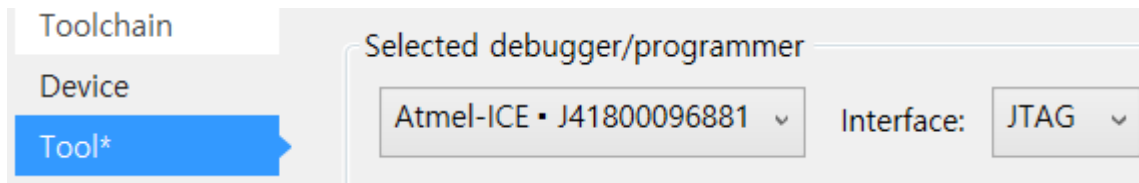
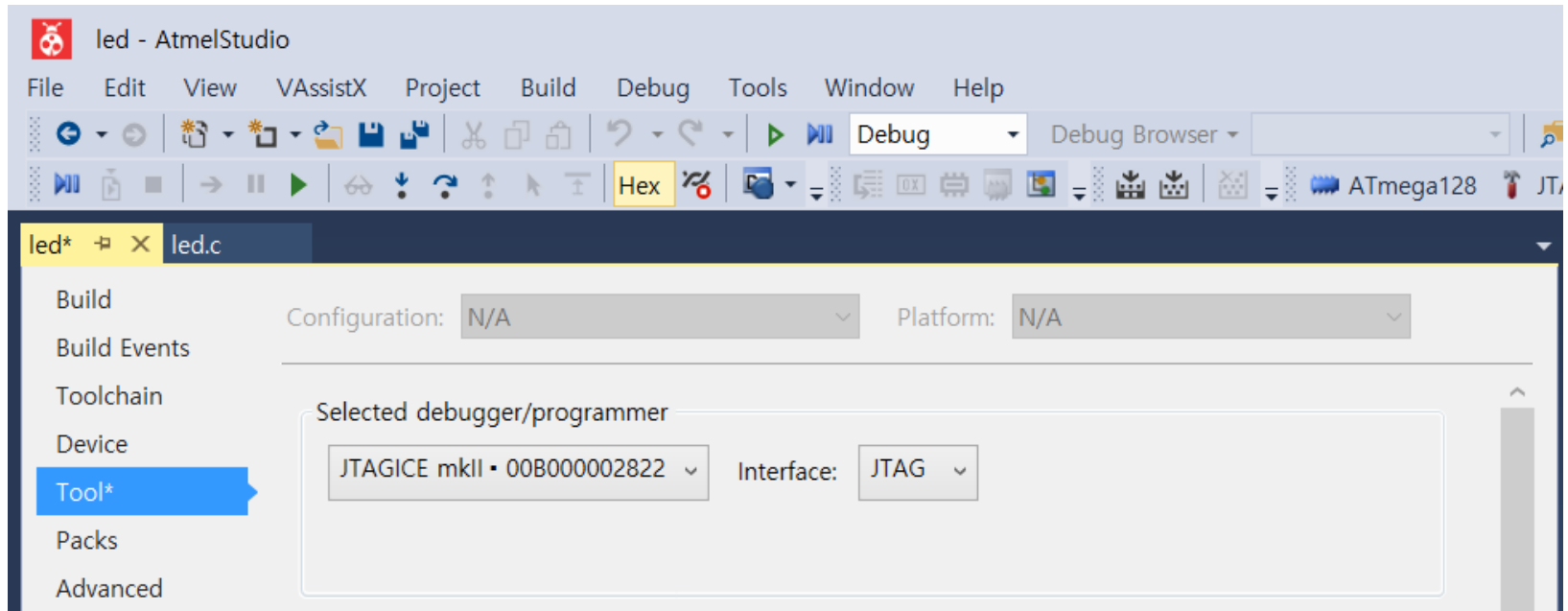
Remove or Delete main.c



Open led Properties

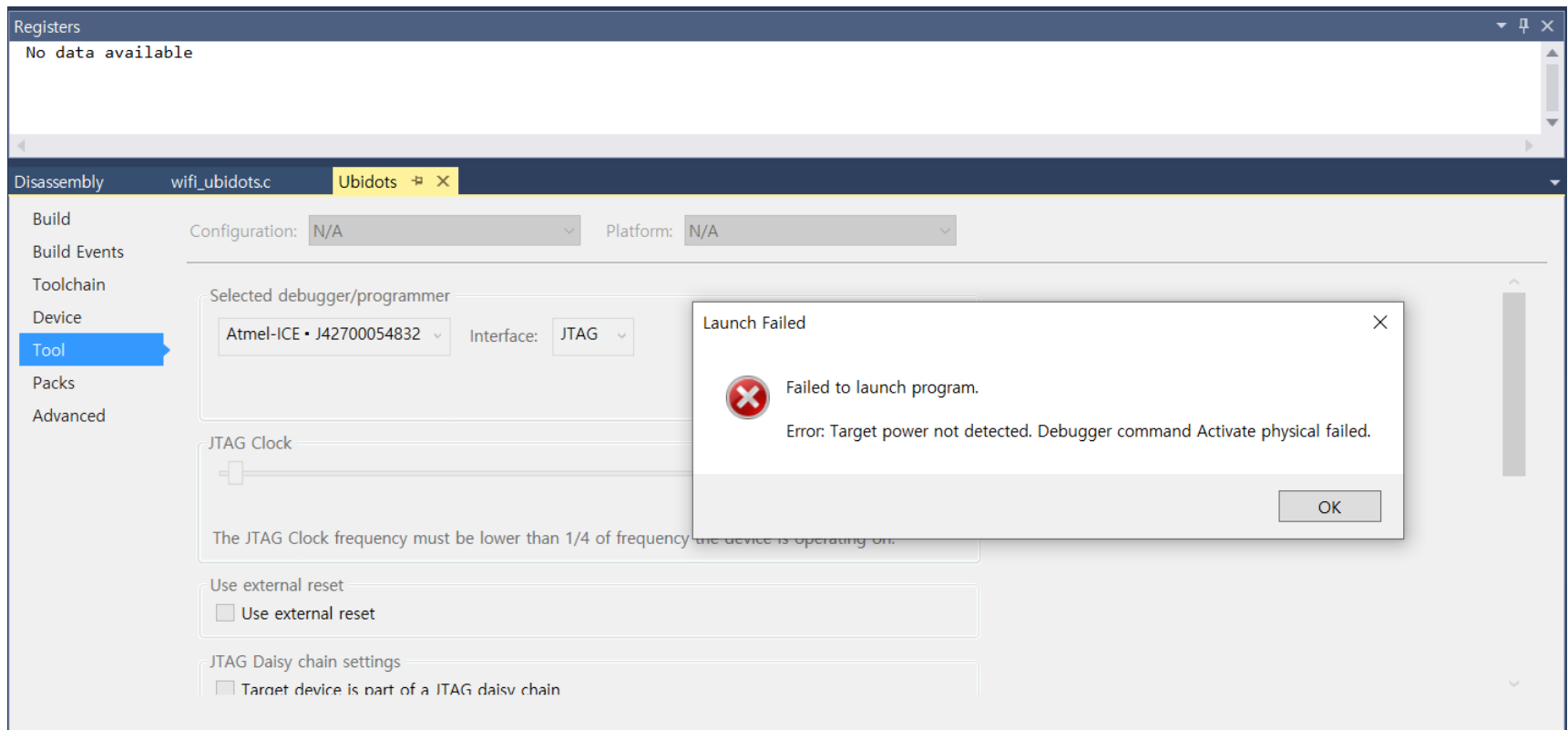


Select Debugger



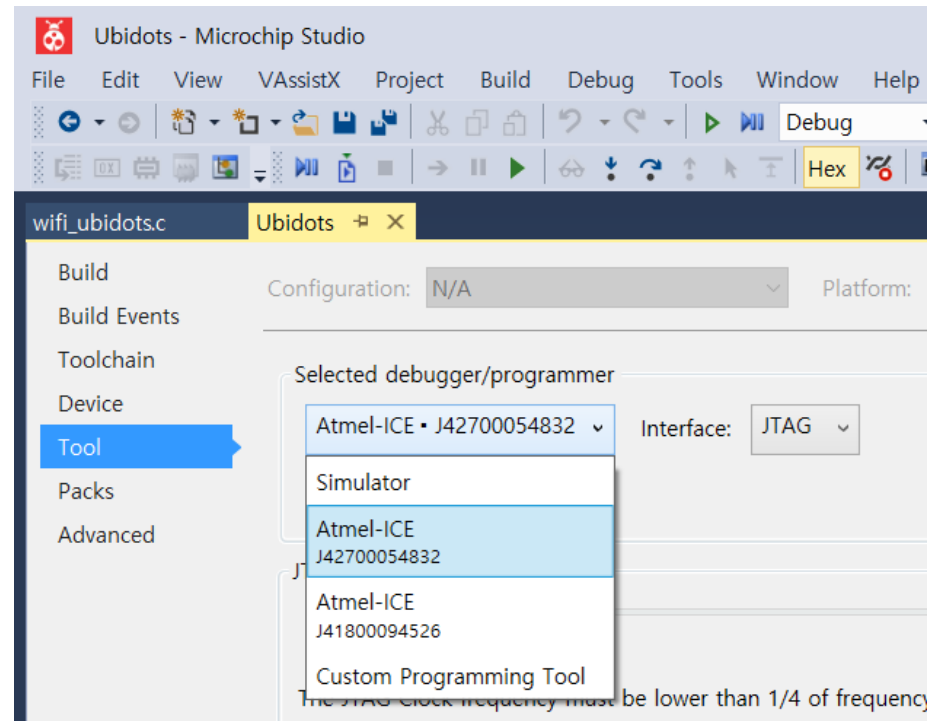
JTAG Debugger 선택 시 주의 사항

- 아래와 같은 화면이 나오면서 실행이 안되는 경우가 있음. 이 경우는 **JTAG** 디버거가 잘 못 선택되어 오류가 나는 것임.

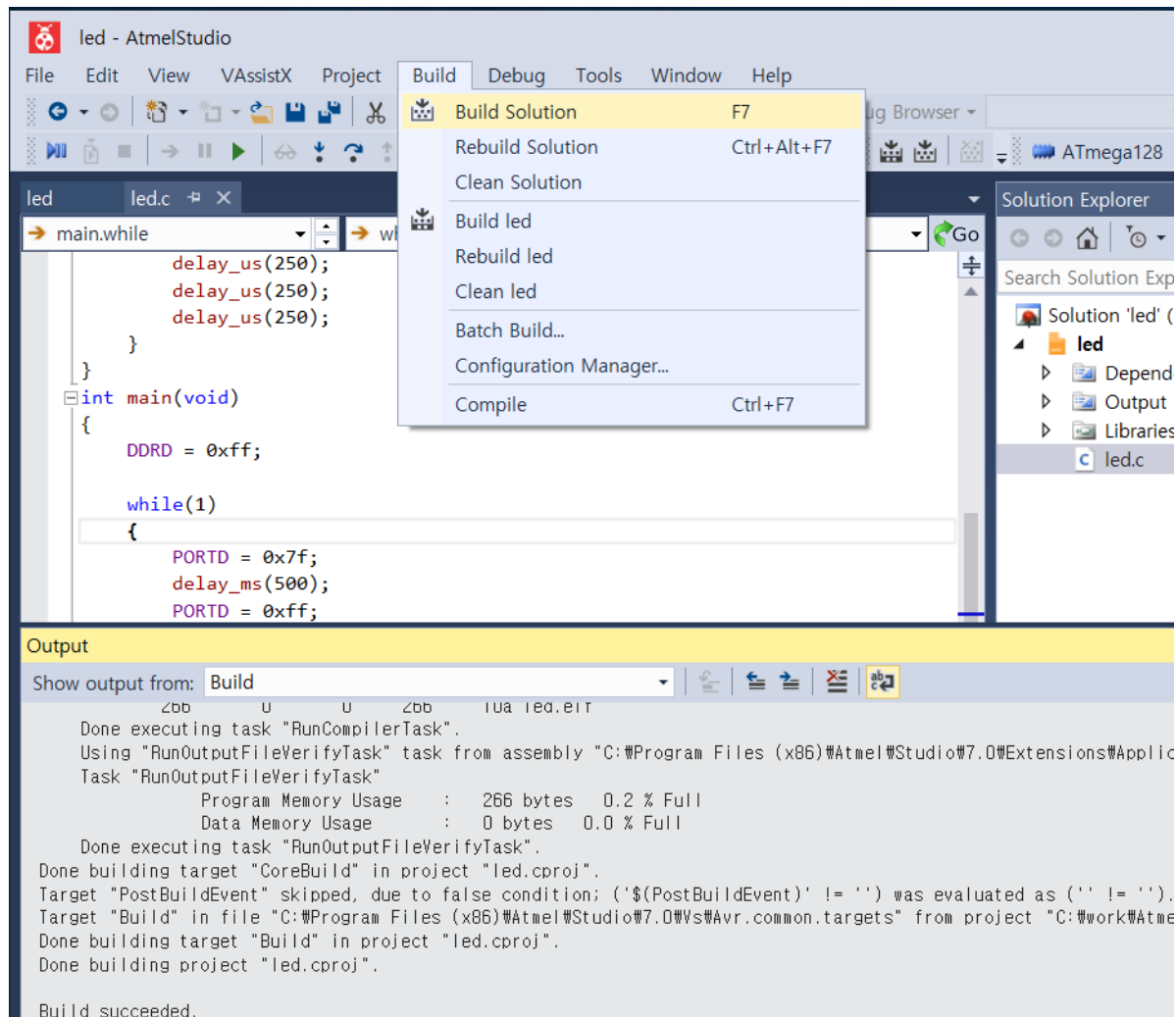


JTAG Debugger 선택 시 주의 사항

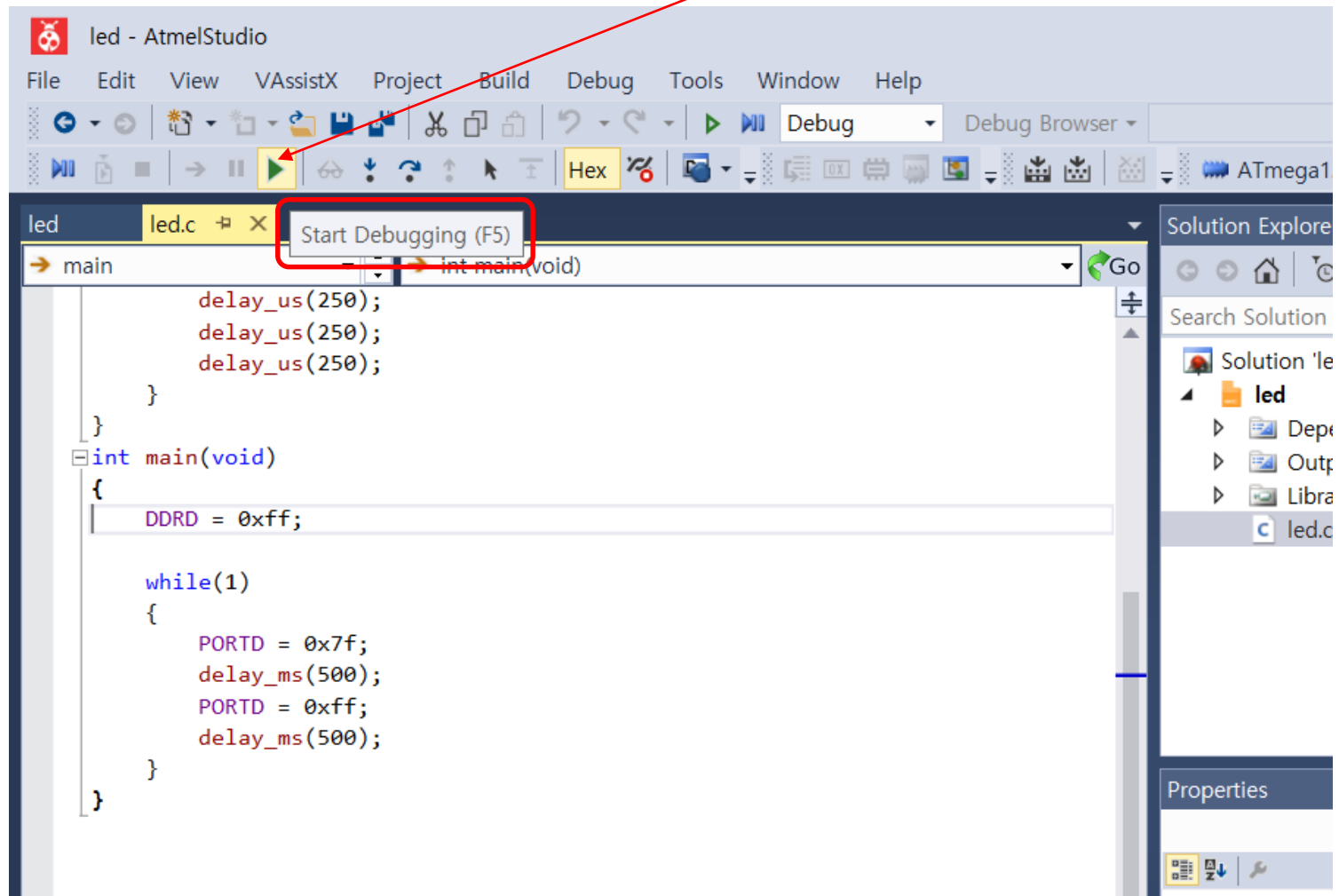
- 이전에 사용하던 JTAG 디버거가 등록된 상태에서 다른 디버거를 연결하면 아래와 같이 2개가 등록이 됨. 이때, 연결되지 않은 디버거가 선택되어 있으면 오류가 발생함.
- 현재 연결된 디버거를 선택해야 함.



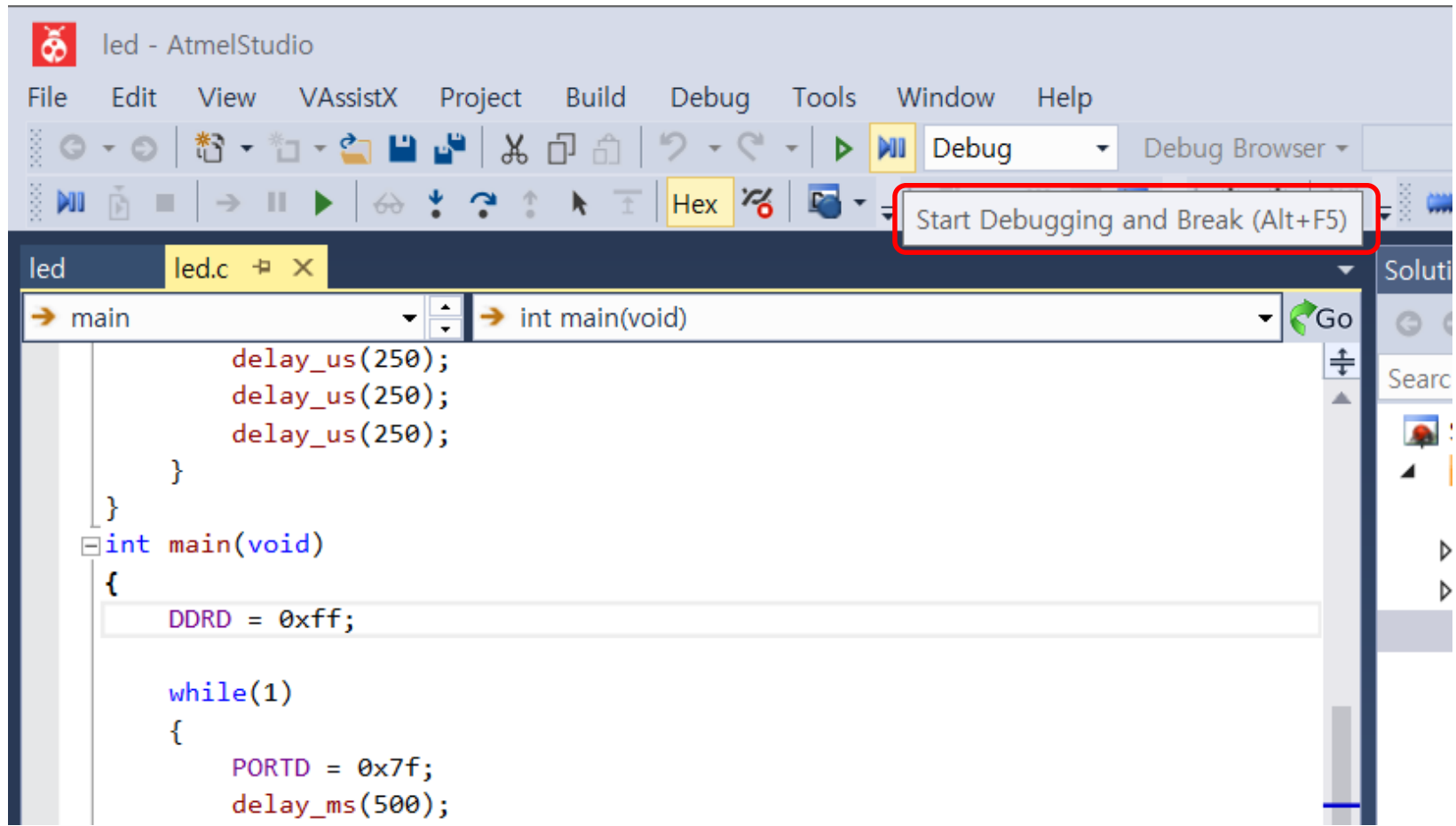
Build



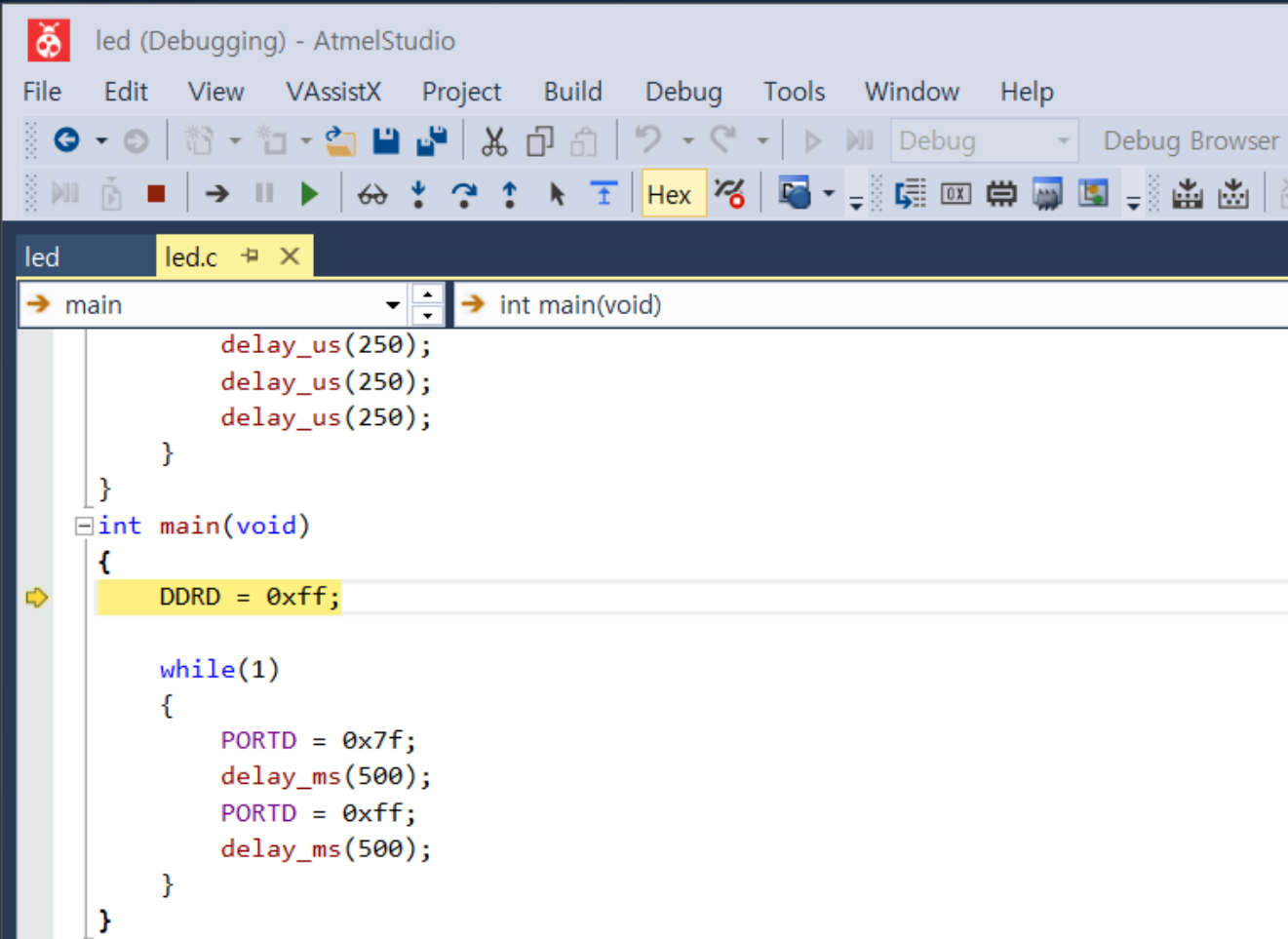
Start Debugging or



Start Debugging and Break



Start Debugging and Break



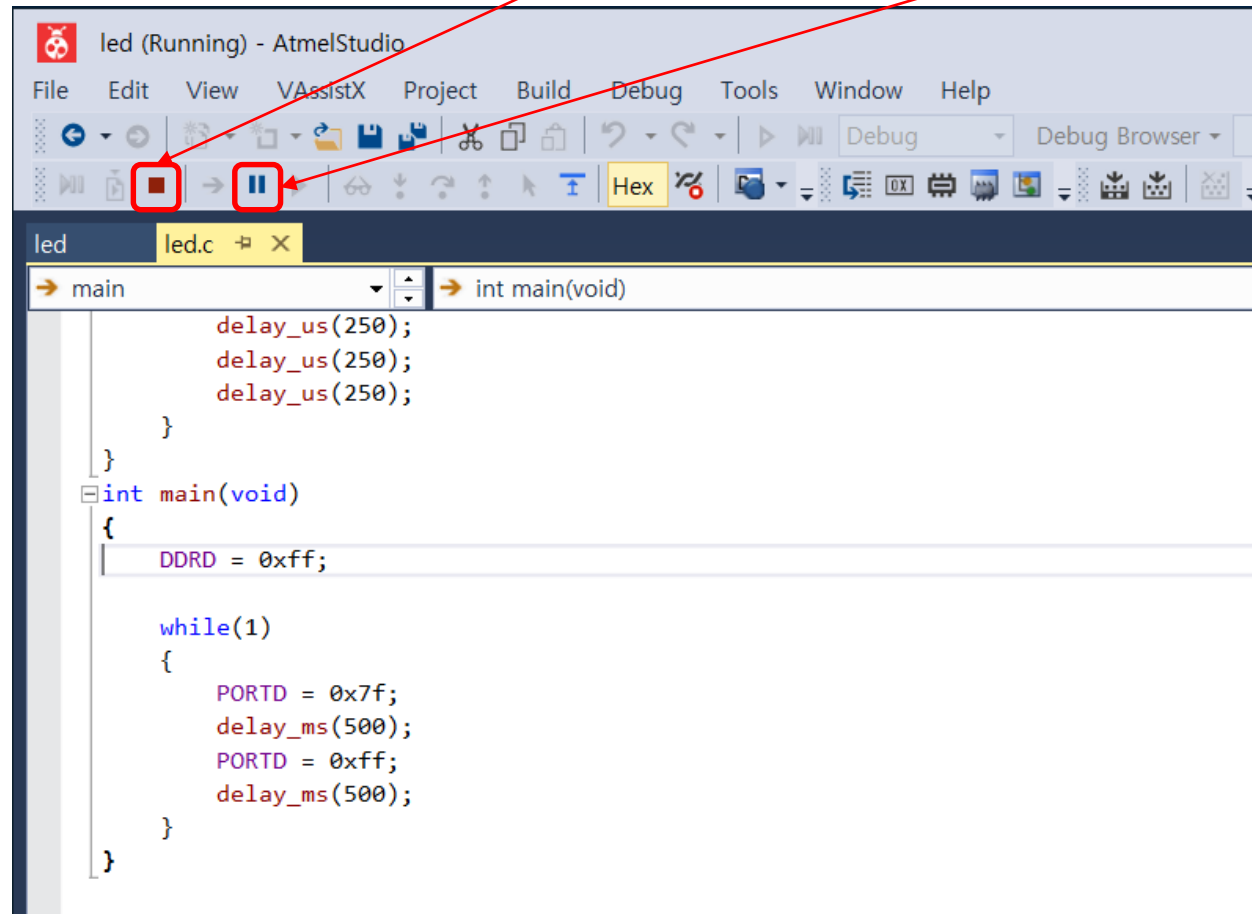
The screenshot shows the AtmelStudio IDE interface. The title bar reads "led (Debugging) - AtmelStudio". The menu bar includes File, Edit, View, VAssistX, Project, Build, Debug, Tools, Window, and Help. The toolbar contains various icons for file operations, editing, and debugging. The "Debug" button is highlighted in the toolbar. The "Debug Browser" dropdown is also visible. The editor window shows the file "led.c" with the following code:

```
main
int main(void)
{
    delay_us(250);
    delay_us(250);
    delay_us(250);
}
int main(void)
{
    DDRD = 0xff;

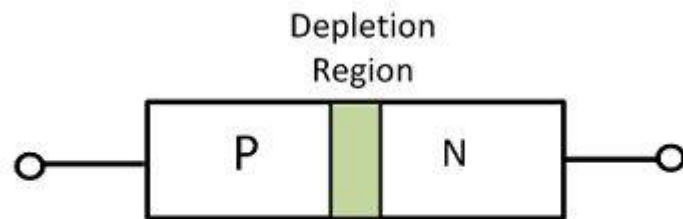
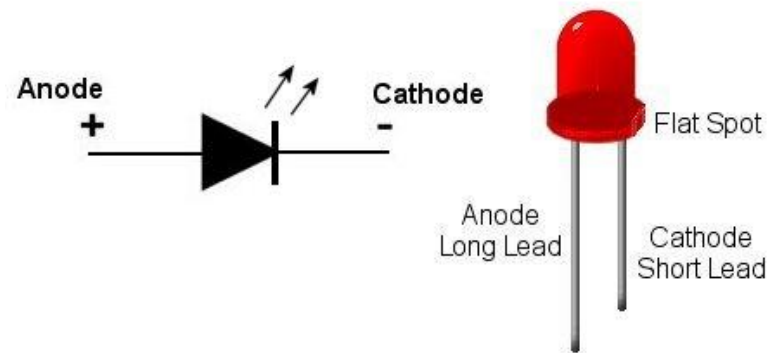
    while(1)
    {
        PORTD = 0x7f;
        delay_ms(500);
        PORTD = 0xff;
        delay_ms(500);
    }
}
```

A yellow highlight is placed on the line `DDRD = 0xff;`. The "Hex" button in the toolbar is also highlighted.

Stop Debugging, Break

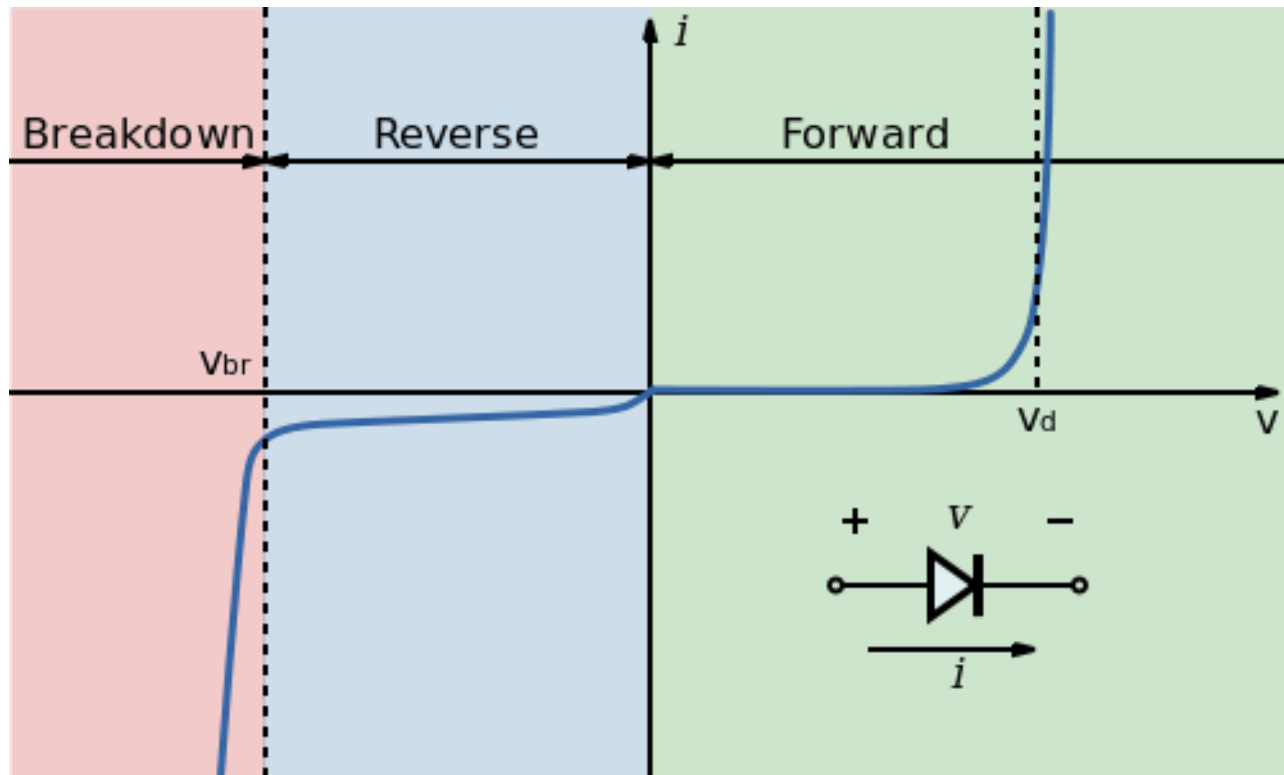


LED(Light Emitting Diode)

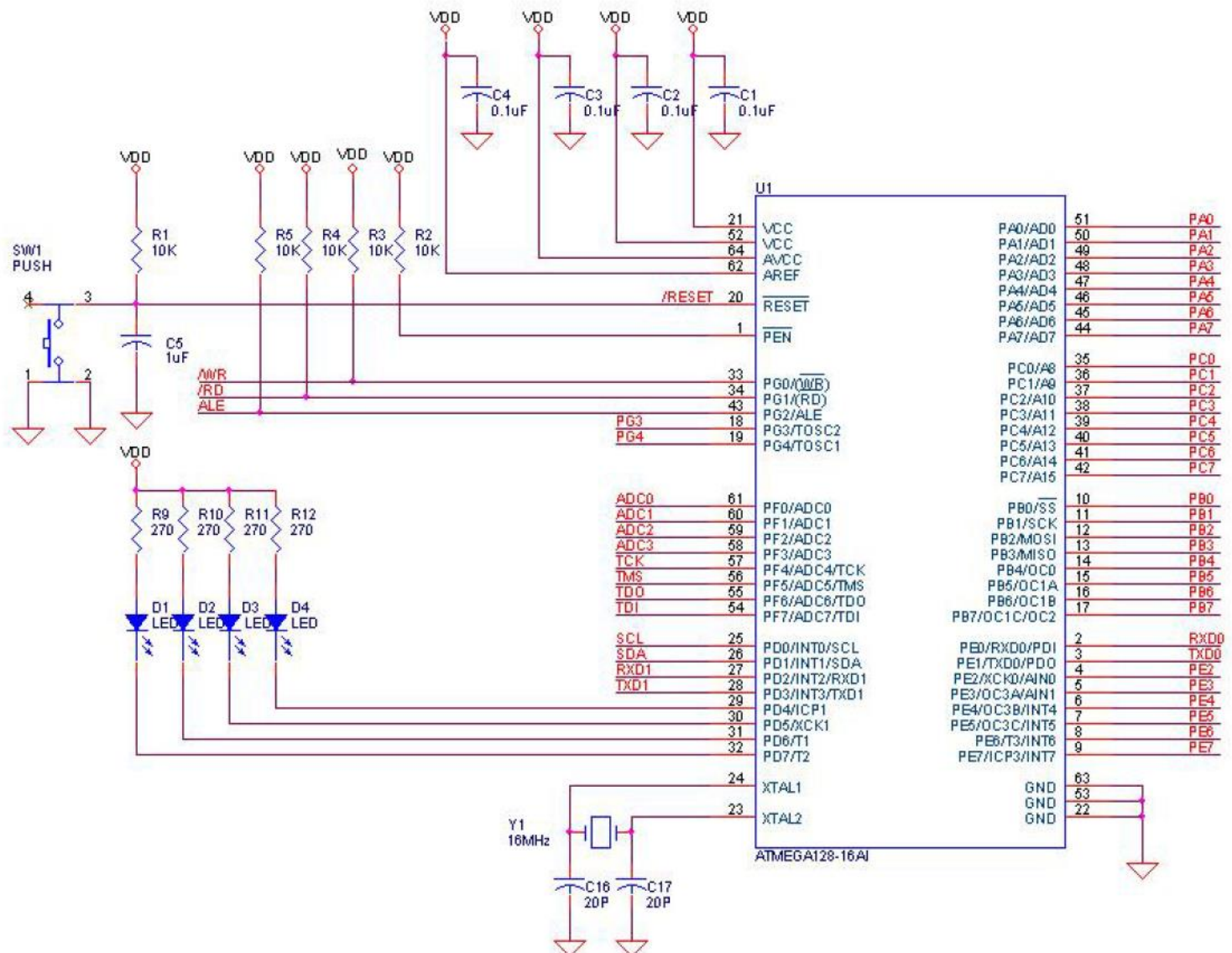


PN Junction Diode Circuit Globe

V-I Characteristic



Circuit Diagram



```
int main(void)
{
    DDRD = 0xff;

    while(1)
    {
        PORTD = 0x7f;
        delay_ms(500);
        PORTD = 0xff;
        delay_ms(500);
    }
}
```

```

void delay_us(unsigned char time_us)
{
    register unsigned char i;
    for(i=0;i<time_us;i++) //4 cycle
    {
        asm volatile("PUSH R0"); //2 cycle
        asm volatile("POP R0"); //2 cycle
        asm volatile("PUSH R0"); //2 cycle
        asm volatile("POP R0"); //2 cycle
        asm volatile("PUSH R0"); //2 cycle
        asm volatile("POP R0"); //2 cycle
        // Sum = 16 cycle=1 us for 16MHz
    }
}

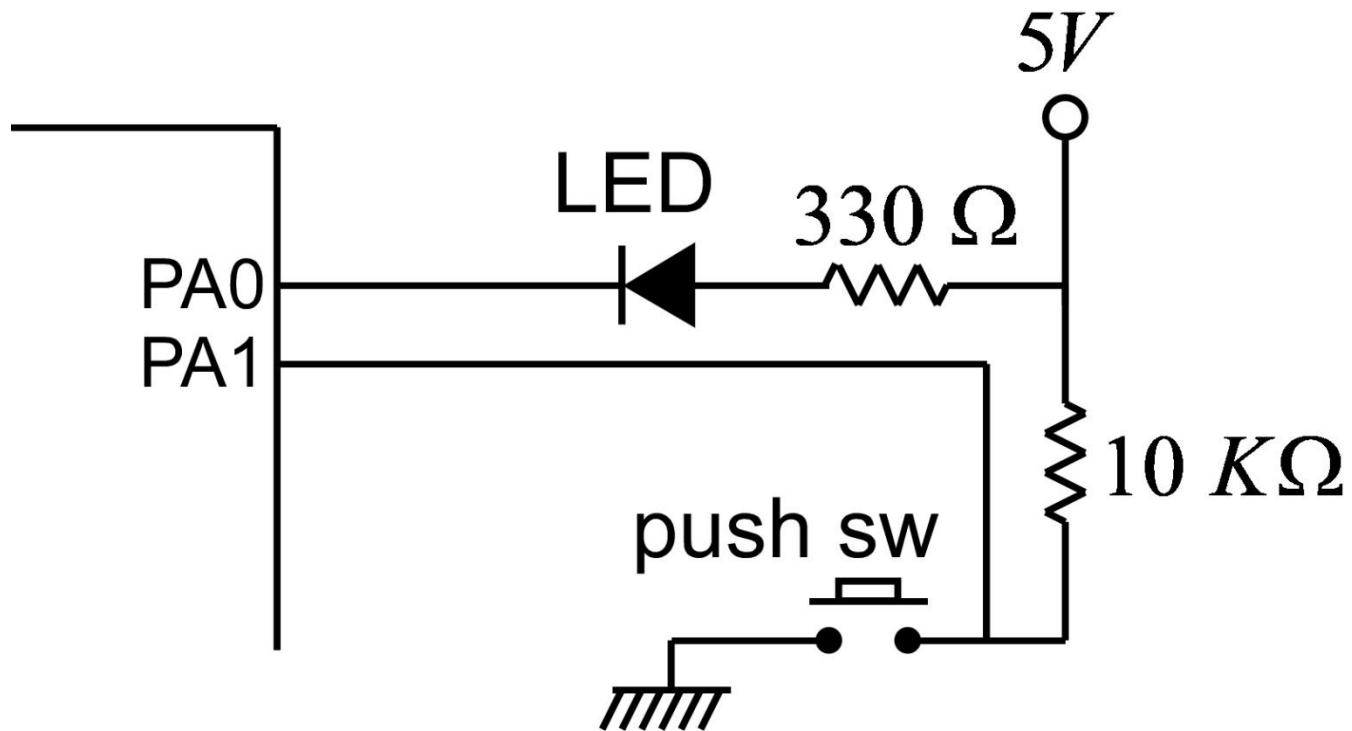
void delay_ms(unsigned int time_ms)
{
    register unsigned int i;
    for(i=0;i<time_ms;i++) //4 cycle
    {
        delay_us(250);
        delay_us(250);
        delay_us(250);
        delay_us(250);
    }
}

```

Exercise 1

- led.c 프로그램에서 D1, D2, D3, D4의 led가 500msec의 간격으로 순차적으로 켜지도록 수정하시오.

Led & Switch



led_key.c

```
#include <avr/io.h>
int main(void)
{
    DDRA = 0x01;

    while(1)
    {
        if (PINA & 0x02)
        {
            PORTA = 0x01;
        }
        else
        {
            PORTA = 0x0;
        }
    }
}
```

Logical and Relational Operators

Operator	Name	Example	Defined
>	Greater than	$x > y$	1 if x is greater than y, otherwise 0
>=	Greater than or equal to	$x \geq y$	1 if x is greater than or equal to y, otherwise 0
<	Less than	$x < y$	1 if x is less than y, otherwise 0
<=	Less than or equal to	$x \leq y$	1 if x is less than or equal to y, otherwise 0
==	Equal to	$x == y$	1 if x equals y, otherwise 0
!=	Not equal to	$x != y$	1 if x is not equal to y, otherwise 0
!	Logical NOT	!x	1 if x is 0, otherwise 0
&&	Logical AND	$x \&\& y$	0 if either x or y is 0, otherwise 1
	Logical OR	$x y$	0 if both x and y are 0, otherwise 1

Bitwise Operators

Operator	Name	Example	Defined
~	Bitwise complement NOT	~x	Changes 1 bits to 0 and 0 bits to 1
&	Bitwise AND	x&y	Bitwise AND of x and y
	Bitwise OR	x y	Bitwise OR of x and y
^	Bitwise exclusive OR	x^y	Bitwise XOR of x and y
<<	Left shift	x<<2	Bits in x shifted left 2 bit positions
>>	Right shift	x>>3	Bits in x shifted right 3 bit positions

Bitwise Operators

```
myByte = 11111111 = 0xFF
0x08 = 00001000 = 0x00
```

```
-----
OR = 11111111 = 0xFF
```

```
myByte = 01010101 = 0x55
0x08 = 00001000 = 0x08
```

```
-----
AND = 00000000 = 0x00
```

```
myByte = 01010101 = 0x55
0x08 = 00001000 = 0x08
```

```
-----
OR = 01011101 = 0x5D
```

```
myByte = 10101011 = 0xAA
0x08 = 00001000 = 0x08
```

```
-----
AND = 00001000 = 0x08
```

```
0x20 = 00100000
~0x20 = 11011111
```

http://www.devicemart.co.kr/

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1

JTAG debugging interface



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AVR JTAGICE mkII

Description:

The AVR® JTAGICE mkII from Atmel® is a powerful development tool for On-chip Debugging of all AVR 8-bit RISC microcontrollers with IEEE 1149.1 compliant JTAG interface or debugWIRE Interface. debugWIRE enables on-chip debug of AVR microcontrollers in small pin count packages, using only a single wire for the debug interface..

The [AVR Studio](#) online-help contains the most current information and a complete list of supported devices.

Ordering Code: ATJTAGICE2



✓ [Check Distributor Inventory](#)

JTAG debugging interface



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홈 > MCU보드/전자키트 > 개발용 장비 > AVR용 개발장비 > JTAG

[Atmel] ATATMEL-ICE

EMU FOR SAM AND AVR MCU KIT



ISP Downloader



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홈 > MCU보드/전자키트 > 개발용 장비 > AVR용 개발장비 > ISP

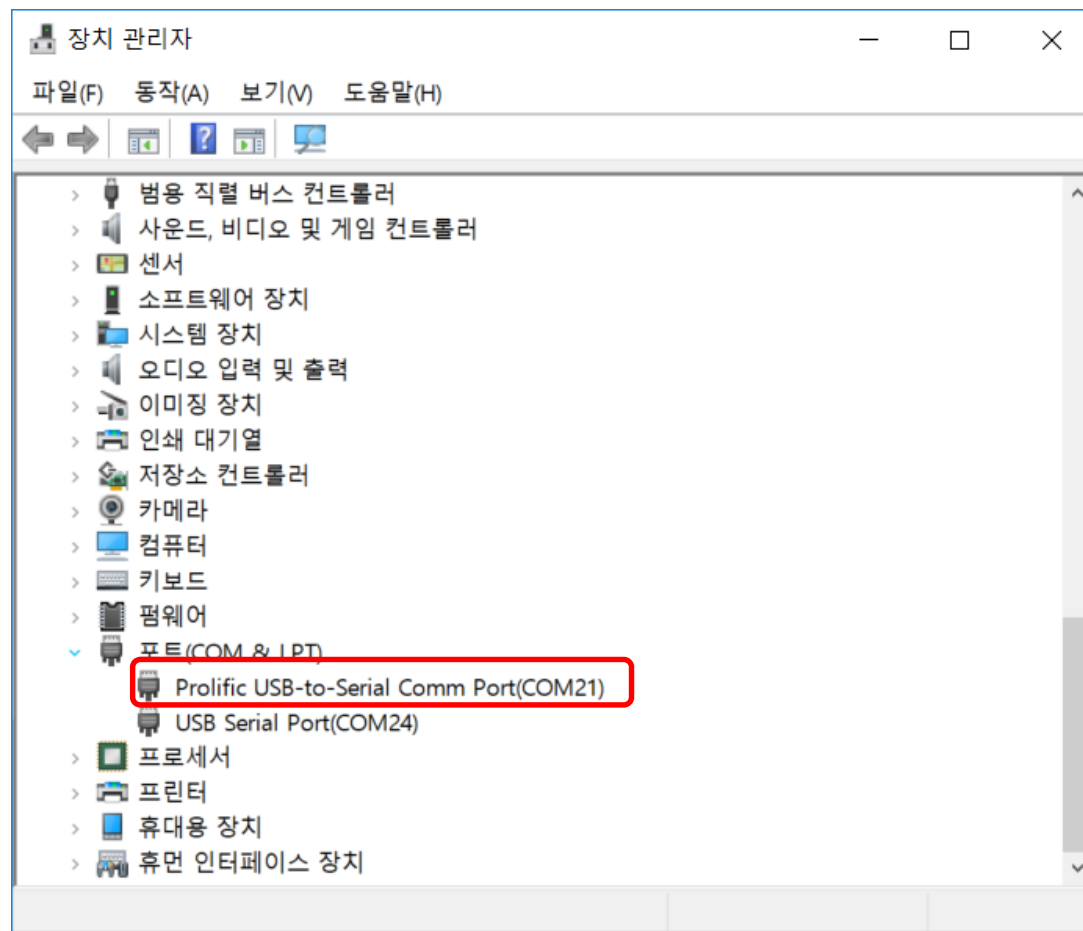
[M.A.I] MAI-ISP-MK2-B

Atmel 사 Micro Controller AVR의 내부 플래시 메모리 및 EEPROM 에 MKII 방식으로 프로그램을 Write, 고급 자동 감김 연장케이블을 사용



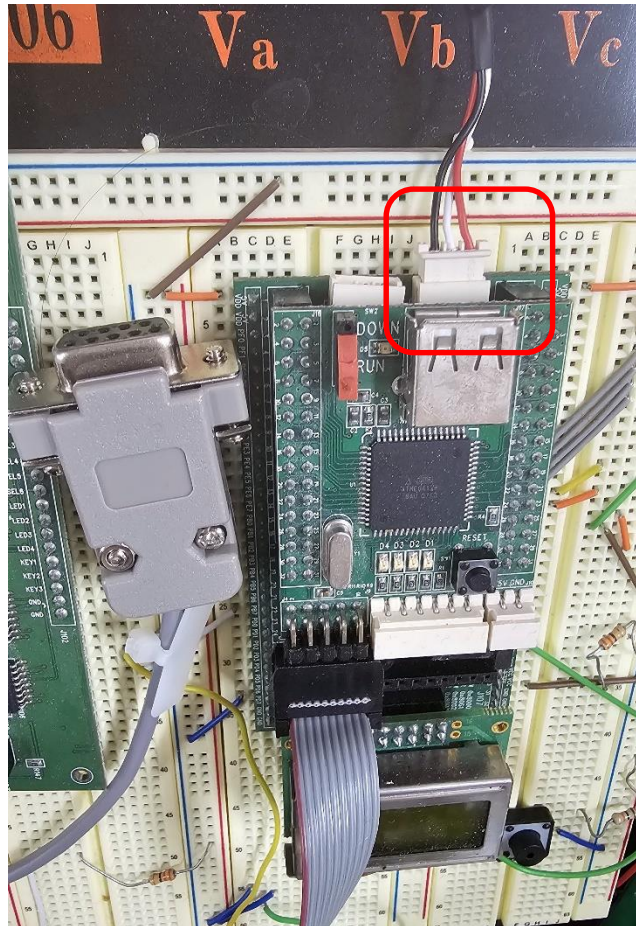
Use of printf in AVR C program

- Use serial port



printf: connection

- Connect serial cable to UART1



USB to serial port

compuzone

어디에서도 볼

SSD Top3

≡ 전체 카테고리

이벤트/기획전 ▾

파격할인

🏠 > 네트워크/케이블/컨버터 ▾ > 리피터/전원/젠더/변환케이블 [

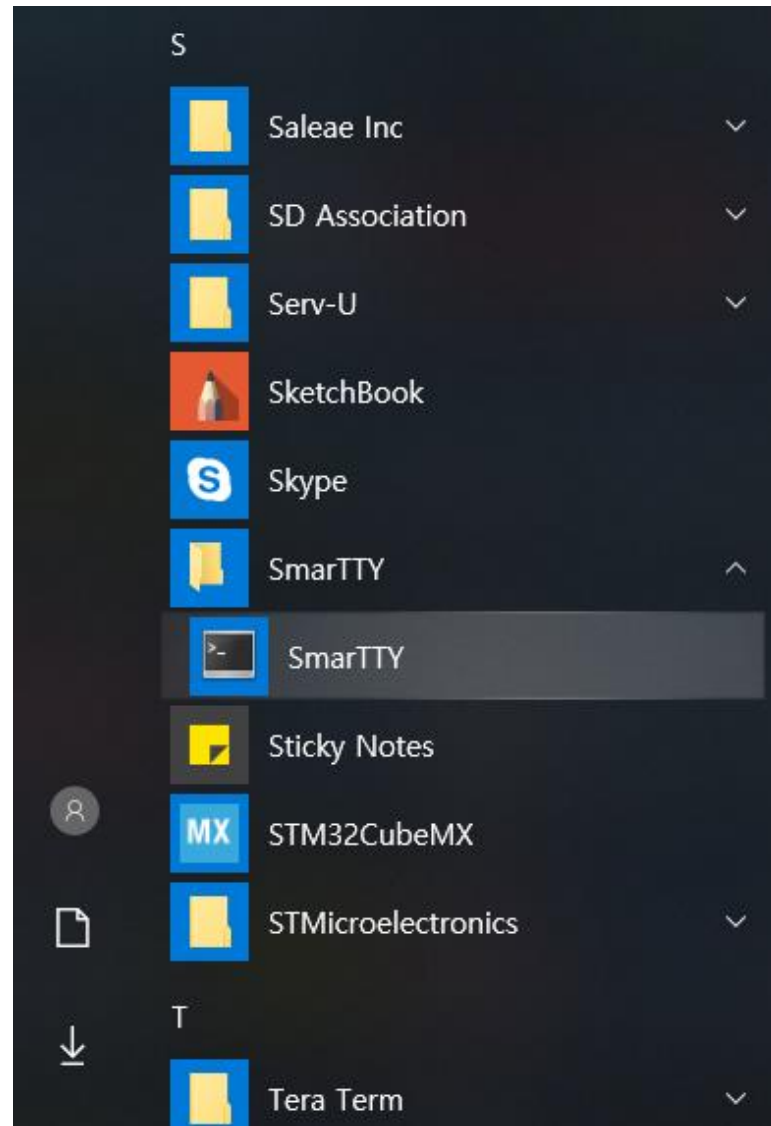
[유니콘] USB to 시리얼 1포트 [UCR-100S]

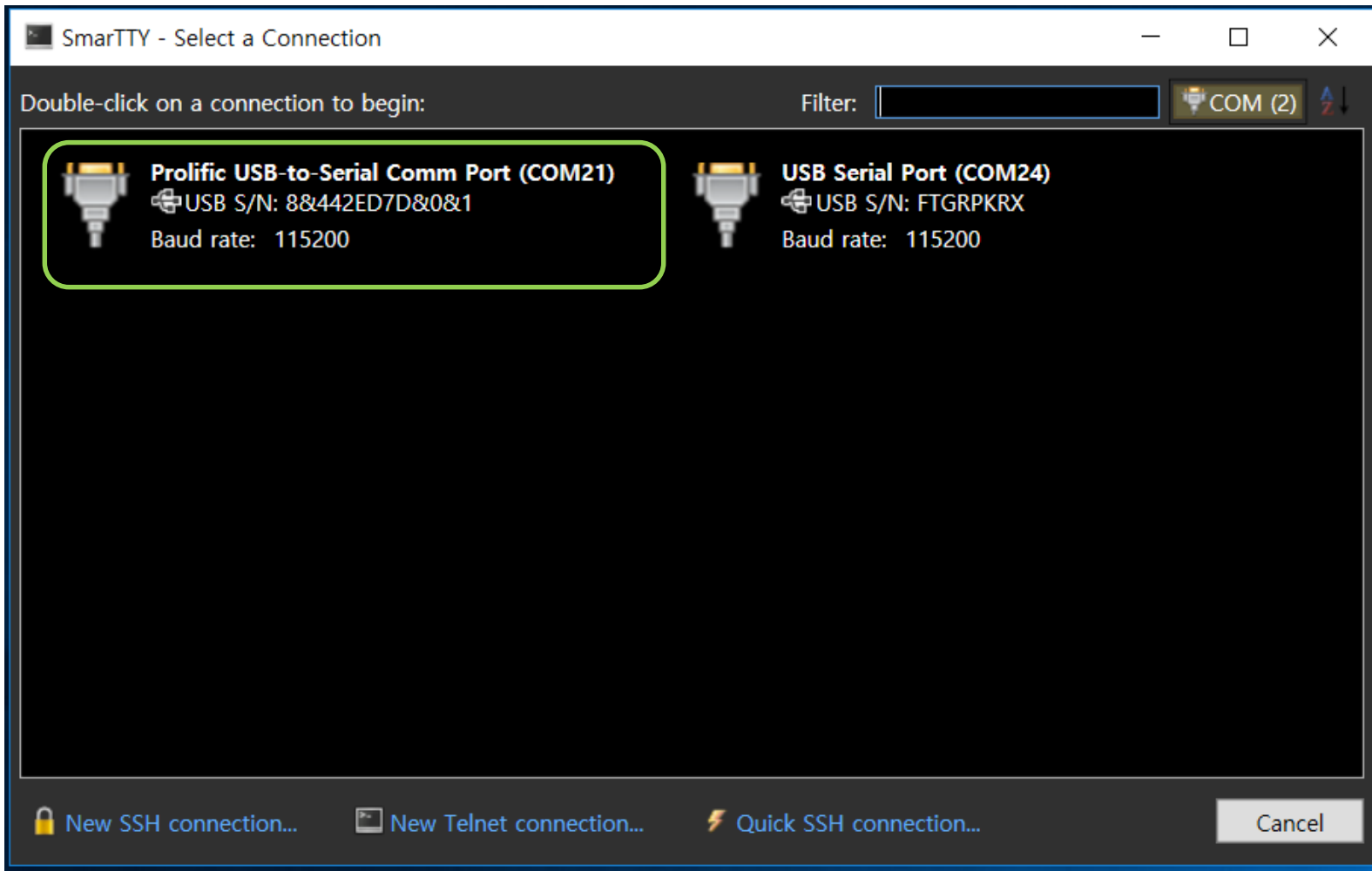
[변환케이블] USB 3.0

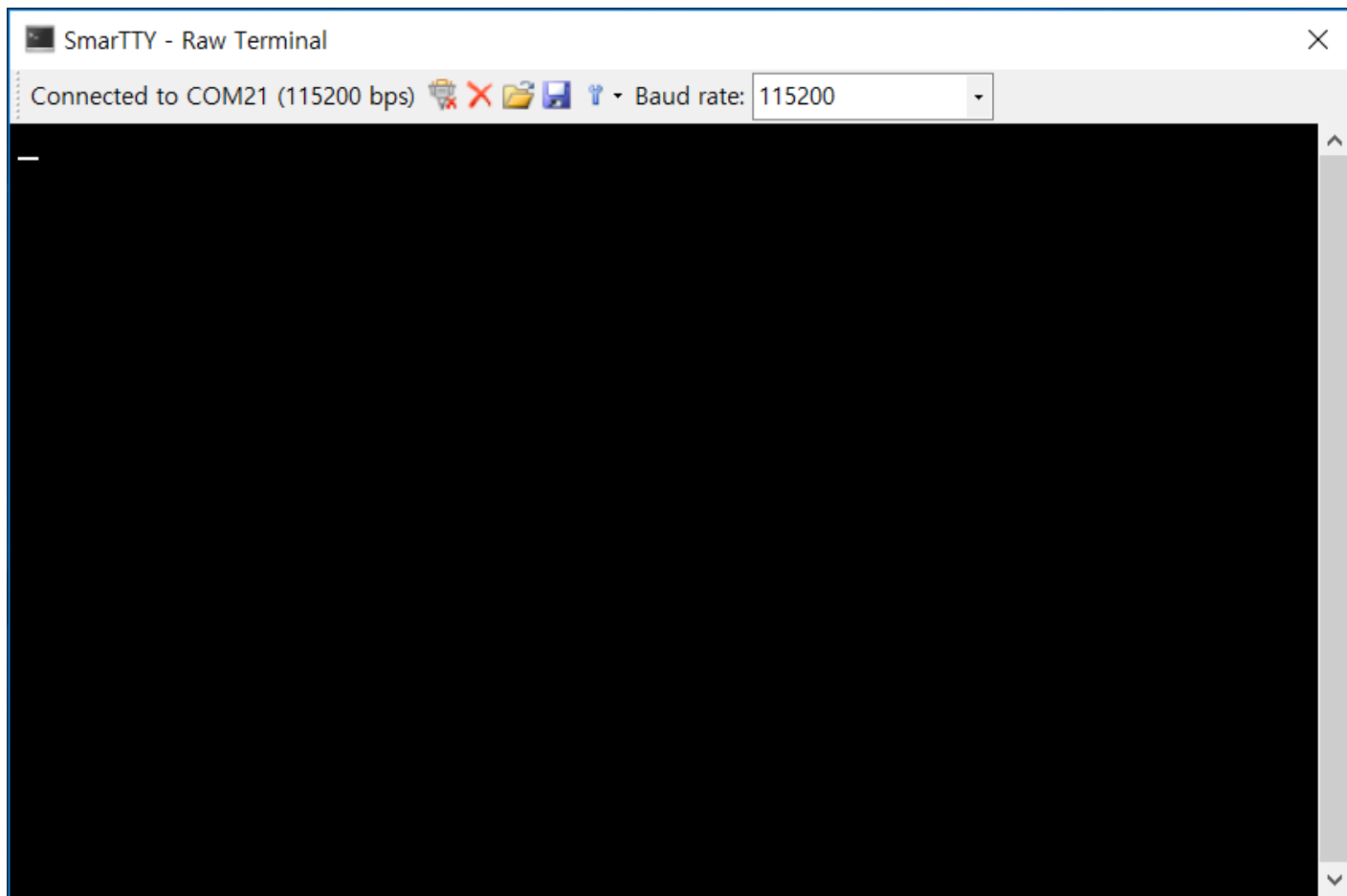


Terminal program

- SmarTTY







New Project

- Project name: `serial_printf`
- Source file: `serial_printf.c`

serial_printf.c(1)

```
#include <avr/io.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>

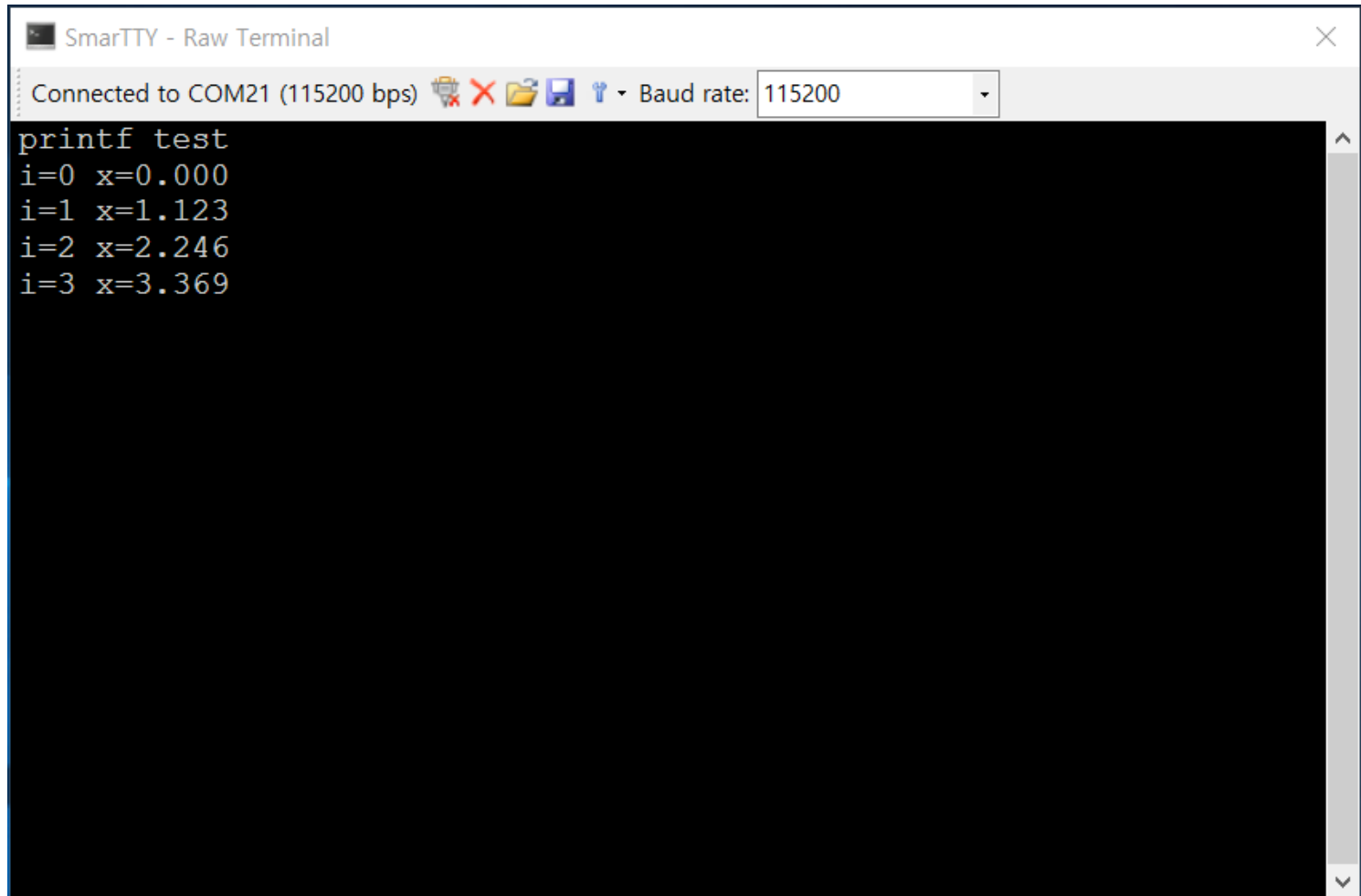
void uart_putchar(uint8_t u8Data, FILE *stream )
{
    while(!(UCSR1A&(1<<UDRE1))){};
    UDR1 = u8Data;
}
FILE uart_output = FDEV_SETUP_STREAM((void *)uart_putchar, NULL,
    _FDEV_SETUP_WRITE);
```

serial_printf.c(2)

```
int main(void)
{
    char string[20];
    short i;
    float x;

    /* USART1 initialization */
    UCSR1A = 0x00;
    UCSR1B = 0x98;
    UCSR1C = 0x06;
    UBRR1H = 0x00; /* baud rate 115200 UBRR1=8*/
    UBRR1L = 0x08;
    stdout = &uart_output;

    printf("printf test\r\n");
    for (i=0;i<4;i++){
        x = 1.123*i;
        dtostrf(x,5,3, string);
        printf("i=%d x=%s\r\n",i,string);
    }
    while(1);
}
```



The image shows a screenshot of a terminal window titled "SmarTTY - Raw Terminal". The window has a standard Windows-style title bar with a close button. Below the title bar, there is a status bar that reads "Connected to COM21 (115200 bps)" followed by several icons (a trash can, a red X, a folder, a printer, and a key) and a dropdown menu for "Baud rate" currently set to "115200". The main area of the terminal is black with white text. The text displayed is as follows:

```
printf test
i=0 x=0.000
i=1 x=1.123
i=2 x=2.246
i=3 x=3.369
```

On the right side of the terminal window, there is a vertical scrollbar with an upward arrow at the top and a downward arrow at the bottom.

Exercise 2

- **Printf**를 이용하여 0 부터 3까지의 숫자를 1 초 간격으로 터미널 프로그램에 프린트 하고, 동시에 보드에 장착된 4개의 **led**를 이용하여 각 숫자에 해당하는 바이너리 숫자를 나타내시오. 예를 들어서 2는 바이너리로 0010이므로 4개의 **led D4,D3,D2,D1**은 각각 **off,off,on,off**.
- 이것을 무한 반복.

Decimal:Binary

- 0:0000
- 1:0001
- 2:0010
- 3:0011
- 4:0100
- 5:0101
- 6:0110
- 7:0111