Adding AVRISP-U to AVRStudio

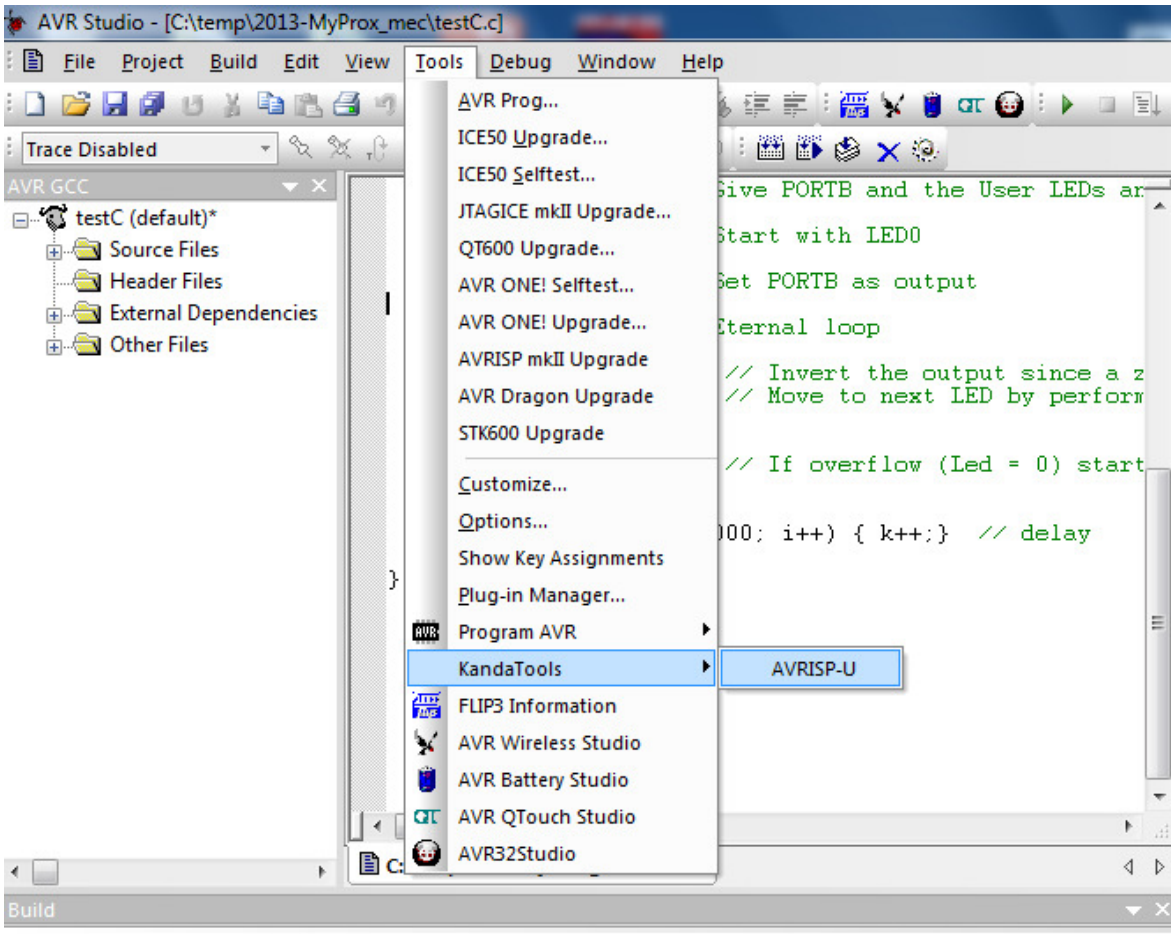
AVRStudio 4

The installer for AVRISP-U will automatically add a plugin to AVRStudio 4, and the programmer will appear in **AVRStudio Tools Menu** under **Kanda Tools**.

Select **AVRISP-U** and the programmer will launch, and load the files and device type.

Please make sure you have **Built** the AVRStudio project successfully before launching the programmer.

AVRStudio 4 Tools



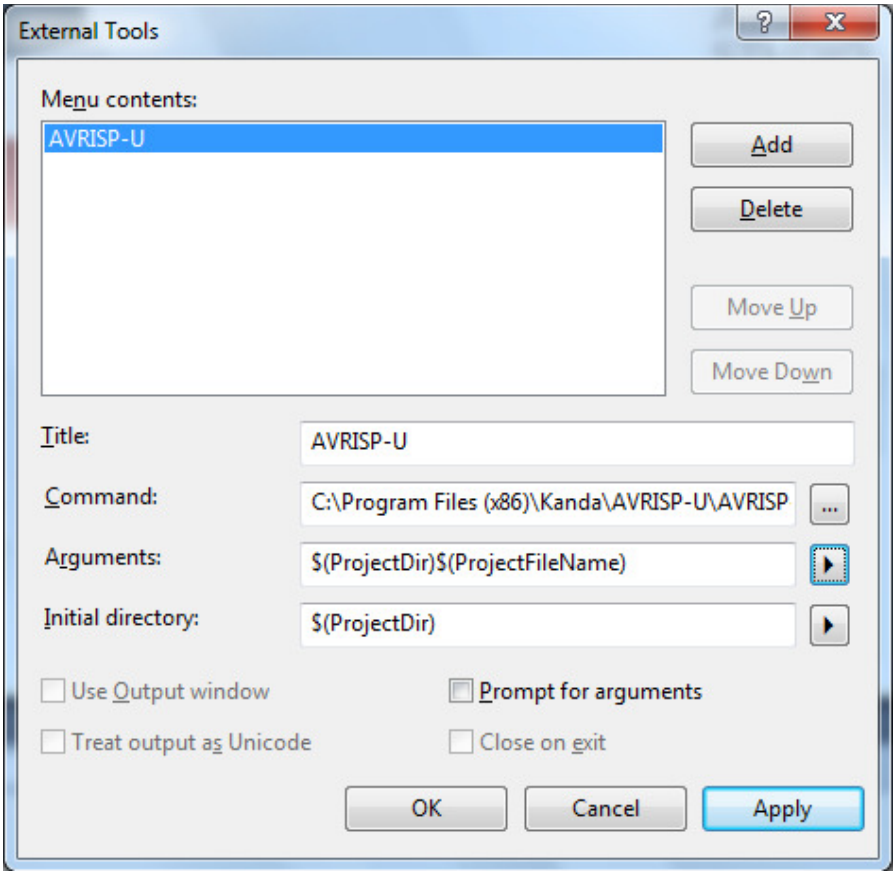
When AVRISP-U launches, Select **Device menu -> Auto Program** to program your AVR or press F5.

AVRStudio 6

AVRISP-U is not automatically added to AVRStudio 6 but it is quite simple to add it to the Tools menu.

1) Open AVRStudio 6 and select **Tools Menu > External Tools**

2) The **External Tools Dialog Box** will open



3) Click on **Add Button**

4) Give the programmer a **New Title**, either AVRISP-U or your own name

5) In the **Command** section, use the browse button (…) to add the path to AVRISP-U.EXE

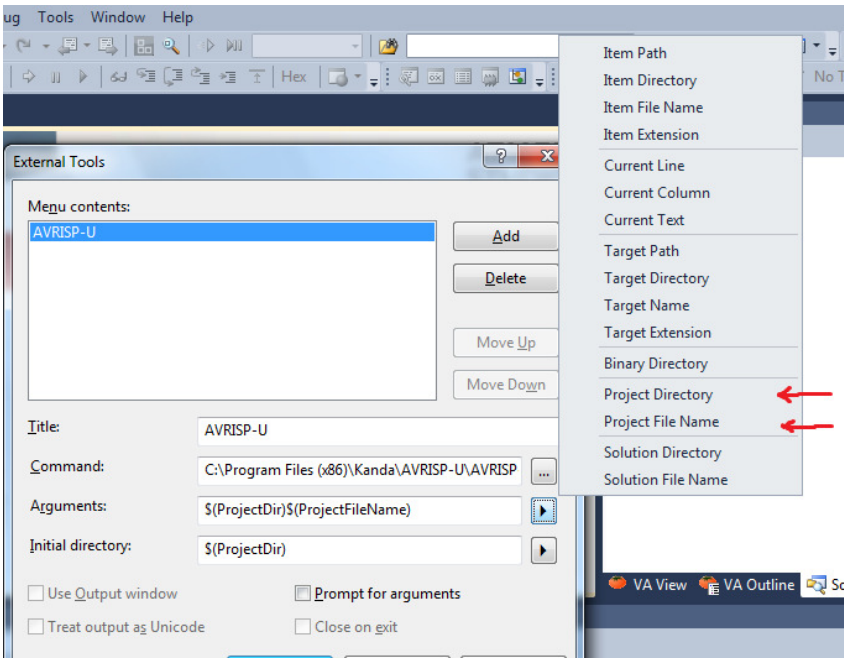
The default path is different for STK200 kits and AVRISP-U software

- STK200 Kits : C*:\Program Files\Kanda AVR\AVRISP-U\avrisp-u.exe*
- AVRISP-U Software : *C:\Program Files\Kanda\AVRISP-U\avrisp-u.exe*

On 64-bit PCs, this will be Program Files(x86)

If you have changed from default install folder, please select your install path.

5) In **Arguments** section use Arrow Button to select **Project Directory**, followed by **Project File Name**.

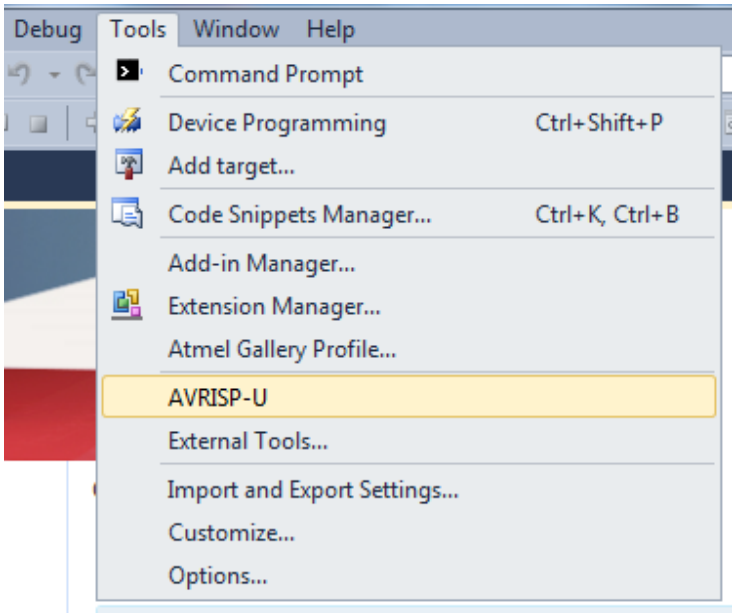


They should appear as **$(ProjectDir)$(ProjectFileName)** – note that there are no spaces in this argument.

6) **Initial Directory** can be set to Project Directory $(ProjectDir), but this is not important.

7) Click **OK button**

AVRISP-U is now installed, and will appear in Tools menu, immediately above External Tools.



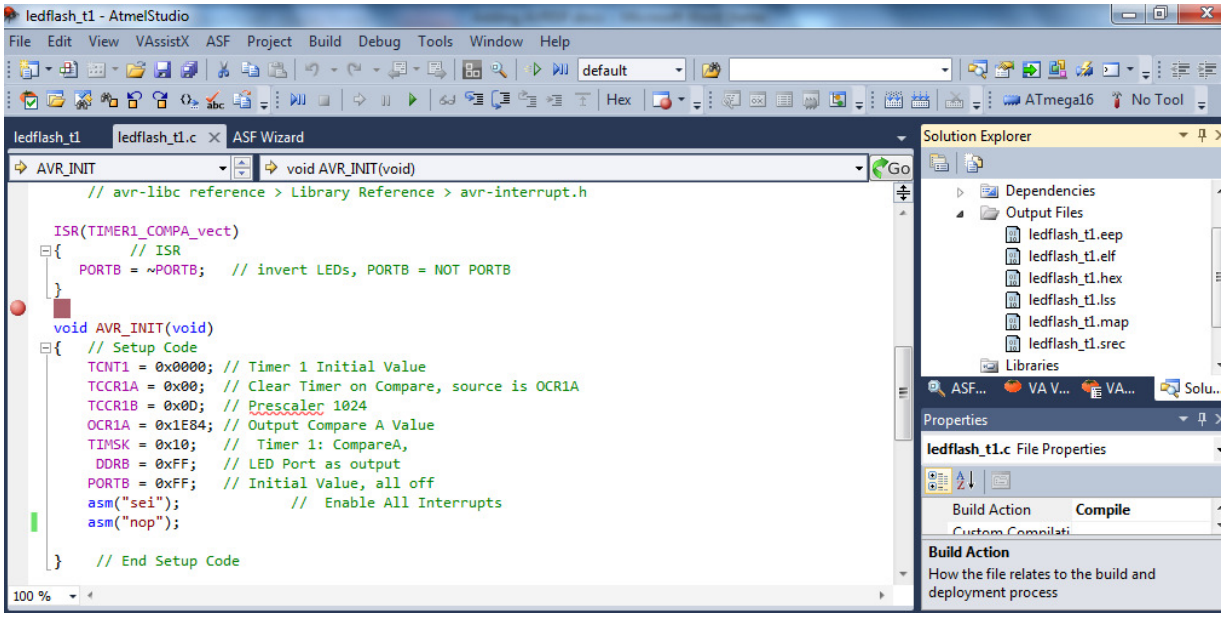
When AVRISP-U launches, select **Device menu -> Auto Program** to program your AVR or **press F5**.

Extra Notes

- Please build your project before calling programmer
- With C projects, Hex file (for programmer) is in Default sub-folder in your project folder
- With assembler projects, Hex file is taken from Debug folder, not release folder

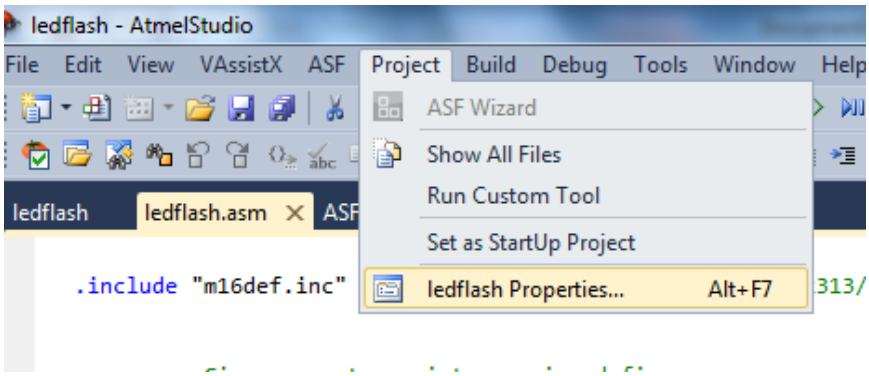
Check Output Files

To check whether you project has built the HEX or EEP file, look in Solution Explorer on right hand side of AVRStudio 6 screen, and click on output files.



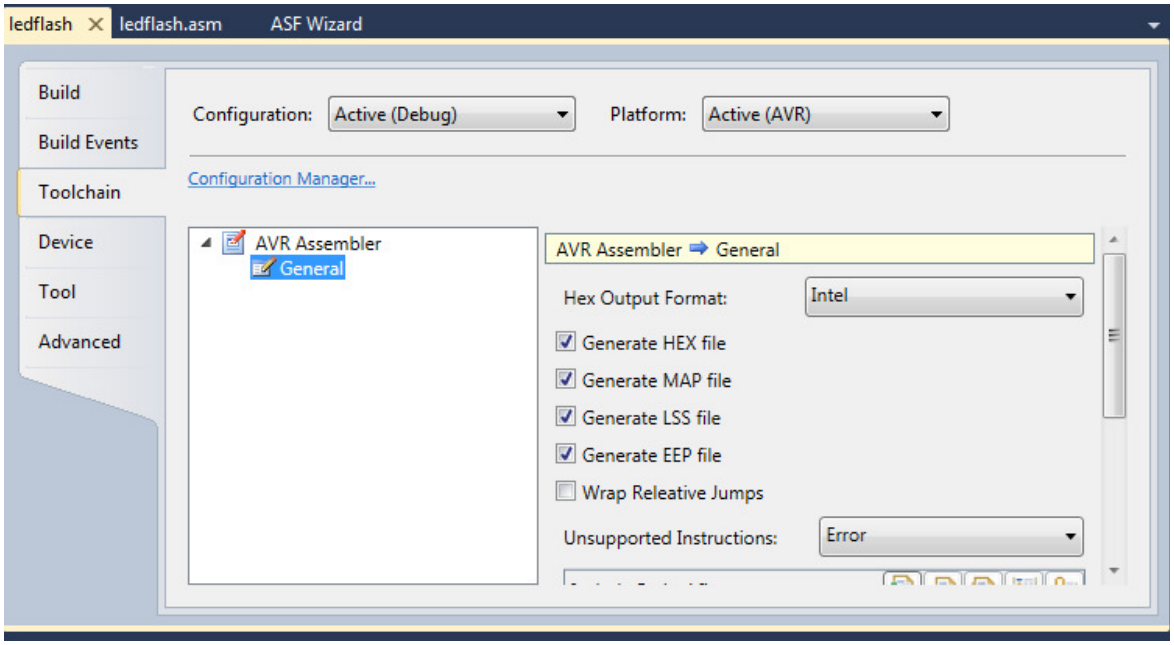
Switching on Hex file output and EEPROM (.EEP) file output

Select Project properties from Project menu – you must have a project open and it will show *project name* properties.



Assembler Projects

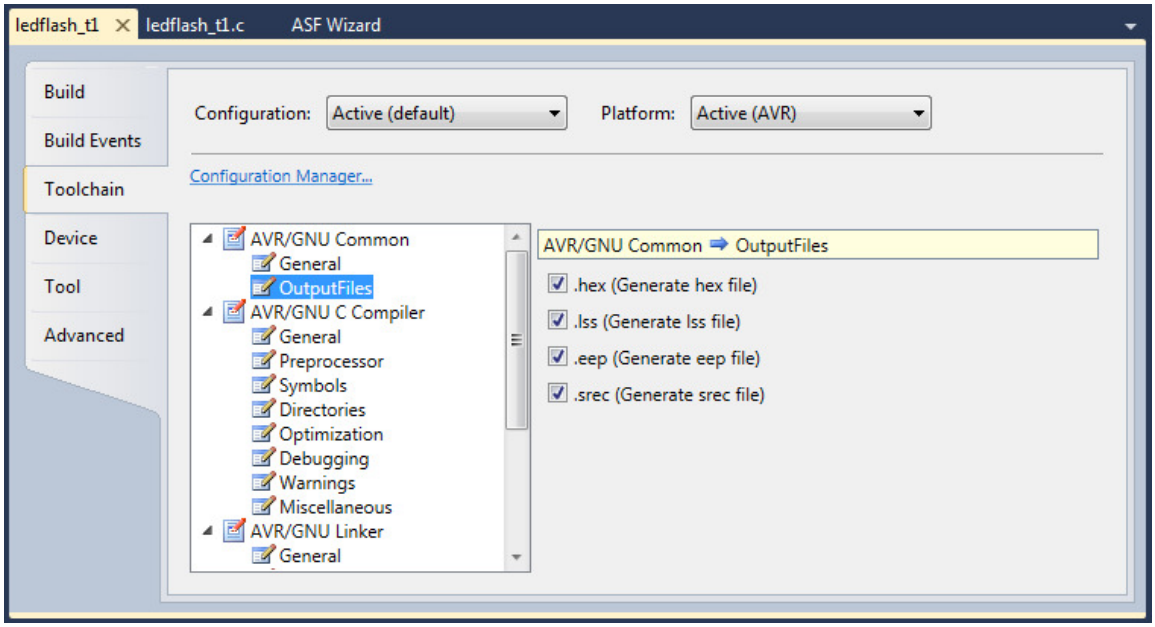
In Project Properties, Choose **Toolchain** Tab and select **General** to list options



Select **Generate HEX file**, usually on by default and **Generate EEP file** if your code has EEPROM data.

C Projects

In Project properties, select **Toolchain** tab, then select **Output Files**



Select **Generate HEX file**, usually on by default and **Generate EEP file** if your code has EEPROM data.

AVRISP-U Projects

When you launch the AVRISP-U programmer from AVRStudio, it will create Project Settings for AVRISP-U, which are stored in a sub-folder in AVRISP-U directory called **Studio Projects**. They have the same name as your AVRStudio project but with .prj extension, and include your file names and device type. They can also store fuses, serial numbers and other settings if required. These can be loaded independently in AVRISP-U, if you want to reload them later.

They can be loaded into AVRISP-U in different ways

1) In AVRISP-U software, choose **File > Load Project Settings**

2) Called from commandline with syntax avrisp-u.exe PROJECT=”path to project” , for example Avrisp-u.exe PROJECT=”c:\Program Files\Kanda AVR\AVRISP-U\Studio Projects\assembler1.prj”

3) Called from hyperlinks in programs like Word, if the PRJ extension is assigned to AVRISP-U in Windows Open With…

Example C:\Program Files\Kanda\AVRISP-U\Studio Projects\AVRASSEMBLER1.prj