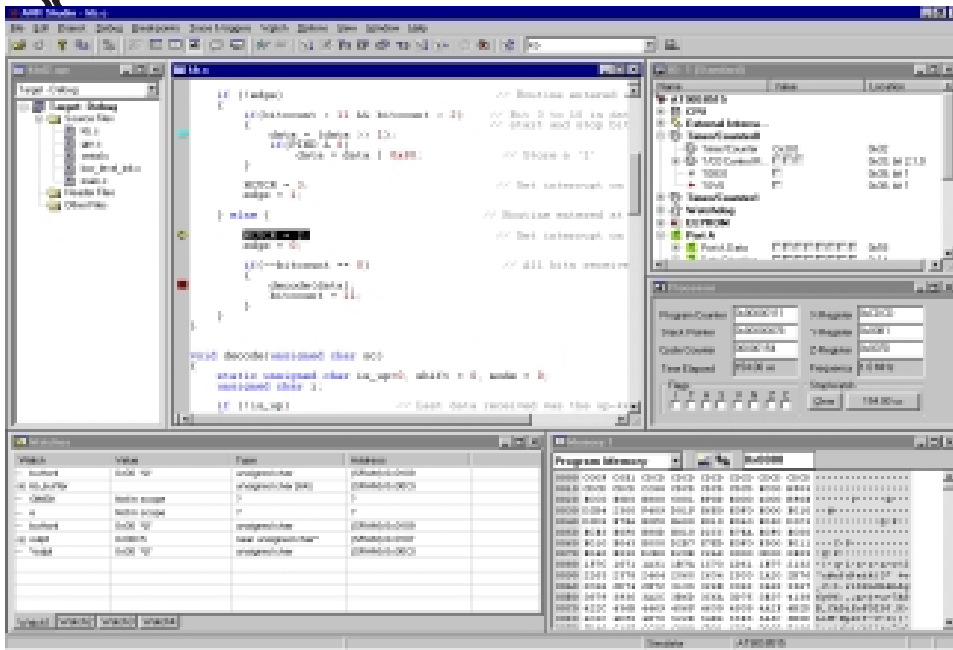# AVR STUDIO® 3.0

INTEGRATED DEVELOPMENT ENVIRONMENT

The AVR Studio 3.0 is an Integrated Development Environment (IDE) for writing and debugging AVR applications in a Windows® 95/98 or Windows NT® environment. AVR Studio 3.0 provides a project management tool, source file editor, chip simulator and in-circuit emulator interface for the powerful AVR 8-bit RISC family of microcontrollers.

- Integrated Development Environment (IDE) for Writing, Compiling and Debugging Software

- Fully Symbolic Source-level Debugger

- Configurable Memory Views, Including SRAM, EEPROM, Flash, Registers and I/O

- Unlimited Number of Breakpoints

- Trace Buffer and Trigger Control

- Online HTML Help

- Variable Watch/Edit Window with Drag-and-Drop Function

- Extensive Program Flow Control Options

- Simulator Port Activity Logging and Pin Input Stimuli

- File Parser Support for COFF, UBROF6 and Hex Files

- Support for C, Pascal, BASIC and Assembly Languages

- Support for All Atmel AVR In-circuit Emulators

AMEL®

The AVR Studio 3.0 supports all Atmel AVR devices, including:

- ATtiny11
- ATtiny12
- ATtiny15
- ATtiny22
- ATtiny28
- AT90S1200
- AT90S2313
- AT90S2323
- AT90S2333
- AT90S2343

- AT90S4414
- AT90S4433
- AT90S4434
- AT90S8515
- AT90C8534
- AT90S8535
- ATmega161
- ATmega163
- ATmega603
- ATmega103

The AVR Studio 3.0, an Integrated Development Environment (IDE), combines an editor, project manager, external assembler/compiler and debugger in one easy-to-use development tool. Manage projects, edit source code, simulate or interface an emulator, all in the same environment.

The project manager organizes the files in a project. It can easily be configured to interface to any command line compiler and assembler. With AVR Studio, you can write code in your preferred language and compile it with your preferred compiler. AVR Studio's powerful editor allows seamless integration with your favorite compiler and linker. The source code can be edited directly in the debugger source window with syntax coloring support for both C and Assembly.

An unlimited number of breakpoints can be toggled in the source code window with one mouse click. Toolbars, mouse and accelerator-keys give the user quick access to all the powerful features of the AVR microcontroller. The user interface is specially designed to be easy to use and to give complete information.

By using the same user interface for both simulation and emulation, AVR Studio 3.0 gives a fast learning curve. When an emulator is detected on the serial port, AVR Studio starts in emulator mode. If an emulator is not detected, AVR Studio starts in simulator mode. The user interface is identical.

AVR Studio 3.0 includes configuration software to update the AVR ICE 200, ICE PRO and the AVR ICE 30 emulators to the latest version. Self-test and diagnostic software for the emulators are also included. AVR Studio is frequently updated to support new devices and new features.

Ordering Information for AVR Studio 3.0

The latest version of AVR Studio is freely available from the Atmel web site, http://www.atmel.com. AVR Studio is also enclosed on the Atmel CD-ROM Data Book, which can be obtained from all Atmel's franchised distributors.